

TELL YOUR OWN STORIES IN NIGHT CITY

Welcome to the Dark Future, choom. The ***Cyberpunk: Edgerunners Mission Kit*** is a self-contained introduction to the ***Cyberpunk*** tabletop roleplaying game. With it, you'll step into the future-noir shoes of a crew of edgerunners: Cybernetic street mercs living outside the bounds of law and society. If you've played a tabletop roleplaying game before, you can probably skip this sheet. Otherwise, read on, as we explain a few essential concepts to help you get the most out of this box.

WHAT IS CYBERPUNK?

Cyberpunk is a sub-genre of science fiction focusing on "high tech and low life." It borrows heavily from film noir, combining it with science fiction tropes to create worlds in which advanced technological achievements such as cybernetics and artificial intelligence exist side by side with dystopian themes like societal decay and vast income disparity.

The ***Cyberpunk*** franchise began in the 1980s with a tabletop roleplaying game created by Mike Pondsmith and the *R. Talsorian Games* crew. It has since spread across multiple forms of media, including comics, novels, the video game ***Cyberpunk 2077***, and ***Cyberpunk: Edgerunners***, an anime from *CD Projekt Red* and *TRIGGER*.

WHAT IS A TABLETOP ROLEPLAYING GAME?

A tabletop roleplaying game (TTRPG) is a structured form of make-believe. It is "let's pretend" with rules. To play, you'll need the contents of this box and a few friends. We recommend between four and seven people total (including yourself).

Most of the people in your group will be Players. They each pick a single Edgerunner and control their actions as the story unfolds. One person goes beyond a single Edgerunner, though. They're the Gamemaster (GM). The GM presents the story, controls the Characters not played by someone else, and arbitrates the rules of the game. In cinematic terms, the Players are each an actor playing one of the main characters in the show, while the GM acts as the director setting the scene, the crew building the sets, and the actor who plays all the supporting characters. When deciding who will take the role of GM, be aware that it is the most demanding position in terms of energy and imagination, but it can also be immensely satisfying.

The action of a TTRPG unfolds organically. The GM describes a situation to the Players as their Edgerunners understand it. The Players then respond and describe the actions their Edgerunners take, whether it be talking to the witness of a crime or shooting an enemy in the middle of a firefight. The story flows from there as the GM decides and narrates the results. This back and forth continues as the GM and Players work together to weave a thrilling and unique tale.

WHAT'S IN THIS BOX?

You'll find the following inside the ***Cyberpunk: Edgerunners Mission Kit***. *Dice and plastic feet not included in digital versions.*

- **Introduction Sheet:** An introduction to the game. You're reading it right now!
- **Edgerunner's Handbook:** This is a lore book that explains more about Night City and the world of Cyberpunk. Everyone should at least skim it to get a basic grasp on the setting.
- **Rule Book:** The rules you need to play the game. We recommend everyone read it but it is especially important for the GM to absorb the information presented.
- **The Jacket:** A full-length mission set in the world of Cyberpunk. This is the adventure you'll be playing. Only the GM should read it.
- **Edgerunner Sheets:** The information Players will need to play one of the seven Edgerunners provided in this box.
- **Dice:** The dice you'll need to play the game. The rules use ten-sided dice (d10s) to determine the results of actions taken and six-sided dice (d6s) to determine weapon damage. An Edgerunner Symbol (- **Maps:** A set of maps, useful for laying out the action in *The Jacket* so everyone can better understand what's happening during the game.
- **Token Sheet:** A sheet of standees (rectangular punch-outs with character portraits on them) and tokens (circular punch-outs with symbols on them). You'll use these during play, placing them on the map to represent the locations of Edgerunners and other characters.
- **Plastic Feet:** Small plastic feet to use with the standees from the token sheet.

TTRPG KEYWORDS

You'll find more details in the included booklets, but here are a few important keywords to help you understand the game.

Action: Something a Character does to understand or manipulate themself or the world around them.

Character: A person in the Cyberpunk world. Characters played by Players are called Edgerunners. Characters played by the GM are called Non-Player Characters (NPCs).

Check: Adding a die roll to a specific number in order to determine if a Character succeeds at an Action.

Crew: A group of edgerunners. When capitalized, it refers specifically to the Crew controlled by the Players.

Edgerunner: In-game, the term refers to street mercs who live on The Edge. Out-of-game and capitalized it refers to Characters controlled by a Player.

dX: Shorthand for dice of a specific type. A d10 is a ten-sided die. A d6 is a six-sided die. When the book says YdX, the y refers to how many dice or a type you roll. For example, 3d6 means you roll 3 six-sided dice and total the values together to obtain a result.

Gamemaster (GM): The person in charge of setting the scene, playing NPCs, and adjudicating the rules.

In-Character (IC): Something said or done by a Character during play.

Initiative Queue: The order in which every Character present in a scene takes their Turn. Mostly important during tense situations, such as in combat.

Mission: A scenario with a defined objective run by the GM and played by the Players. Also known as a job, gig, or adventure.

Non-Player Character (NPC): A Character controlled by the Gamemaster.

Out-of-Character (OOC): Something said or done by the GM or Player in the real world.

Player: A person playing a single Edgerunner in the game.

Round: The amount of time it takes for every Character present in a scene to take their Turn.

Session: A period of time where the GM and Players meet up to play. Usually 2 to 4 hours long. A single Mission may take multiple Sessions to complete.

Turn: The amount of time it takes a Character to perform an Action. A Turn lasts roughly 3 seconds.

CAST AND CREW

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Special Thanks to Patrick Mills, Cian Maher, Nick McWhorter, Luigi Annicchiarico, and the incredible teams behind **Cyberpunk 2077** and **Cyberpunk: Edgerunners**

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CX3000 • ISBN 978-1-950911-35-6 • First Printing • Printed in the United States of America

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