

Cyberpunk® EDGERUNNERS MISSION KIT



RULE BOOK

PLAYING THE GAME



Welcome to the Dark Future.

The world of *Cyberpunk* is a combination of savage, sophisticated, modern, and retrograde. Fashion-model beautiful rockers rub shoulders with battle-armored road warriors on the mean streets of Night City, a neon-soaked city of dreams.

As an edgerunner, you grab technology by the throat and hang on, unafraid to install the latest enhancements in cybertech. You've got a computer in your brain, weapons in your arms, and cameras in your eyes. You are the machine.

Being an edgerunner is also attitude. You wear the right clothes and plan your crimes in the best clubs and bars. Your enemies are corporate armies, cyborg gangs, power-armored assassins, and computer-wired netrunners. Your weapons are nerve, street smarts, bravado, and the iron strapped to your hip. You aren't ready yet, though. First, you need to learn how to play the game. That's what this book is all about. Pay attention, choomba. What you're about to read might just save your Edgerunner's life.

STATS

Each Character in this game has two major categories of attributes: **STATS** and Skills. **STATS** are numbers that describe a Character's abilities in the game. This helps you compare abilities.

For instance, a person with a STAT of 5 might be better off than a person with a STAT of 4, but not as good as a person with a STAT of 6. The ten STATS used are:

Intelligence (INT): How generally bright, clever, and aware you are.

Reflexes (REF): Your response time and coordination. Used for ranged weapons.

Dexterity (DEX): Your athletic ability. Used for melee and brawling attacks.

Technique (TECH): Your ability to manipulate tools and instruments.

Cool (COOL): Your ability to impress and influence others.

Will (WILL): Your determination, courage, and ability to keep going in the face of adversity.

Luck (LUCK): A special STAT. See *Using Luck* on [page 5](#) for more details.

Movement (MOVE): Your speed of movement when running, swimming, climbing, and so forth.

Body (BODY): Your raw strength and endurance.

Empathy (EMP): Your ability to relate and care for others.

SKILLS

Skills represent things your character can do via training and learning. The higher your Skill Level, the better trained you are at that Skill. Each Skill is linked to a specific STAT. For example, the Melee Weapons Skill is linked to the DEX STAT. For more information on how they're used together, see Skill Resolution ([page 4](#)).

The following Skills are used in the **Cyberpunk: Edgerunners Mission Kit**:

AccountingINT

Skill of balancing books, creating false books or identifying them, juggling numbers, creating budgets, and handling day-to-day business operations.

Acting.....COOL

Skill of assuming a role, disguising yourself as someone else, whether real or fictitious, and faking emotions and moods.

AthleticsDEX

Skill of jumping, climbing, throwing, swimming, lifting weights, etc. It combines the basic elements of any high school-level sports program. This Skill also covers thrown weapons.

Autofire.....REF

Skill for keeping a weapon's Autofire firing mode on target through recoil.

BrawlingDEX

Skill for fighting and grappling with brute strength.

Bribery.....COOL

Skill of knowing when to bribe someone, how to approach them, and how much to offer.

Bureaucracy.....INT

Skill for dealing with bureaucrats, cutting red tape, knowing who to talk to in a bureaucracy and how to extract information from bureaucracies.

Business.....INT

Skill regarding knowledge of basic business practices, laws of supply and demand, employee management, procurement, sales, and marketing.

Composition.....INT

The required Skill for writing songs, articles, or stories.

Conceal/Reveal Object.....INT

Skill for hiding objects and finding objects that have been hidden. This is the Skill used for concealing weapons under clothing and detecting concealed weapons.

Concentration.....WILL

Skill of focus and mental control, encompassing feats of memory, recall, and physiological control.

ConversationEMP

Skill of extracting information from people without alerting them through careful conversation.

Criminology.....INT

Skill of discovering clues by dusting for fingerprints, doing ballistics tests, examining evidence, and searching through police records and files.

CryptographyINT

Skill of encrypting and decoding messages.

Cybertech.....TECH

Skill of identifying, understanding, and repairing cybernetics.

DanceDEX

Skill of dancing, whether doing it at a club or on stage.

DeductionINT

Skill of taking several clues and leaping to a non-obvious conclusion.

Drive Land Vehicle.....REF

Skill of driving and maneuvering land vehicles.

EducationINT

Skill of general knowledge, equivalent to a basic school education, allowing you to know how to read, write, use basic math, and know enough history to get by.

Electronics/Security TechTECH

Skill of identifying, understanding, repairing, countering, and installing complex electronic devices like computers, cyber-decks, personal electronics, and electronic security systems.

EnduranceWILL

Skill of withstanding harsh environmental conditions and hardship.

EvasionDEX

Skill for getting out of the way of someone attacking you in melee.

First Aid	TECH	Pick Lock	TECH
Skill of applying medical treatments to stabilize a patient or treating the most common Critical Injuries.			Skill for picking non-electronic locks and countering non-electronic security measures.
Forgery	TECH	Pick Pocket	TECH
Skill of creating and detecting false documents, works of art, and identification. Can also be used to detect forgeries.			Skill for picking pockets and shoplifting small items without being noticed.
Handgun	REF	Play Instrument	TECH
Skill for accurately firing handheld projectile weapons.			Skill of professionally playing a musical instrument, including vocal instruments (e.g. singing).
Heavy Weapons	REF	Resist Torture/Drugs	WILL
Skill for accurately firing extremely large projectile weapons, including grenade and rocket launchers.			Skill of resisting painful effects, including interrogation, torture, and drugs.
Human Perception	EMP	Shoulder Arms	REF
Skill of reading a person's facial expressions and body language to discern emotional state and to detect deception.			Skill for firing shoulder-braced projectile weapons like rifles and shotguns.
Interrogation	COOL	Stealth	DEX
Skill of forcibly extracting information from people.			Skill of moving quietly, hiding, doing an action discreetly, or otherwise evading detection. Other Characters can try to find you with their Perception Skill.
Library Search	INT	Streetwise	COOL
Skill of using databases, the CitiNet, libraries, and other compiled information sources to find facts.			Skill of knowing where to get illegal and contraband things, talking to the criminal element, and avoiding bad situations in bad neighborhoods.
Local Expert	INT	Tactics	INT
Knowledge of Night City, including locations and customs.			Skill of managing a large-scale battle effectively and efficiently. A Character with this Skill usually knows what must be done to direct a battle, and how an enemy force may react.
Melee Weapon	DEX	Tracking	INT
Skill for fighting with melee weapons.			Skill of following a trail by observing tracks and other clues left behind.
Paramedic	TECH	Trading	COOL
Advanced skill of applying medical treatments to stabilize a patient and treat moderate-level Critical Injuries.			Skill of striking a good bargain with a merchant or customer.
Perception	INT	Wardrobe & Style	COOL
Skill of noticing what's around you and spotting hidden things, like clues, traps, and people using the Stealth Skill, but not objects hidden with the Conceal/Reveal Object Skill.			Skill of knowing the right clothes to wear, when to wear them, and how to look cool even in a burlap sack.
Persuasion	COOL		
Skill of convincing, persuading, or influencing individuals. Also, the ability to talk others into doing what you want.			
Photography/Film	TECH		
Skill for producing professional photos, films, or braindances.			

SKILL RESOLUTION

Whenever your Edgerunner tries to do something, there's always the question of whether they succeed or fail at the attempt. Sometimes the task is so easy that it's obvious; for instance, taking a step forward without falling. In those cases, tell the GM what you're doing, and no die roll is needed. But if you're trying to take a step on the deck of a ship pitching wildly in a driving rainstorm, walking might be very difficult indeed. These are the situations that call for a **Skill Check**.

Gamemasters take note: If you think there's either no chance of failure or no consequences for failure, don't ask for a Check. Just let it happen.

There are two ways to resolve Skill Checks.

The first is to pit your Skill Check against another Skill Check aka an **Opposed Check**. This occurs when two Characters are in direct conflict with one another. For example, if you're trying to persuade a bouncer to let you inside a club while the bouncer is dead set on keeping you out.

To do this, you, the Attacker, add your relevant STAT + Skill + 1d10 die roll and compare it against the results your opponent, the Defender, gets on their relevant STAT + Skill + 1d10 die roll. The result of your opponent's STAT + Skill + 1d10 die roll is also known as the Difficulty Value, or DV, the amount your STAT + Skill + 1d10 will need to beat (not meet, you must beat it by at least 1) in order for you to succeed. In case of a tie, the Defender always wins.

» Difficulty Values (DV)

Attacker's STAT+ Skill + 1d10 vs.
Defender's STAT+ Skill + 1d10

The second way is resolving your Skill against the set difficulty of a situation (like picking a lock or driving a car). The GM determines how long the task you want to perform takes and uses the DV Table to decide which rating best describes the difficulty of performing the task aka the **Difficulty Value (DV)**. Then you add your STAT + Skill + 1d10 and try to beat (not meet) the Difficulty Value (DV) the GM assigned to the task using the Difficulty Values (DV) table.

Attacker's STAT+ Skill + 1d10
vs. Difficulty Value (DV)

EXPLODING DICE

When you roll a natural 10 on your d10, you've scored an **Explosion**. Roll another 1d10 and add the result to your first roll. If you roll another 10, your die doesn't explode again. Note, if the combined total isn't high enough, you might still fail a Check.

IMPLODING DICE

When you roll a natural 1 on your d10, you've scored an **Implosion**. Roll another 1d10 and subtract the result from your STAT + Skill + 1 from your first roll (hey, you earned it!). If you roll another 1, it does not implode a second time. Note, if your STAT + Skill is high enough and the DV is low enough, you might still succeed despite an Implosion.

Difficulty	Description	DV
Simple	This is something most people can do without thinking.	9
Everyday	This feat is something most people can do without a lot of special training.	13
Difficult	This feat is difficult to accomplish without training or natural talent.	15
Professional	This feat takes actual training and the user can be considered to be a professional, skilled in their abilities.	17
Heroic	This is a highly skilled feat; one that only the best of the best can pull off. This is the level of sports stars and other highly regarded superstars.	21
Incredible	This is a tremendous feat. Pulling this off would rate you among the very best of your class professionally. You are of truly Olympian mettle.	24
Legendary	An awe-inspiring feat. This is something people tell stories about.	29

TRYING AGAIN

If you fail a Skill Check, you can't try again unless your chances of success have improved for some reason – you took longer, used a better tool, substantial time has passed, or you (or one of your allies) made a Complementary Skill Check. This does not count in combat. Each instance of trying to attack someone is considered unique and separate.

COMPLEMENTARY SKILL CHECKS

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

TAKING EXTRA TIME

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

USING LUCK

Before you roll, you can dedicate a portion of your remaining **Luck Pool** (which holds a number of Luck Points equal to your LUCK STAT) to a Check. This increases the roll by +1 for each point in your Luck Pool spent. LUCK is a powerful force that can allow the otherwise impossible to become attainable. Use it wisely. Your Luck Pool refreshes at the beginning of each session of play, as determined by your GM.

WHEN YOU DON'T HAVE A SKILL

If you've already checked out the Edgerunner Sheets, you might have noticed they don't have every Skill from the list ([see page 2](#)). Don't panic! You can still try to attempt a Check, even if you don't have levels in the right Skill. **Simply add a 1d10 roll to the STAT the Skill is linked to.** That's all you get. You are relying purely on your raw ability without any training. Using other ways to boost your Check, like Luck Points, might come in handy!

THE RULE OF COOL

Perhaps the most important rule of the game, the **Rule of Cool** isn't a mechanic but a philosophy: If a Player comes up with an interesting, innovative solution to a problem the Gamemaster should work with them on how to make it happen – even if it seems to go beyond the scope of their mission notes. There are limits, of course. If a Solo wants to grab a hostage and shoot an NCPD officer at the same time, they can't. Those are separate Actions and should be treated as such.

On the other hand, if a Rocker wants to stun an enemy by singing in the middle of combat? There's no specific rule covering the Action but since it feels like a cool, thematic moment, go with it. Ask the Rocker's Player for a Performance Check made against the enemy's Concentration. If the Rocker wins, the enemy's distracted by the performance and idles their next Turn, watching in befuddled confusion.

Gamemasters and Players should work together to weave the story they want to tell. The rules, especially in a box set like this, can't cover every situation and some of the best moments come from truly off-the-wall improvisation. Never be afraid to play it cool.



FRIDAY NIGHT FIREFIGHT (AKA COMBAT)

Now that you know how to use your Skills, here's how to get violent.

INITIATIVE AND COMBAT TIME

Combat is divided into **Turns**, each of which takes approximately 3 seconds of in-game time. The amount of time it takes each entity involved in the combat to take a Turn is called a **Round**. In the fiction of the world, everyone takes their Actions at roughly the same time in a Round, but some people will go a split second before others. To reflect this, we use something called an **Initiative Queue**.

*When combat starts,
everyone involved rolls Initiative.*

Initiative = REF + 1d10 + any bonuses
due to cyberware or other factors

All participants in the combat place themselves on a list according to their Initiative roll, with the highest at the top and lowest at the bottom. This is the Initiative Queue. Resolve ties by rolling again until the higher number wins. Combat proceeds in Initiative Queue order, with each entity in the Initiative Queue getting a Turn. When the participant at the bottom of the list finishes their Turn, the Initiative Queue starts again from the top with a new Round.

ACTIONS

Actions are the meat of your Turn when playing in the world of *Cyberpunk*.

A Turn = 1 Move Action + 1 other Action

Actions generally require at least one Skill Check
and sometimes require multiple Skill Checks.

Here is the list of all the Actions you can choose from on your Turn. Some Actions are explained in more detail further on in the book.

Move Action: Move up to as many m/yds as the MOVE STAT x 2 (or squares equal to the MOVE STAT).

Attack: Make a Melee or Ranged Attack.

Choke: Choke an opponent you have Grabbed.

Get Up: Get up after being knocked Prone. While Prone, using this Action replaces a Character's Move Action.

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

Hold Action: Hold an Action until later in the Initiative Queue. You must choose a specified event to trigger the Action or a specific number in the Initiative Queue when the action occurs, as well as what the Action is and what/who the intended target(s) are (if any).

Reload: Fully reload/replace a weapon's ammunition.

Run: Take an additional Move Action, but only if the Character has already taken a Move Action this Turn.

Slam: Throw a grappled opponent to the ground.

Stabilize: Stabilize a target to begin the natural healing process or pull them out of the Mortally Wounded Wound State to save their life.

Use a Skill: Use a Skill to accomplish a quick task. A longer task requires multiple Actions over the course of a number of Turns as determined by the GM. If that's the case, you only make the Check once the mandated number of Turns have passed.

Use an Object: Manipulate an object in a way that doesn't require a Skill. Drawing an easily accessible weapon into a free hand or dropping a held weapon onto the floor does not require this Action, but stowing a held weapon does.

MOVEMENT

Distance in this game is measured in m/yds with the assumption 1 meter equals approximately 1 yard. When playing using maps, 1 square on the map equals 2 m/yds.

» Move Action

Every Turn, a Character gets a **Move Action**, which can only be used to move a number of m/yds equal to their MOVE x 2 or a number of squares (if playing on a grid) equal to their MOVE. This can include moving diagonally. If you are playing on a grid, you cannot stop in between the squares. You can take your Move Action before, after, or even during your other Action.

» Other Forms of Movement

Swimming, climbing, making a running jump, and other constrained forms of movement (as determined by the GM) doubles the cost of movement. For every 2 m/yds you would normally travel you can only travel 1 m/yd (or

» Ranged Combat DVs (Single Shot)

Weapon Type	0 to 6 m/yds	7 to 12 m/yds	13 to 25 m/yds	26 to 50 m/yds	51 to 100 m/yds	101 to 200 m/yds	201 to 400 m/yds	401 to 800 m/yds
Pistol	13	15	20	25	30	30	—	—
SMG	15	13	15	20	25	25	30	—
Shotgun (Slug)	13	15	20	25	30	35	—	—
Assault Rifle	17	16	15	13	15	20	25	30
Sniper Rifle	30	25	25	20	15	16	17	20
Grenade Launcher	16	15	15	17	20	22	25	—
Rocket Launcher	17	16	15	15	20	20	25	30

for every 2 squares, you move 1 square). A running jump is defined as a jump made directly after moving at least 2 m/yds (1 square). When making a standing jump, you can clear half the distance you could with a running start.

» Being Prone

When you are **Prone** (knocked down and flat on your back), you can't use your Move Action until you use the Get Up Action. You can still take other Actions.

» Rate of Fire (ROF) and Splitting Movement

Combat in the world of *Cyberpunk* is fast-paced and fluid. To reflect this, you can split your Move Action. In other words, you can travel part of the distance allowed by your Move Action, pause to take your other Action, and then continue onward. Sometimes, you can even move, pause to make a Check, move, pause to make a second Check, and move again. This is where **Rate of Fire (ROF)** comes into play.

Some types of attacks are faster than others, allowing the attacker to make two Attack Checks as part of a single Attack Action. Weapons capable of making two Attack Checks as part of a single Attack Action are labeled as having ROF2 and those two Checks can be split across one Move Action. In other words, you can move, shoot, move, shoot, move. You can even make Attack Checks using two different weapons, so long as each is ROF2. So yes, your Edgerunner can use the Heavy Pistol in their left hand to take a shot at a gonk standing at the end of a corridor, then Move down the hall and stab them with the blade in their right hand, then step back again if they haven't moved their full allowance yet. Attacks from ROF1 weapons are slower. If you attack with a ROF1 weapon that's your entire other Action but you can still split movement around the shot/slice/stab/bash.

RANGED COMBAT

Ranged combat is any attack made at a distance. When using the Attack Action with a Ranged Weapon, you can make a number of Attack Checks up to the weapon's ROF (Rate of Fire). Check a Character's stat block or Edgerunner sheet to see what weapons they're packing. Ranged Weapon Attacks are resolved as follows.

Attacker's REF +
Relevant Ranged Weapon Skill + 1d10
vs.
Defender's DV Determined by
Range to Target and Weapon

If you beat the DV (Defender wins in a tie), the Defender takes damage.

The Defender's armor reduces the damage taken, as detailed [on page 12](#).

» Aimed Shot

You can make an **Aimed Shot** to the head by taking your an Action (it is ROF1 even if the weapon is ROF2) and a -8 to your Attack Check. If the attack hits, multiply all the damage that gets through the target's Head Armor by 2. You can make Aimed Shots using both Ranged and Melee weapons (including your own fists).

» Firearm Types

Firearms in the 2070s come in one of three flavors: Power, Smart, and Tech. Each type adds its own rules to the gun. Be sure to read the rules text for your gun to know how the weapon works.

► Power Weapons ◀

Pure force and maximum mayhem. These weapons fire with such power a skilled shooter can ricochet bullets and still hit the target.

Whenever a Power Weapon causes a Critical Injury ([see page 12](#)), that Critical Injury's Bonus Damage is increased by 5. Additionally, when firing this weapon a user can ricochet their shots off pieces of cover to hit targets that they are aware of but which might be beyond a normal Attack because they are behind cover or out of line of sight. When performing such a ricochet shot, the user takes a -4 penalty to their Attack Check. If making an Aimed Shot, the user ignores the -4 ricochet penalty and instead applies only the Aimed Shot penalty. There must be a clear path between the ricochet point and the target for this to work.

Despite the shot's new ricochet trajectory, the range the shot is made at is still calculated based on the distance between the user and the target. To ricochet a Shotgun Shell, the user chooses a surface within 6 m/yd (3 squares) of them to be the new origin of the spread, which then attacks all targets within a 6 m/yd (3 squares) area in a new direction, as directed by the user (so long as common sense is followed – a shotgun blast can't ricochet behind a surface it is bouncing off of).

► Smart Weapons ◀

Connected to your brain for maximum accuracy. Especially when loaded with the right ammunition.

The weapon is a smart gun and requires a user to be connected to it using a Personal Link (Interface Plug) or a Subdermal Grip to operate. When making a Ranged

Attack with the weapon, the user adds +1 to their Check. Additionally, the weapon can be loaded with Improved Smart Ammunition of all the varieties it is capable of shooting.

► Improved Smart Ammunition ◀

The perfect ammunition for Smart Weapons. Improved Smart Ammunition only operates in a Smart Weapon. When using Improved Smart Ammo, the user ignores all penalties due to darkness, smoke, fog, or any type of visual obscurement. Additionally, whenever the user misses a ranged attack DV by 5 or less while using this weapon, they can immediately try to hit that target again. When the user makes this second attempt, they add 14 to your roll (remember, they can still add LUCK) instead of the standard STAT + Skill + any bonuses against the DV from the original attack. All penalties from their first shot carry over to their second attempt.

► Tech Weapons ◀

Railgun technology allows these weapons to punch through cover.

The weapon is equipped with a scope that can see simple target outlines through Thin Cover. By sacrificing their Move Action, a user can charge the weapon. Once charged, the weapon remains so until it is fired or 60 seconds (20 Rounds) passes. While charged, the weapon's next non-explosive attack is ROF1, can fire through Thin Cover ([see page 12](#)), and ignores half of the target's SP (round up) on a hit. Cover fired through does not lose HP. The small holes left behind are not large enough to damage it.



» Ranged Combat DVs (Autofire)

Weapon Type	0 to 6 m/yds	7 to 12 m/yds	13 to 25 m/yds	26 to 50 m/yds	51 to 100 m/yds
SMG	20	17	20	25	30
Assault Rifle	22	20	17	20	25

» Alternate Firing Modes

The default firing mode is **Single Shot**. One pull of the trigger, one projectile (unless otherwise noted in the weapon's data), one target. Some weapons, however, are capable of other firing modes.

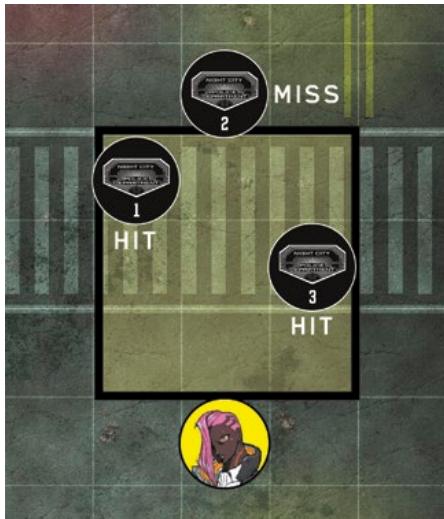
► Autofire ◀

By keeping an automatic weapon trained and on target despite recoil, **Autofire** allows a Character to bring pain to a single enemy.

Using Autofire mode costs an Action (ROF1) and 10 bullets (unless otherwise stated in the weapon's description). If a Character doesn't have 10 bullets remaining in their clip, they can't use Autofire (again, unless otherwise stated in the weapon's description). Characters using this mode use the Autofire Skill instead of the weapon's typical Weapon Skill and fire against the DV entry on the Autofire Range Table. When using Autofire, a Character cannot make an Aimed Shot.

If the Autofire attack hits, roll 2d6 for damage, then multiply the result by the amount the roll beat the DV, up to a maximum denoted by the weapon's Autofire Multiplier (usually x3 for SMGs and x4 for Assault Rifles) to get the total amount of damage dealt. The Defender's armor reduces the damage ([see page 12](#)).

» Shotgun Shell Example



► Shotgun Shells ◀

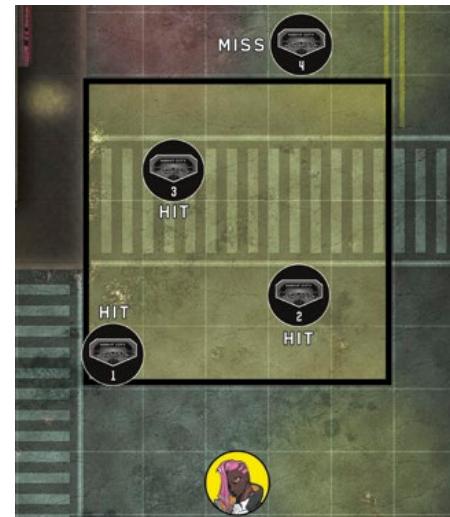
In addition to Slug Ammunition, Shotguns can also fire **Shotgun Shells**. You can't make an Aimed Shot to the head with a Shotgun Shell. When you fire a Shotgun Shell, you make one ranged attack (REF + Shoulder Arms + 1d10) vs a DV13. If successful, every target in front of your shotgun barrel within a 6 m/yd (3 squares) square area that is not behind cover takes 3d6 damage. If there's cover, it takes damage, too ([see page 12](#)). You roll damage once for all targets. A Defender's Body armor reduces the damage. Only the Body armor is ablated ([see page 12](#)).

► Explosives ◀

To use an **Explosive Weapon** first choose a 2 m/yd (1 square) square area within range. Then make the appropriate Check. If you fail the Check, the explosive hits another square within range, as determined by the GM.

If you succeed, the Explosive does damage to all targets (including the terrain) in a 10 m/yd (5 squares) square area centered on the chosen square. You roll damage once for all targets. Use the SP of a defender's body armor (not their head armor) to reduce the damage. Only the Body armor is ablated ([see page 12](#)). If a target is behind Cover ([see page 12](#)), the Cover suffers damage first. If an Explosive Weapon reduces Cover to 0 HP, anyone behind it takes full damage as if they were never behind cover.

» Explosives Example



MELEE WEAPON COMBAT

Trained use of a melee weapon includes fencing, knife fighting, and swinging a bludgeoning weapon like a baseball bat. When using the Attack Action with a Melee Weapon, you can make a number of attacks up to the weapon's ROF (Rate of Fire). Additionally, when dealing damage, all Melee Weapons ignore half of the Defender's armor SP (round up). Check a Character's stat block or Edgerunner sheet to see what weapons they're packing. Melee Weapon Attacks are resolved as follows.

Attacker's DEX + Melee Weapon Skill + 1d10
vs. Defender's DEX + Evasion Skill + 1d10

If you beat the Defender's Check (Defender wins in a tie), you damage the Defender. A Defender's armor reduces the damage (see page 12). You can make an Aimed Shot to the head using a Melee Weapon (see page 7).

BRAWLING COMBAT

Brawling includes bare-knuckle boxing, street fighting, and grappling, all done with the Brawling Skill. Attack Actions made with the Brawling Skill are ROF2 and do damage as noted on a Character's sheet, based on their BODY STAT, though anyone with a cyberarm automatically does at least 2d6 damage.

Additionally, the Brawling Skill covers the Grab, Choke, and Slam Actions as detailed below. Brawling Attacks are resolved as follows.

Attacker's DEX + Brawling Skill + 1d10
vs. Defender's DEX + Evasion Skill + 1d10

If you beat the Defender's Check (Defender wins in a tie), you damage the Defender. A Defender's armor reduces the damage (see page 12).

You can make an Aimed Shot to the Head using Brawling (see page 7).

» Grappling

As an ROF1 Action, you can initiate a **Grapple** by using the **Grab Action**. A Character needs a free hand to initiate and maintain a Grapple and the target must be adjacent to them (within 2 m/yds or 1 square). To determine the outcome of a Grab, both a Character and their target roll DEX + Brawling Skill + 1d10. If the Attacker wins, they pull the Defender into a Grapple. All Characters in a Grapple take a -2 to all Checks. While in a Grapple, the Defender cannot use their Move Action and, furthermore, is dragged along when the Attacker takes their Move Action.

No Character in the Grapple can make use of a weapon requiring two hands. The Attacker can end the Grapple at any time without using an Action, but the Defender, or a Character intervening from the outside, must use an Action and make a successful Brawling Check against the Attacker's Brawling Check to break the Grapple. A success ends the Grapple for everyone involved. Grappling a person is a prerequisite for Choking or Slamming them.

The Grab Action can also be used to snatch an item from a target's body as a ROF1 Action. The target must be adjacent (within 2 m/yds or 1 square) and the item must not be secured in any way (beyond being held). The Attacker and Defender make opposed Brawling Skill Checks. If the Attacker wins, they end up holding the item in question.

» Choke

As the Attacker in a Grapple, a Character can use a ROF1 Action to **Choke** the Defender, dealing damage equal to their BODY STAT directly to their opponent's Hit Points. This ignores armor SP. The Choke Action does not require a Check to succeed and does not ablate armor. If damage dealt by a Choke would reduce a target with more than 1 HP to less than 0 HP, they are instead left at 1 HP and are rendered Unconscious for 60 seconds (20 Rounds).

Additionally, if an Attacker Chokes the same target for 3 successive Rounds, they go Unconscious for 60 seconds (20 Rounds) regardless of their Hit Point total.

» Brawling Damage

BODY	1 to 4 (no cyberarm)	5 to 6 (or 1 to 4 w/cyberarm)	7 to 10	11+
Damage	1d6	2d6	3d6	4d6

» Slam

Characters can use this ROF1 Action to **Slam** a person they are Grappling to the ground in an adjacent 2 m/yd (1 square) area. This deals damage equal to the Attacker's BODY STAT directly to the Defender's Hit Points, ignoring armor SP. This Action does not require a Check to succeed and does not ablate armor.

Slamming a target ends the Grapple and leaves them Prone (see page 7). If the target is slammed into a dangerous place, such as a section of floor covered in spikes or off a cliff, they may take additional damage as defined by the GM.

THROWN WEAPON COMBAT

Not all ranged combat involves firing a gun. Sometimes, you want to chuck a grenade or even a knife at an enemy. Check a Character's stat block or Edgerunner sheet to see what weapons they're packing. Thrown Weapon Attacks are always ROF1 and resolved as follows.

Attacker's REF + Athletics Skill + 1d10

vs.

Defender's DV Determined by the
Thrown Weapon Range table

If you beat the DV (Defender wins in a tie), the Defender takes damage. A Defender's armor reduces the damage (see page 12).

Melee Weapons do not halve armor SP when thrown. Explosive Weapons like thrown grenades do damage like their launched counterparts. You can make Aimed Shots (see page 7) with Thrown Melee Weapons but not grenades.

Ranged weapons cannot be thrown further than 25 m/yds.

» Thrown Weapon Range DVs

0 to 6 m/yds	7 to 25 m/yds
16	15

SURPRISE ATTACKS AND AMBUSHES

One of the best ways to win a fight is to guarantee you strike first by sneaking up on the enemy. For an **Ambush** to be successful, every potential Defender must be unaware of every potential Attacker. To determine success, each participant should make a Stealth Skill Check (if they're the Attacker) or a Perception Skill Check (if they're the defender).

The Stealth Skill Checks of all the Attackers must beat the Perception Skill Checks of all the Defenders. If even one Defender wins the Opposed Skill Check, an alarm sounds, all surprise is lost, and combat begins. Time to roll Initiative.

If the Attackers succeed in their Stealth Checks, they're given a free **Stealth Round** of combat. Each Attacker can perform one ROF1 Attack Action (even if they're using a weapon with ROF2). If an entire group is trying to surprise, assume the Attacks are all coordinated using the Hold Action and going off at the exact same moment.

A Ranged or Thrown Weapon Attack must still be made against the DV of the target, based on range, but targets cannot make Opposed Checks against attacks they're unaware of. In other words, Melee and Brawling Attacks (as well as Brawling Checks to grab an item or initiate a Grapple) automatically hit, so why not make an Aimed Shot to the head for extra damage?

At the GM's discretion, an ambush attack can kill a target outright even if the damage doesn't reduce them to 0 HP and force a Death Save (see page 14). This rewards good planning and strong Stealth Skills but we recommend it be limited to use on low HP Characters of little consequence. Taking out a gonk on guard patrol in a stealth kill is a nova time. Taking out their boss is anticlimactic and can feel cheap.

After the Stealth Round ends, determine if an alarm has been raised due to loud noises (gunshots and screams for example) or a more covert reason (a guard's heart stopping sends an alert via their Neuroport).

If an alert is sounded, enter combat, and roll Initiative as needed. If things remain quiet, the Attackers can continue sneaking and try for more surprise attacks if they so wish.

TAKING COVER

You can always duck behind **Cover** if you don't like the taste of lead.

The Golden Rules of Cover

You are considered to be in cover if you are fully behind something that could stop a bullet.

If your enemy can see you, you aren't in cover (bulletproof glass is an exception).

Cover can either stop a bullet or it can't.

If it cannot stop a bullet, it provides no cover and thus has no HP.

Anything a Character can take cover behind has HP, and each 2 m/yd by 2 m/yd (1 square) section of it can be attacked. At 0 HP, the section of cover being attacked is destroyed and anyone behind it is exposed.

If a cover's HP drops to 0, excess damage is lost and doesn't harm any targets hiding behind it unless the damage was done by an Explosive, in which case the full damage hits the target (see page 9). If you're in cover, you can lean out to take a shot on your Turn and then duck back in but you're exposed for the duration of the Attack Action. Anyone who was Holding an Action (see page 6) to attack you gets to take their shot before you get yours off. **Brawling Attacks cannot damage Steel cover unless the attacker has a Cyberarm or BODY 10 or higher.**

» Cover Materials and Examples

Cover Material	Cover Example (Thin/Thick)	HP (Thin/Thick)
Plaster/Plastic	Cheap Drywall/ Sturdy Drywall	0/15
Wood	Simple Door/Tree	5/20
Brick/Concrete	Cheap Brick Wall/ Thick Block Wall	10/25
Bulletproof Glass	Bank Teller Glass/ Delamain Windshield	15/30
Stone	Statue/Small Boulder	20/40
Steel	Metal Door/ Security Door	25/50

ARMOR

Armor is rated by its **Stopping Power (SP)**, which is how well it can stop damage. Characters can own head armor and body armor, though the question of whether they are wearing it is up to the Player (for Edgerunners) or GM (for NPCs). When a Character takes damage, compare the damage result to the SP of their armor in the appropriate location. If the damage is lower, the wearer takes no damage. If the damage is higher, the armor is penetrated. Subtract the SP from the damage result and then apply what remains to the Character's Hit Points. When damage penetrates armor, it is **ablated** and its SP drops by 1. You can only benefit from one piece of armor on your head or body at a time. Armor SP is halved (rounded up) when resisting Melee Weapon and charged Tech Weapon damage.

Check a Character's stat block or Edgerunner sheet for their owned armor and its SP.

TAKING DAMAGE

You are going to get shot. Here's how much it will hurt.

Whenever a Character (or Cover) takes damage, do the following.

The Attacker rolls the damage for the Attack.

The Defender subtracts the SP of their appropriate armor from the damage. Remember, Melee and charged Tech Weapons halve SP (round up).

Subtract any remaining damage from the Defender's Hit Points and ablate any armor in the location.

» Critical Injuries

If the Attacker rolls two or more 6s on their Melee, Ranged, Brawling, or Thrown damage dice (Quickhacks do not count), the Defender suffers 5 bonus damage directly to their HP, even if the amount wouldn't normally penetrate their armor (in which case, don't ablate the armor).

In addition, the Defender suffers a **Critical Injury**. Roll 1d6 on the Critical Injuries table to determine just which Injury the Defender suffered. Only use the Head Critical Injury table if the Attack was an Aimed Shot to the head.

» Critical Injuries to the Body

Roll (1d6)	Injury	Injury Effect	Quick Fix	Treatment
1	Broken Ribs	At the end of every Turn where you move further than 4m/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	Paramedic DV13	Paramedic DV15 or Surgery DV13
2	Broken Arm	The Broken Arm cannot be used. You drop any items in that arm's hand immediately.	Paramedic DV13	Paramedic DV15 or Surgery DV13
3	Foreign Object	At the end of every Turn where you move further than 4m/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
4	Broken Leg	-4 to MOVE (minimum 1).	Paramedic DV13	Paramedic DV15 or Surgery DV13
5	Torn Muscle	-2 to Melee Attacks.	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
6	Crushed Fingers	-4 to all Actions involving that hand.	Paramedic DV13	Surgery DV15

» Critical Injuries to the Head

Roll (1d6)	Injury	Injury Effect	Quick Fix	Treatment
1	Brain Injury	-2 to all Actions. Death Save Penalty increases by 1.	-	Surgery DV17
2	Damaged Eye	-2 to Ranged Attacks & Perception Checks involving vision.	Paramedic DV15	Surgery DV13
3	Concussion	-2 to all Actions	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
4	Damaged Ear	Whenever you move further than 4m/yds on foot in a Turn, you cannot take a Move Action on your next Turn. Additionally you take a -2 to Perception Checks involving hearing.	Paramedic DV13	Surgery DV13
5	Crushed Windpipe	You cannot speak. Death Save Penalty increases by 1.	-	Surgery DV15
6	Cracked Skull	Multiply the damage of Aimed Shots to your head by 3 instead of 2, after subtracting armor SP. Death Save Penalty increases by 1.	Paramedic DV15	Paramedic or Surgery DV15

» Wound States

As a Character takes damage, they cross **Wound State Thresholds** and their ability to think and act might be impaired. Each new Wound State replaces the effect of the previous Wound State. A Character's Wound State is determined by the number of Hit Points they have remaining.

Lightly Wounded: Current Hit Points are less than Full Hit Point total but above $\frac{1}{2}$ Hit Point Total. There are no penalties for being Lightly Wounded.

Seriously Wounded: Current Hit Points are equal to or less than $\frac{1}{2}$ Full Hit Point total but above 0. On a Character's Sheet $\frac{1}{2}$ Full Hit Points is labeled as "Seriously Wounded" to make it easy. When a Character is Seriously Wounded they take **a -2 to all Checks**.

Mortally Wounded: Current Hit Point total drops to 0. When Mortally Wounded, a Character can still act but takes a **-4 penalty to all Checks and a -6 penalty to MOVE (minimum 1)**. If a Character takes further damage, their Hit Points do not drop further but they do automatically suffer a Critical Injury (see page 12).

Speaking of which, anyone who is Mortally Wounded must start making Death Saves.

» Death Saves

If a Character is Mortally Wounded, at the start of their Turn, before they do anything else they must perform a **Death Save**. Roll a d10. If you roll under the Character's BODY STAT, they live and can go on with their Turn. If you roll a number equal to or greater than the Character's BODY STAT, or you roll a 10, the Character fails their Death Save.

Each time a Character rolls a Death Save, their Death Save Penalty increases by 1. This means you add +1 per consecutive rolled Death Save to the 1d10 roll. This stacks with Death Save Penalty increases due to Critical Injuries. In other words, it becomes progressively harder to stave off death and keep going.

The Character must continue to make Death Saves at the beginning of their Turn until they either die or are Stabilized (see page 14). If they are Stabilized, they lose all Death Save Penalty increases caused by rolling a Death Save but retain any due to Critical Injuries until said Injuries are healed (see page 14).

If a Character fails even a single Death Save, they die.

STABILIZATION AND HEALING

Assuming your Edgerunner doesn't end up dead, you'll want to heal them up so they can get back out there and do it all over again. To begin the natural healing process, a Character must first be **Stabilized**.

The DV to Stabilize a target depends on their current Wound State. **Stabilization takes an Action (ROF1)** and the Check is as follows.

TECH + First Aid Skill or Paramedic Skill + 1d10
vs.

Lightly Wounded: DV10

Seriously Wounded: DV13

Mortally Wounded: DV15

Characters can Stabilize themselves.

Once a Character has been Stabilized, they heal a number of HP equal to their BODY for each full day they spend resting. They can also heal an additional amount of HP with the help of certain drugs from a Medtech.

In *The Jacket*, a Mission included in this box set, you'll be given specific instructions on when to let the Edgerunners heal.

» Healing a Critical Injury

There are two ways to heal a Critical Injury: **Quick Fixes** and **Treatment**. Depending on the severity of the Critical Injury one option or the other might not be available. Performing a Quick Fix or Treatment might require different Skills, depending on the Critical Injury.

The worst Critical Injuries require the Surgery Skill only available to Medtechs. The DVs and Skill requirements for attempting either a Quick Fix or a Treatment can be found on the Critical Injury table (see page 13).

A Quick Fix removes the Injury effect until sunrise of the next day but not the Critical Injury itself. Once the time expires, the effect returns. A Quick Fix attempt takes 60 seconds (20 rounds). A Character can attempt the Check on themselves.

A Treatment removes the Injury Effect permanently. Each attempt takes 4 hours. Characters can't perform Treatments on themselves.

FACEDOWNS: ANOTHER KIND OF COMBAT

Not every conflict in Night City is resolved using fists or guns. In a world where combat can end your life in a hot nanosecond, other methods have evolved to determine who is going to be the top dog in a potential conflict. This duel of wills between heavies that happens just before things really get violent is called a Facedown. The GM will call for a Facedown whenever they feel the scene demands it. Players, if you feel a Facedown is warranted, feel free to ask for one.

When making a Facedown, both participants roll

Cool + 1d10

In a tie, nothing happens. Otherwise, the loser has the option of either

Backing Down *or*
Taking a -2 to any future Check made against this opponent until they have defeated the winner once in any form of combat, physical or otherwise.

QUICKHACKING

Netrunners specialize in making computer systems dance. As a result, they're capable of amazing feats, whether they're in the same room as the computer or deep diving in from across the city. Honestly, we don't have the room to cover everything a Netrunner in the 2070s can do in the *Cyberpunk: Edgerunners Mission Kit*, but we can give you a taste of the fun by providing the rules for **Quickhacking** cyberware.

If you're not the GM and you're not playing a Netrunner, you don't need to read this section unless you're curious.

The downside of Neuroports is their ability to connect to the outside world. Anything that can connect, you see, can be connected to. In this case, by hostile Netrunners. In other words, if a target doesn't have a Neuroport, you can't perform Quickhacks on them.

Netrunners can perform either 1 **Meat Action** (i.e. doing something in the physical world, such as shooting a gun) or multiple **Net Actions** as part of their Turn. This is in addition to their normal Move Action. Most Net Actions are performed using a Netrunner's Role Ability: Interface. Interface is a unique type of Skill in that you never add a



STAT to it when making a Check – just a 1d10. Otherwise, it follows all the normal rules. You can enhance Interface Checks by spending Luck Points, making Complementary Skill Checks, and taking Extra Time ([see page 5 for all of these](#)). Conversely, penalties, such as those due to Grappling and Wound States, can lower your Interface Check.

NET ACTIONS

There are four types of Net Actions.

Jack In: A Netrunner can connect to the Neuroport of a target within 50 m/yds (25 squares) who is visible to them. **When Jacking In, the Netrunner must make an Interface Rank + 1d10 vs. the target's WILL + 1d10.** The Netrunner Jacks In even if they fail the Check, but with a failure, the target is aware they've been hacked. As an Action (ROF1) on their Turn, **the target can attempt to force the invader out by making a WILL + Concentration + 1d10 Check vs. the Netrunner's Interface + 1d10.** Netrunners always know when another Netrunner has hacked into their Neuroport, so you can skip the initial Check. If a Netrunner is ejected from a target's Neuroport they cannot attempt to Jack In to that individual again for 60 minutes. Otherwise, Netrunners remain connected to their target until forced out, they (or the target) move out of range, they Jack Out willingly, or the target dies. A Netrunner can Jack In to multiple Neuroports within range, each as a separate Net Action. A Netrunner can remain connected to as many Neuroports as they wish.

Jack Out: A Netrunner can safely disconnect from a target's Neuroport.

Breach: Some targets have added additional security to their Neuroport via a piece of cyberware known as a Self-ICE. For each Self-ICE they've installed, the Netrunner must spend a Net Action to bypass a Passwall, a process known as Breaching, before they can begin Quickhacking. For each Self-ICE the target has installed, the DV to Breach all of their Passwalls increases by 2 (DV6 for one Self-ICE, DV8 for two Self-ICE, and so forth). **Breaching a Passwall requires an Interface Check against its DV.**

Perform a Quickhack: Once a Netrunner has Breached any and all Passwalls, they can begin performing Quickhacks. **To perform a Quickhack, the Netrunner makes an Interface Check against the DV of the Quickhack in question.** A Netrunner can only attempt

one Quickhack per target per Turn. In other words, if you fail to Puppet a goner, you can't switch tactics and try to Overheat them on the same Turn, even if you have unused Net Actions remaining. A target of a successful Quickhack immediately becomes aware their Neuroport is compromised (unless otherwise noted) and can attempt to expel the enemy Netrunner as described in the Jack In Net Action.

QUICKHACKS

Below is a list of Quickhacks available to Netrunners in the *Cyberpunk: Edgerunners Mission Kit*. Every Netrunner, whether they're Bluescreen (the Netrunner that Players can choose to play) or an NPC, can perform these Quickhacks.

» Simple Quickhacks (DV6)

Impair Movement: Target's MOVE is lowered by 1 for the next 60 seconds (20 Rounds). If reduced to 0 MOVE, they cannot take a Move Action.

Sonic Shock: Target suffers the Damaged Ear Critical Injury ([see page 13](#)) but not the Bonus Damage. The Effect lasts 60 seconds (20 Rounds).

» Standard Quickhacks (DV8)

Overheat: Target is now on fire. They take 4 points of damage directly to their HP at the end of their Turn until the fire is extinguished. This damage bypasses armor but does not ablate it. Extinguishing the fire requires an Action (ROF1) that can only be performed on the target's Turn.

Short Circuit: The GM chooses three pieces of cyberware other than a Cyberarm, Cyberleg, Cybereye, Cyberaudio Suite, Neuroport, or a Neuroport Cyberdeck Expansion. Options attached to the listed cyberware, such as Mantis Blades or Low Light/Infrared/UV can be selected. The selected cyberware ceases to function for 60 seconds (20 Rounds).

» Difficult Quickhacks (DV10)

Cyberware Malfunction: The Netrunner's Player selects a piece of cyberware on the target other than a Neuroport or a Neuroport Cyberdeck Port to become inoperable for 60 seconds (20 Rounds). Cyberlimbs rendered inoperable act as if they have the Broken Arm or Broken Leg Critical Injury ([see page 13](#)). Any options attached to the selected cyberware also cease to function. For example, if a Cyberarm becomes inoperable, so does its implanted Mantis Blade.

Lure: At the start of the target's next Turn, they are forced to undertake a Move Action controlled by the Netrunner, as they feel compelled to investigate a phantom noise only they can hear. Lure only works if the target is unaware a Netrunner has Jacked In. Unlike other Quickhacks, Lure doesn't alert the target that they've been hacked. You can't Lure someone off a cliff or into obvious physical danger, like into a spinning blade or a building on fire.

Slow: Target's MOVE is lowered by 1d6 for the next 60 seconds (20 Rounds). If reduced to 0 MOVE, they cannot take a Move Action.

Synapse Burnout: Deal 3d6 damage directly to the target's HP. This damage bypasses armor and does not ablate it.

» Quickhacks

Name	DV
Cyberware Malfunction	DV10
Impair Movement	DV6
Lure	DV10
Overheat	DV8
Puppet	DV12
Shard Ejection	DV12
Short Circuit	DV8
Slow	DV10
Sonic Shock	DV6
Synapse Burnout	DV10
System Reset	DV12

» Advanced Quickhacks (DV12)

Puppet: You control the target's Action and Move Action during their next Turn. You can make them attack themselves with their gun, pull a pin on their grenade, or shoot their choomba. All Checks are made using the target's STATS and Skills instead of those of the puppeting Netrunner.

Shard Ejection: Forcibly uninstall and eject one piece of a target's chipware (your choice if there are multiple installed) into an adjacent square. This will not work if the user has a shard slot cover (or even a piece of tape over the slot).

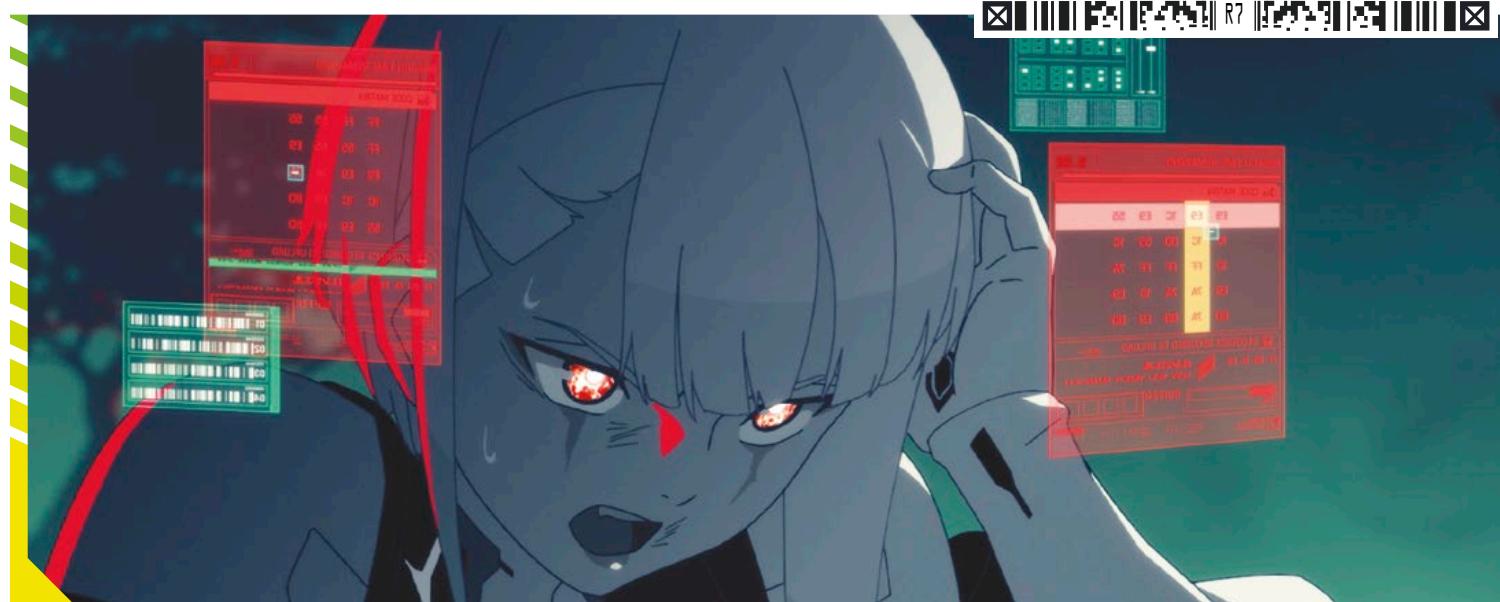
System Reset: Target falls Unconscious for 60 seconds (20 Rounds) or until they are woken by taking damage. In addition, they fall Prone.

OTHER FORMS OF NETRUNNING

Exploring all the different types of hacking a Netrunner can perform – from on-site network penetration to deep diving – is a bigger task than we have room for in this book. For the purposes of the *Cyberpunk: Edgerunners Mission Kit*, deep diving is off the table.

However, if you're playing a Netrunner in the included mission, tell your GM you're looking for local devices to steal control of. You might not find a chance in every Beat, but we've scattered a few opportunities for device hacking in the Mission included in this box.

Pay attention and you might just be able to blind an enemy or convince an out-of-service elevator to function despite a lockdown order from the NCPD!



READING YOUR EDGERUNNER SHEET

Now that you know the rules, the time has come to meet your Character. Each Edgerunner Sheet in this Mission Kit contains all the information you need to play that specific Character during a **Cyberpunk** Mission. Here's a breakdown.

1. Hardpoint Handle (Handle: Solo, Role: Solo, Death Save: 6, Luck Pool: 40, HP: 20, Seriously Wounded Threshold: 5). **2. Headgear** (Health: 6, DEX: 7, TECH: 5, COOL: 7, WILL: 6, MOVE: 7, BODY: 6, EMP: 5). **3. Body Armor** (Head: 11, Arms: 6, Legs: 11, Tech: 6). **4. Role Ability** (You're always seeing the scene. Your reflexes are fine tuned. Add +6 to any Initiative roll you make). **5. Attacks** (Mantis Blade: Melee Weapon, Base (STR + DEX + DEX): 7 + 6 + 1 = 14, DEX: 3d6, Notes: 2, Excellent Quality). **6. Skills** (Action: 7, Athletics: 7, Brawling: 6, Braining: 6, Bribing: 6, Charming: 6, Computer: 6, Conversation: 6, Discreet: 6, Electronics: 6, Etiquette: 6, Fighting: 6, Perception: 6, Persuasion: 6, Pilfer: 6, Pick Lock: 6, Play Instrument: 6, Repair: 6, Streetwise: 6, Trading: 6, Wandering: 6). **7. Lifepath** (Lifepath (Skills): 7, Phonebook: 8, Headgear: 9, Headgear: 10). **8. Important Cyberware** (Neuroport: 8). **9. Attacks** (Brawling: 9). **10. Hardpoint** (Assaka HJSH-18 Masamune (Starts fully loaded with Basic Rifle Ammunition) Assault Rifle + 5d6 Damage + 24 Ammo + RFD 1 + Two-Handed + Not Concealable). **11. Other Gear** (Binoculars: Allows you to see over a distance, Rifle Ammunition: Extra Basic Rifle Ammunition x24, CASH: \$100).

1. Your Edgerunner's **Handle** (the name they're known by on The Street) and **Role** (see [Edgerunner Handbook page 2](#)).
2. Your Edgerunner's **STATS** (see page 1) and their portrait.
3. Your Edgerunner's **Luck Pool** (see page 5), **Hit Points** (see page 12), **Seriously Wounded Threshold** (see page 14), and **Death Save** value (see page 14)
4. Your Edgerunner's **Body and Head Armor** (see page 12), broken down by how it interacts with most attacks and how it specifically interacts with melee weapons and charged tech weapons. When armor ablates, lower the "vs. Most Attacks" number then recalculate the other number (1/2 vs. Most Attacks rounded up).
5. Your Edgerunner's **Role Ability**. This is something unique your Edgerunner can do because of their Role.
6. A quick reference to your Edgerunners main **attacks**, noting name, Skill used, what you add to the 1d10 when making a Check with it, damage, ammo capacity, Rate of Fire, and any notes.
7. Your Edgerunner's **Skills** (see page 1). The most important thing here is the **BASE** at the end of each row. That's the **STAT** + Skill Level + any bonuses and it'll be what you add to your 1d10 roll on Skill Checks.
8. A spot to write notes on your Edgerunner's **Lifepath** (see page 19).
9. **Cyberware**. Your Edgerunner has machines in their body to enhance them in some way. This section tells you what those machines do.
10. More expansive notes on your Edgerunner's **Attacks**, including information on Brawling (see page 10).
11. **Gear**. Any additional gear your Edgerunner owns, with name and description. Also, how many eddies are in their pockets.

On the back of each Edgerunner Sheet (not pictured here) is a **quick reference for the rules** of the **Cyberpunk: Edgerunners Mission Kit**.

YOUR LIFEPATH



It's like climbing out of a clone vat.

If cloning worked that way, that is. You've got this half-formed person standing there, dripping with slime. Maybe you've got a vague idea of where you're going with your Edgerunner, but nothing else. So, how do you take this blank slate and make them really *Cyberpunk*?

You start with the Lifepath. Lifepath is a flowchart of "plot complications" designed to help you give your *Cyberpunk* Character an authentically Dark Future background.

For each table, you'll be rolling either 1d10, 1d6, or 2d6 (roll 2 d6s and add them together) to determine a piece of your Edgerunner's history, their style, or their outlook on the world. In some cases you make multiple rolls on the same table. If, at any point, you roll something you don't think fits with your Edgerunner, you may choose an option instead.

Gamemasters: If possible, we recommend everyone roll their Edgerunner's Lifepath while they're all together at the table (virtual or otherwise). Announce the results aloud and encourage conversation. As the Lifepaths progress, this aids your Players in spotting ways their Edgerunners can connect to one another via their backgrounds. Once you begin play, this helps the Crew feel more like a cohesive group and less like a random collection of individuals.

CULTURAL ORIGINS

The *Cyberpunk* world is multicultural and multinational. You either learn to deal with all kinds of people from all over a fractured and chaotic world, or you die the first time you look side-eye at the wrong person. Your cultural origins might show you're an immigrant to Night City or just show where your family came from before they settled there. Your choice.

Roll 2d6 or choose one

Roll	(General) Cultural Region
2	North American
3	Central American
4	South American
5	Western European
6	Eastern European
7	Middle Eastern/North African
8	Sub-Saharan African
9	South Asian
10	South East Asian
11	East Asian
12	Oceania/Pacific Islander

YOUR PERSONALITY

This is what you're like as a person. Are you the kind of edgerunner who stands away from the pack, aloof and calculating? A party animal who loves to get messed up? The stable and competent professional who always has a plan?

Roll 1d10 or choose one

Roll	Personality
1	Shy and secretive
2	Rebellious, antisocial, and violent
3	Arrogant, proud, and aloof
4	Moody, rash, and headstrong
5	Picky, fussy, and nervous
6	Stable and serious
7	Silly and fluff-headed
8	Sneaky and deceptive
9	Intellectual and detached
10	Friendly and outgoing

PERSONAL STYLE

In *Cyberpunk* what you look like is, on The Street, a snapshot of who you are. Your clothes and hairstyle can determine how people will relate to you, for good or for bad.

Your wardrobe and hair. Roll 1d6 or choose one from each column

Roll	Wardrobe Style	Length & Style	Color & Decoration
1	Entropism. Functional but haphazard, putting necessity over style.	Classic mohawk	Multi-hued
2	Kitsch. A throwback, putting style over substance with bright colors and flashy fashion.	Short and styled	One bright color
3	Neo-Militarism. Utilitarian and harsh, putting substance over style.	Short and unkempt	Natural color
4	Neo-Kitsch. A return to classic fashions, mixing the old with the new to include substance and style.	Shaved close or bald	Subtly shaded
5	Nomad Leathers. Rarely actual leather but rough and rugged, inspired by the wandering life.	Long and styled	Festooned with decorations
6	High Fashion. Keeping up with the current trends and expensive labels, no matter what they are.	Long and unkempt	Different every day

YOUR MOTIVATIONS AND RELATIONSHIPS

In *Cyberpunk*, different motivations, and perspectives clash on the streets of Night City. Where do you land?

What do you value most? Roll 1d10 or choose one

Roll	The Thing You Value
1	Money
2	Honor
3	Your word
4	Honesty
5	Knowledge
6	Vengeance
7	Love
8	Power
9	Family
10	Friendship

How do you feel about people? Roll 1d10 or choose one

Roll	How You Feel
1	You're neutral towards almost everyone.
2	You like almost everyone.
3	You hate almost everyone.
4	People are tools to be used.
5	People are obstacles in your way.
6	Everyone is unique. Judge accordingly.
7	Most people are trash. Judge accordingly.
8	Forming deep connections is hard.
9	You fall in love too quickly.
10	All life has meaning. Cherish it.

YOUR ORIGINAL FAMILY BACKGROUND

Where did you originally come from? Were you born with a silver spoon in your mouth or a dead rat in your crib?

Roll 1d10 or choose one

Roll	Family Background
1	Corporate Execs. Wealthy, powerful, with servants and luxury homes. How did you end up edgerunning?
2	Corporate Managers. Middle management still meant a decent home and a safe life. Looks like you didn't follow in their footsteps.
3	Corporate Worker. Long hours and harsh working conditions meant you rarely saw your guardian(s) but at least you had a roof over your head and food in your belly.
4	Nomad Pack. You grew up on the road, living in trailers and tents. You learned to drive and fight at an early age but your family was always there to care for you.
5	Gangsters. Depending on the gang, you were either part of the family or a resource to be exploited. Either way, it was a rough life.
6	Combat Zoners. You grew up in a place completely abandoned by the rest of society, like Pacifica. Life was a constant struggle.
7	Urban Homeless. You lived in shanty towns, tent villages, abandoned shipping containers, and wherever else you could. Since you're still alive, you obviously learned how to survive.
8	Megabuilding Rat. Like so many kids, you grew up in one of the megabuildings. Probably not the top floors, either. A small apartment and two meals of scop a day.
9	Edgerunners. Your home always changed depending on the employment of the person or persons taking care of you. A luxury apartment one day, the back of someone's car the next. Now you're following in their footsteps.
10	Everyone Else. Not everyone fits neatly into one of the above categories. You could be the kid of shopkeepers, cab drivers, joytoys, or any of a thousand others.

YOUR ENVIRONMENT

How did you grow up? Your childhood environment could turn out drastically different from your original family background. Your job is to tell the story of why.

Roll 1d6 or choose one

Roll	Environment
1	Ran on the street with little adult supervision
2	In a mansion, high up in a skyscraper, or in an otherwise secure place.
3	In a nomad pack, moving from place to place.
4	In the heart of the combat zone, living in a wrecked building or other squat.
5	In a megabuilding, controlled by a megacorp or the government.
6	In an average, small dwelling, like the homes in Rancho Coronado or an apartment in the city.

YOUR CRISIS

You probably wouldn't be an Edgerunner if you lived a happy life, would you? What crisis, either your own or your family's, led you to where you are in life?

Roll 1d6 or choose one

Roll	The Crisis
1	Someone betrayed you or your family and you lost everything.
2	You or your family was exiled or driven from their original home by politics or circumstances.
3	You're all that's left of your family. The rest died or vanished.
4	You've inherited a feud, either because of your actions or your heritage.
5	You're in debt. Either because of your own actions or your family's.
6	You're wanted by the law. Maybe you did it. Maybe you didn't. Either way, be careful.

YOUR LIFE GOAL

Most people who live on The Edge dream about the future. Why are you risking your life on dangerous jobs? What's your ultimate goal?

Roll 1d6 or choose one

Roll	The Goal
1	You need to fix a mistake you made.
2	You want power and control.
3	You're looking to score big and get out of the game.
4	There's shame in your past, and you want to correct it.
5	Fame and money, choomba!
6	Protect the people you love in any way you can.

YOUR FRIENDS

It's not all grim. Sometimes you link up with people who have your back.

Roll 1d6. On a 1, you've got no friends you can truly count on. On a 2 through 5, you've got one. On a 6, you've got two.

If you actually have friends, roll to determine each one's relationship with you as well as their Role and what sort of circles they move in. You can work out who your friends are now by talking to your GM or leave it open for later, when it becomes important during a game.

The relationship. Roll 1d6 or choose one

Roll	Who They Are To You
1	An ex-lover you're on good terms with.
2	Someone you grew up with.
3	A mentor or parental figure.
4	A former boss who remembers you fondly.
5	An old enemy/rival you've made peace with.
6	Someone you share a hobby with. You geek out together.

YOUR ENEMIES

You're going to get in someone's face sooner or later, so you might as well find out who they are.

Roll 1d6. On a 1, you've got no enemies to speak of. Yet. On a 2 through 5, you've got one. On a 6, you've got two.

If you've made enemies, roll for each one's relationship with you and their Role and what sort of circles they move in. You can work out who your enemies are now by talking to your GM or leave it open for later, when it becomes important during a game.

The relationship. Roll 1d6 or choose one

Roll	Who They Are To You
1	A former friend or lover.
2	An enemy from your childhood.
3	An old boss who betrayed you.
4	One of your relatives.
5	A former partner or coworker.
6	A mysterious figure. You don't even know they exist.

For each Friend and/or Enemy, roll 1d10 or choose one from each column. Once for their Role, once for their Circle.

Roll	Role	Their Circle
1	None	Combat zone resident
2	Fixer	Corporate ladder climber
3	Medtech	Edgerunning crew
4	Tech	Emergency response/medical personnel
5	None	Gang member
6	Nomad	Government employee
7	Rocker	NCPD employee
8	Solo	News and entertainment professional
9	Netrunner	Nomad pack member
10	None	Retail employee

YOUR TRAGIC LOVE AFFAIR

We don't care about the ones that worked; we want to know about the ugliest one. The one that ripped your heart out.

Roll 1d6 or choose one

Roll	What Happened
1	Your lover died, either via accident or murder.
2	Your lover mysteriously vanished.
3	A personal goal or vendetta came between you and your lover.
4	Your lover was imprisoned or exiled.
5	Your lover left you for someone else.
6	You didn't have a lover. Maybe you're just not into it.

Now that you've picked your way through your Lifepath, it is up to you (with the help of your Gamemaster and even your fellow Players) to weave it all together.

Here's a quick example to help show you how.

AN EXAMPLE LIFEPATH

Stephanie's excited to play! After looking through the Edgerunner sheets, she picks Thorn, the Rocker, as her Character. Next, she runs through Thorn's Lifepath to learn who he is. For now, she decides to stick with random rolls to tell his story but reserves the right to pick and choose if and when it makes sense.

For **Cultural Origins**, Stephanie rolls a 6. **Eastern European**. She decides Thorn's grandparents came to Night City from Poland. Next is **Personality**. She rolls a 1: **shy and secretive**, but it doesn't match the vibe she's feeling so she chooses 4: **mooody, rash, and headstrong** instead. Thorn, she decides, is a classic Rocker, vacillating between intense overconfidence and despair. She hesitates on the next section, **Personal Style**. There's a picture of Thorn on the Edgerunner sheet, after all!

The GM assures Stephanie she's free to change Thorn's appearance however she wants. She can even change his name and gender if she likes! Stephanie decides to stick with the existing art and picks **kitsch** for **Wardrobe**, **long and unkempt** for **Hair Length and Style**, and **natural color** for **Hair Color and Decoration**.

Going back to random chance, Stephanie rolls a 1 for what Thorn **Values Most**. **Money**. He's a greedy bastard, but she's not sure why yet. As for his **Feelings About People**? Another 1. Thorn's **neutral** in his attitude towards others until they prove he should be otherwise.

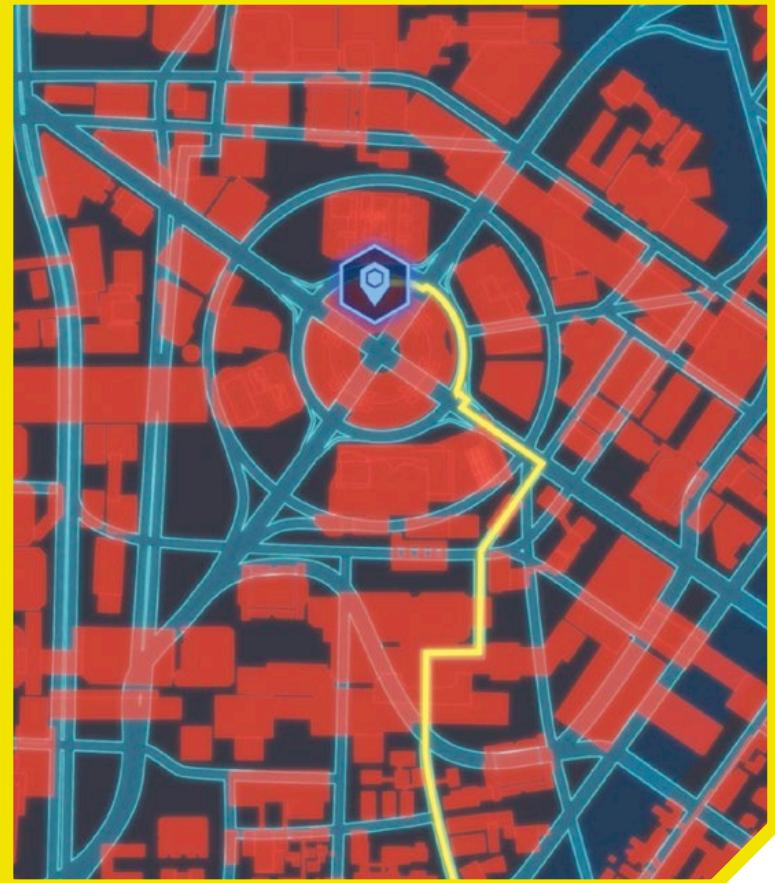
Continuing on, she rolls a 7 on **Family Background**, a 4 on **Childhood Environment**, and a 5 for his **Crisis**. Thorn grew up **homeless** in a **combat zone**. That snaps things into place for Stephanie. She decides Thorn managed to climb his way out of the combat zone and onto the stage, but only with the financial help of a patron. Said patron wants a return on their investment so Thorn is in **debt**.

Next up is **Life Goals**. Stephanie rolls a 1d6 and scores a 2. Money may be what Thorn values most but deep down it isn't about the eddies. Stephanie knows what Thorn wants is the **power and control** needed to ensure he never lives a life of poverty again.

For **Friends**, Stephanie rolls 1d6. It comes up a 3. **One friend**. She rolls a 6 to determine their **Relationship – an enemy turned friend**. One of the other Players, Isaac, notes he has an ex-lover Rocker friend who is part of a gang in his Edgerunner's background. Maybe Thorn and his Edgerunner's lover were rivals in the early days of their musical career but became friends? Stephanie likes this. So does the GM, because it explains how Thorn and Isaac's Edgerunner met each other. She doesn't need to roll for the Friend's **Role** or their **Circle**, so Stephanie moves on.

With a roll of 2 on **Enemies**, Thorn's pissed off one person enough to want him dead. Stephanie rolls 3 for the **Role**: **Medtech** and 10 for their **Circle**: **Retail Employee**. An odd combination, to be sure! Stephanie thinks about it for a moment, then decides Thorn's enemy is an ex-friend named Kennedy. Thorn dragged Kennedy out partying on the night before their big interview for a position at Trauma Team. Horribly hung over, poor Kennedy not only botched the interview but also insulted a senior executive in the process and lost their medical credentials. Now, Kennedy works a crap retail gig because they can't score a legitimate medtech job in Night City. They blame Thorn for ruining their life and would love some payback.

Stephanie ends Thorn's Lifepath with a **Tragic Love Affair**. She rolls a 5. It's a tale as old as time. **Thorn fell hard for someone and they dug someone else**. For now, Stephanie decides not to fill in any details. The GM agrees, asking her to shout out if a good opportunity to introduce the ex-lover comes up during the game.



The 2070s are only a step away.

This section is aimed at Players and Gamemasters who already own the *Cyberpunk RED* core rulebook and want to adapt the rules from the *Cyberpunk: Edgerunners Mission Kit* to their existing game. If that's not you, don't worry. You can skip this chapter. You don't need it to run or play the Mission included in this box set. As for everyone else...

The *Cyberpunk RED* core rulebook's default time period is 2045, but you want to play in the era of David and V. We understand. We love it, too!

Here are the rules you need to plug what we're presenting in the *Cyberpunk: Edgerunners Mission Kit* into your game and advance the timeline forward to the 2070s. There's more, of course, but we don't have space for it all so those rules, weapons, cyberware, and gear needs to wait for a bigger book. For now, these five things will get you moving in the right direction.

1. NEUROPORTS

During Character Generation, every Character can choose to install Neuroport (see page 35) cyberware. If they do so, it is free of charge, costs 0 Humanity Loss, and doesn't lower Maximum Humanity, all of which represents a Character's lifetime of experience getting used to it. Oh, and if they want to install any non-medical grade cyberware, they'll need a Neuroport first. It's a requirement. Even old cyberware has been retrofitted to work with Neuroports.

2. ROLE TWEAKS

In the 2070s, Fixers gain the ability to source Expensive items on a piece-by-piece basis, even when they are otherwise unavailable, starting at Operator Rank 1. At Rank 4, they expand this reach to cover Very Expensive items. At Rank 7, it expands to Luxury items, and at Rank 9, it expands to Super Luxury.

Execs, Medias, and Rockerboys gain the ability to source Expensive items on a piece-by-piece basis, even when they are otherwise unavailable, starting at Rank 4 in their respective Role Abilities. Lawmen gain the ability to source Expensive items related to their job (weapons, armor, and other gear as determined by the GM) on a piece-by-piece basis, even when they are otherwise unavailable, starting at Rank 4. Nomads gain the ability to source all Vehicles and Vehicle Upgrades on a piece-by-piece basis, even when they are otherwise unavailable, starting at Moto Rank 1.

Netrunners gain the ability to Quickhack cyberware as part of Interface. They gain access to all Simple Quickhacks (DV6) at Interface Rank 1, all Standard Quickhacks (DV8) at Interface Rank 2, all Difficult Quickhacks (DV10) at Interface Rank 3, and all Advanced Quickhacks (DV12) at Interface Rank 4. In addition, the Scanner Interface ability changes from a Meat Action to a NET Action. Finally, at Rank 3 Interface, Netrunners automatically overcome the base level firewall defenses of a Neuroport (see page 26). No Check needed.

3. EXPANDED AVAILABILITY

By the 2070s, scarcity is “over” for everyone, but it is “more over” for the rich and powerful. One might say... *the future is unevenly distributed*. If you really need something but don’t have the reach to get it you can bypass the need for a Fixer or Night Market by purchasing it directly from a manufacturer or licensed dealer.

That’s the upside. The downside? You’re paying a Corp-sized markup by forking over **double** the cost, unless it’s custom-made, one of a kind, or the GM shuts down its purchase directly. Don’t think for a moment anyone will buy anything from your Edgerunner at that price, though, even if they are a Fixer or an Exec. That sort of markup is for desperate suckers and people with money to burn.

4. HUMANITY UPDATE

In the 2070s, life may have gotten back to “normal” but the world still sucks. To get that 2070s feel, use this book’s update (page 28) to the Mental Trauma rules from the *Cyberpunk RED* core rulebook (see CP:R page 231).

5. USE EVERYTHING IN THIS BOX!

Everything in this box is fair game. Make sure your Players have access to it when they build their Edgerunners for the optimal experience. If you’re playing in 2045 and you want to use anything in this book, no sweat, somebody had to invent these things sometime between 2045 and the 2070s! Call a Tech. After all, that’s what they’re for!



QUICKHACKING CYBERWARE

Quickhacking cyberware using the full *Cyberpunk RED* rules system is a bit more involved than how it is presented in the *Cyberpunk: Edgerunners Mission Kit*. Pay attention and note we’ll be covering other changes to 2070s Netrunning, like deep diving, in another product.

Netrunners can perform Quickhacks on Cyberware using the system outlined earlier in this book (see page 15) with the following changes.

RANGE

The range at which a Netrunner can Quickhack depends on what hardware they’re packing. An old-fashioned external Cyberdeck still needs to be within 6 m/yds (3 squares) – or 8 m/yds (4 squares) if they’ve got the right hardware option installed – but if the Netrunner is rocking a Cyberdeck in a Neuroport Cyberdeck Port (see page 36) the range increases to 50 m/yds (25 squares)! Line of sight is still required.

SECURITY

All Neuroports are protected by basic firewall security. Any Netrunner with an Interface Rank of 1 or 2 must succeed at a DV6 Interface Check to bypass this built-in security when using the Jack In NET Action to log in. This Check is made before the opposed Interface versus WILL Check to determine if the target is aware of being hacked and failure does not alert the defender. Netrunners with an Interface Rank of 3 or higher bypass this security automatically with no Check required.

If a Netrunner is booted from a Neuroport for any reason other than using the Jack Out NET Action, they are considered to have Unsafely Jacked Out and suffer the usual consequences. If a Netrunner is Unsafely Jacked Out of a target’s Neuroport they cannot attempt to hack back into the target for 60 minutes.

A target’s Neuroport acts like a NET Architecture. If it has no Self-ICE or Black ICE installed, the NET Architecture has one floor – a Control Node (DV10) for the Neuroport’s attached holophone. Otherwise, the Neuroport has one floor per Passwall installed and/or Black ICE connected. A Neuroport’s initial firewall defenses are not considered a Passwall and do not occupy a floor.

Neuroports cannot install Black ICE directly. Instead, a Neuroport borrows any Black ICE installed on a Cyberdeck the user is currently connected to. The Neuroport’s NET Architecture expands to accommodate

the Black ICE. The user can order the floors to position any Passwalls, Black ICE, and the holophone Control Node however they like.

Netrunners are always Jacked In to their own Neuroport and can always choose to interact with (and battle) another Netrunner who is invading their system. A Netrunner cannot be Jacked Out of their own Neuroport.

Netrunners can leave a Virus in a Neuroport's NET Architecture if they reach the bottom. This follows the normal rules as presented in the *Cyberpunk RED* core rulebook (see CP:R page 200).

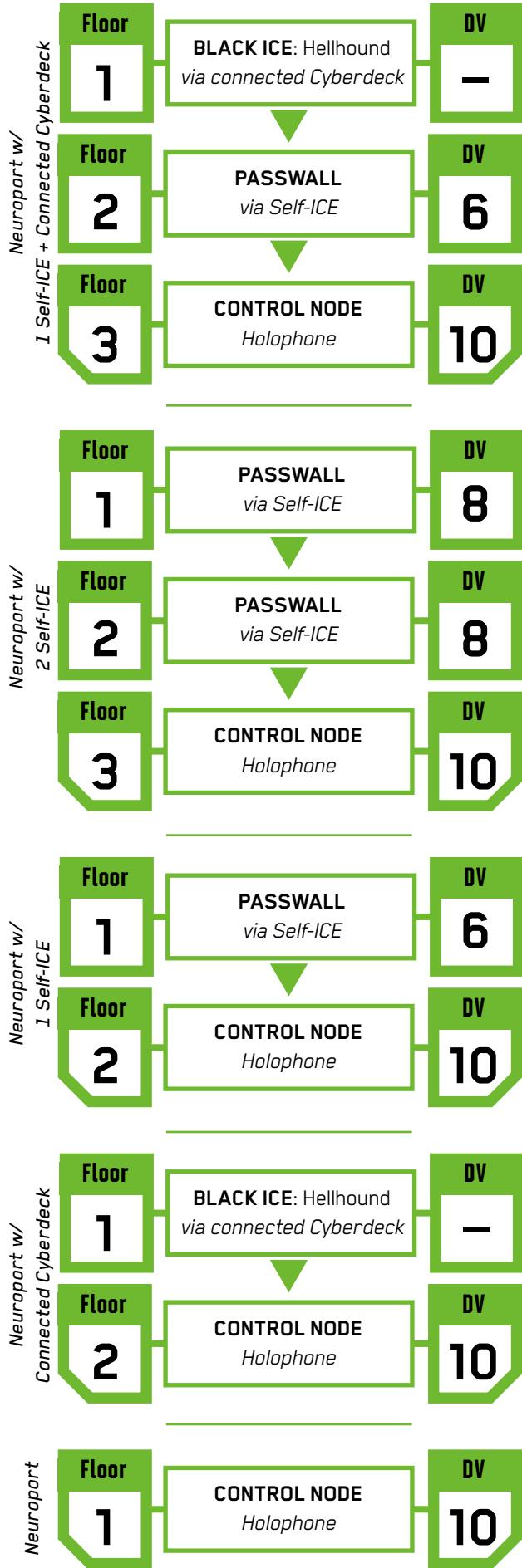
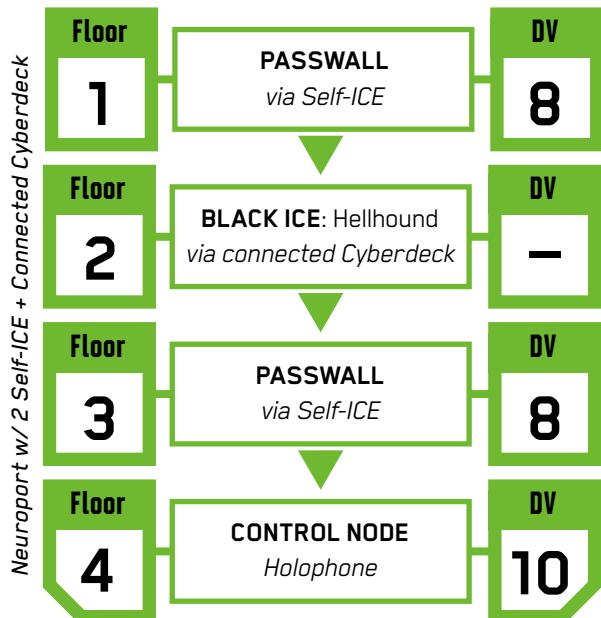
The Backdoor NET Action has been renamed **Breach**.

DIRECT CONNECTION NETRUNNING

It is also possible for a Netrunner to Jack In to a target's Neuroport directly, using their Personal Link (Interface Plug). This can't be done to an unwilling target unless they are unconscious or fully restrained and unable to physically resist. Awake targets are aware they're being hacked and can attempt to eject the enemy Netrunner as per normal.

When directly connected to a target, a Netrunner can take 1 additional NET Action per Turn and can bypass any Passwalls (but not Black ICE) installed. Jacking In to someone's Neuroport directly requires proximity. Once connected, if the Netrunner or the target moves more than 2 m/yds (1 square) away the plug is pulled and the hacker is forcibly Jacked Out. The same is true if their Personal Link is yanked out or severed.

» Six Example Neuroport NET Architectures



HUMANITY LOSS AND GAIN

Humanity Loss is part of everyday life in Night City. Cyberware installation isn't the only way it happens, either.

Traumatic incidents and the Long Term Environmental Effects (measured at the start of each month) of living in awful conditions – such as destitution, starvation, or the oppressive information overload of a major city – can impact you just as surely as installing a Linear Frame. Walk carefully and guard your mind.

But it isn't all bad. Sometimes, you get together with your chooms and have a night to remember, and it helps you take one step back from the abyss. Having a support network in the Dark Future can help you regain Humanity.

This is called Humanity Gain and like Humanity Loss, it happens either due to an Incident or a Long Term Environmental Effect (measured at the start of each month). The Maximum Humanity as allowed by therapy rules ([CP:R page 229](#)) still apply, though.

This system updates and expands the Mental Trauma section in the *Cyberpunk RED* core rulebook.



» Humanity Loss Incidents

Humanity Loss	Incident Examples
1d6	<ul style="list-style-type: none"> Witnessing Torture. Participating in torture. Being tortured. Murderous ideation. Receiving a credible death threat for the first time. You were treated unjustly by a justice system. Being successfully robbed on the street or at home.
2d6	<ul style="list-style-type: none"> Witnessing a particularly gruesome killing. Killing for the first time. Extreme Physical or Mental Trauma. A loved one dies away from your presence.
3d6	<ul style="list-style-type: none"> Participating in the murder of an innocent. Witnessing the murder or violent death of a loved one.

» Humanity Gain Incidents

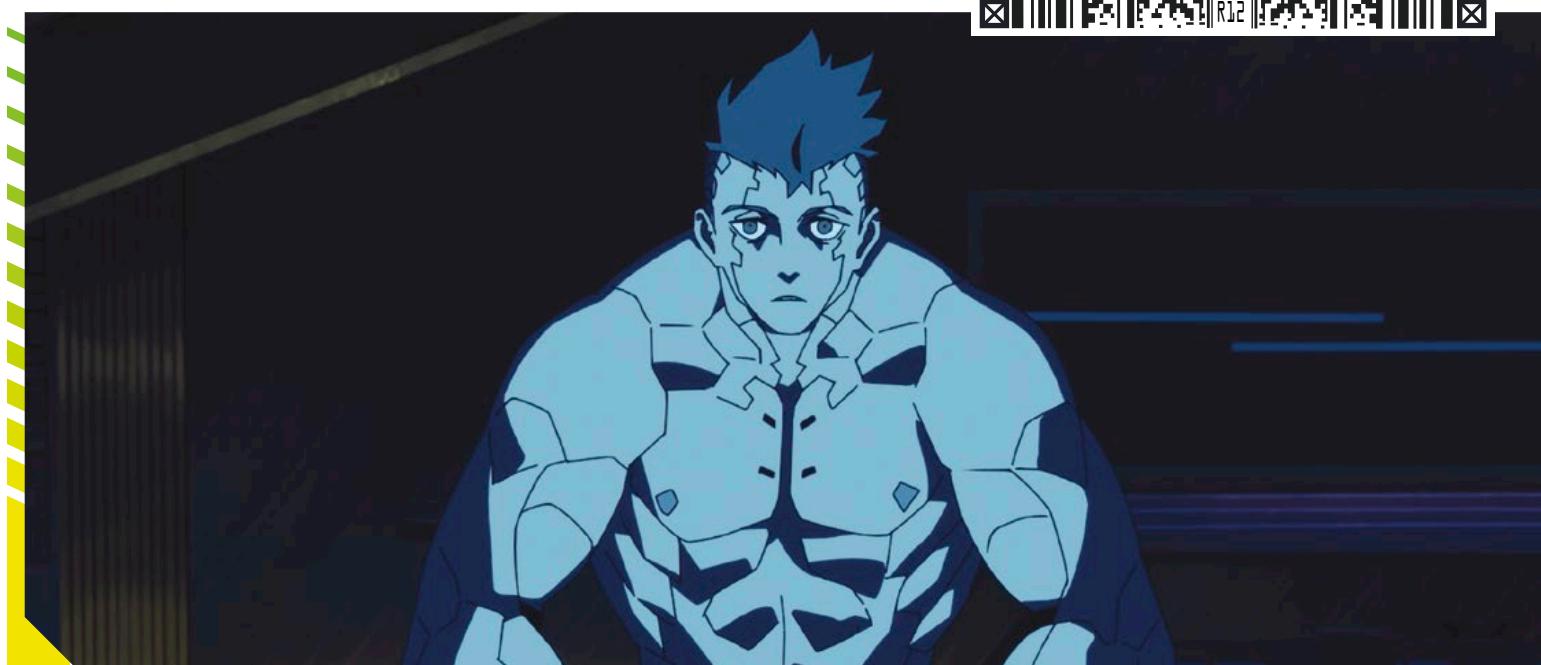
Humanity Gain	Incident Examples
1d6	<ul style="list-style-type: none"> Defeat a hated enemy who wronged you directly. Gain catharsis by winning a symbolic victory. Reconcile with an estranged family member. Make a true friend.
2d6	<ul style="list-style-type: none"> Your actions save a life. Once per week, you and up to ten friends can spend a day doing nothing but partying, communally spending at least 1,000eb. This might attract some attention.
3d6	<ul style="list-style-type: none"> Experience a major life affirming event: engagement, marriage, adoption, childbirth, or the fulfillment of a dream. <p>Once per month, you and up to ten friends can spend a day doing nothing but partying hard, communally spending at least 10,000eb. This probably attracts attention.</p>

» Humanity Loss Long Term Environmental Effects

Environmental Effect Examples	
Humanity Loss	(Calculated at the start of the month simultaneously with Humanity Gain, after you pay for your Lifestyle)
1d6	<ul style="list-style-type: none"> This month, you've chosen to live a Kibble Lifestyle. Last month, you lived a Non-Fresh Food/Good Prepak lifestyle and spent most of your time in a major city and thus experienced oppressive information overload. Last month, you primarily slept in a Cube Hotel. Last month, you worked directly or indirectly for a Corp.
2d6	<ul style="list-style-type: none"> Last month, a loved one died. You haven't yet held a ceremony for them. Last month, you were in the Mortally Wounded wound state once or the Seriously Wounded wound state three or more times Last month, you were imprisoned for more than a week. Last month, you experienced starvation.
3d6	<ul style="list-style-type: none"> Last month, you were trapped in a war zone (anywhere worse than a Combat Zone) or an area experiencing devastation from a long-term disaster for more than a week.

» Humanity Gain Long Term Environmental Effects

Environmental Effect Examples	
Humanity Gain	(Calculated at the start of the month simultaneously with Humanity Loss, after you pay for your Lifestyle)
1d6	<ul style="list-style-type: none"> You have at least one true friend and meaningfully interacted with at a minimum of once last month You interacted with your family (found or otherwise) at least once last month. You took at least one week off last month where you did nothing but relax and have fun. During that time you did no downtime activities and weren't healing HP damage or Critical Injuries. Last month, you spent most of your time outside of soul-draining major cities without suffering environmental or lifestyle hardship.
2d6	<ul style="list-style-type: none"> Last month, you lived a Fresh Food Lifestyle. Last month, you primarily slept in a Corporate Conapt or better.
3d6	<ul style="list-style-type: none"> You qualified for four or more Humanity Gain Long Term Effects (not including this one) at once, whilst qualifying for less than three Humanity Loss Long Term effects. You're living the good life!



EDGERUNNERS ARMORY

Since this is the *Cyberpunk: Edgerunners Mission Kit*, we're focusing on the gear, weapons, and cyberware seen in the anime.

Yeah.

That includes David's Sandevistan.

STREET DRUGS

» Immunoblockers

Cost per Dose: €\$ 100 (Premium)

Despite the name, this drug used to treat patients in danger of cyberpsychosis is actually a cocktail of immunoblockers, anti-psychotics, and other such chemicals.

Primary Effect

User restores 2d6 Humanity. This increase in Humanity cannot take the user above the Maximum Humanity allowed via therapy (see CP:R page 229).

This lasts for one month but may wear off early as defined by GM due to an inopportune and stressful moment.

Secondary Effect (DV 21)

Any Humanity gained via the drug is lost. The user's head feels strange and their vision becomes riddled with mild hallucinations, giving them a -2 to all Checks for 60 seconds (20 Rounds). If within that 60 seconds the user does not inject 2 doses of Immunoblockers as an Action, they take 4d6 Humanity Loss at the end of the 60 seconds (20 Rounds). This Humanity Loss does not impact the user's Maximum Humanity allowed via therapy.

The GM may increase the amount of doses needed depending on how close the character is to 0 Humanity and the stress of their current situation.

If this Humanity Loss reduces the user to negative Humanity, they enter Extreme Cyberpsychosis, and the Character is handed to the GM, who plays them according to their worst tendencies. Unlike typical Extreme Cyberpsychosis, the GM may choose to grant the Character a +2 to any Check for the duration of the effect. The Character is handed back to the Player if their Humanity becomes a positive number again. Unlike other Street Drugs, Immunoblockers are not technically addictive. The Secondary Effect DV is just to avoid the above effects.

ATTACHMENTS & AMMUNITION

A Rebuild is a type of attachment that can convert a *Cyberpunk RED* firearm into a Power, Smart, or Tech Weapon. Installing or uninstalling a Rebuild takes 1 hour. A Rebuild can be installed in an Exotic Ranged Weapon in a single attachment slot if one is available. Only one Rebuild can be installed in a single weapon.

» Power Rebuild

Cost: €\$ 1,000 (Very Expensive)

Eligible: All Non-Exotic Ranged Weapons

The weapon is reinforced to handle extreme strain, enabling increased precision.

Rebuild. Requires 2 attachment slots. Transforms the weapon into a **Power Weapon**.

Whenever a Power Weapon causes a Critical Injury (see page 12), that Critical Injury's Bonus Damage is increased by 5. Additionally, when firing this weapon a user can ricochet



their shots off pieces of cover to hit targets that they are aware of but which might be beyond a normal Attack because they are behind cover or out of line of sight. When performing such a ricochet shot, the user takes a -4 penalty to their Attack Check. If making an Aimed Shot, the user ignores the -4 ricochet penalty and instead applies only the Aimed Shot penalty. There must be a clear path between the ricochet point and the target for this to work.

Despite the shot's new ricochet trajectory, the range the shot is made at is still calculated based on the distance between the user and the target. To ricochet a Shotgun Shell, the user chooses a surface within 6 m/yd (3 squares) of them to be the new origin of the spread, which then attacks all targets within a 6 m/yd (3 squares) area in a new direction, as directed by the user (so long as common sense is followed – a shotgun blast can't ricochet behind a surface it is bouncing off of).

» Smart Rebuild

Cost: €\$1,000 (Very Expensive)

Eligible: All Non-Exotic Ranged Weapons

The weapon's internals are stripped down and rebuilt, incorporating advances in smart targeting technology needed to make use of improved gyrojet bullets.

Rebuild. Requires 2 attachment slots. Transforms the weapon into a **Smart Weapon**. Cannot be attached to a weapon with a Smartgun Link.

The weapon is a smart gun and requires a user to be connected to it using a Personal (Interface Plug) or a Subdermal Grip to operate. When making a Ranged Attack with the weapon, the user adds +1 to their Check. Additionally, the weapon can be loaded with Improved Smart Ammunition of all the varieties it is capable of shooting. If loaded with any other type of ammunition the user receives the +1 bonus but not the advantages of the Improved Smart Ammunition.

» Improved Smart Ammunition

Cost: €\$50 (Costly) for 10 Arrows, Bullets, Slugs, or Shells

Cost: €\$500 (Expensive) for 1 Grenade, Rocket

Ammo Types Available: Arrows, Bullets, Grenades, Slugs, Shotgun Shells, Rockets.

The best ammunition for Smart Weapons.

Improved Smart Ammunition only operates in a weapon designated as a Smart Weapon – this does not include weapons with a Smartgun Link attachment. When using

Improved Smart Ammunition, the user ignores all penalties due to darkness, smoke, fog, or any type of visual obscurement.

Additionally, whenever the user misses a ranged attack DV by 5 or less while using this weapon, they can immediately try to hit that target again.

When the user makes this second attempt, they add 14 to your roll (remember, they can still add LUCK) instead of the standard STAT + Skill + any bonuses against the DV from the original attack. All penalties from their first shot carry over to their second attempt.

» Tech Rebuild

Cost: €\$1,000 (Very Expensive)

Eligible: All Non-Exotic Ranged Weapons except Grenade Launchers and Rocket Launchers.

The weapon is reworked from the ground up to be fitted with electromagnetic launch modules.

Rebuild. Requires 2 attachment slots. Transforms the weapon into a **Tech Weapon**. Weapon is equipped with a scope that can see simple target outlines through Thin Cover. By sacrificing their Move Action, a user can charge the weapon.

Once charged, the weapon remains so, until it is fired or 60 seconds (20 Rounds) passes.

While charged, the weapon's next non-explosive attack is ROFL, can fire through Thin Cover ([see page 12](#)), and ignores half of the target's SP (round up) on a hit. Cover fired through does not lose HP. The small holes left behind are not large enough to damage it.

WEAPONS

» Arasaka HJKE-11 Yukimura

Cost: €\$500 (Expensive)

The weapon that started the smart revolution, issued in the 2040s by Arasaka. With the Yukimura, you could shoot as poorly as the troopers in a certain late 20th century space opera and still hit your target with 100% accuracy.

An Exotic SMG with a Smart Rebuild. When fired in Single Shot, it deals 3d6 damage, expending 3 rounds with each Attack Check.

If not enough rounds are available to fire 3, the weapon deals 2d6 damage instead.

» Arasaka HJSH-18 Masamune

Cost: €\$500 (Expensive)

Designed in the 2050s by Arasaka. Every single one of the Masamune's elements, down to the tiniest screws and bolts, were quality-ensured by a legion of Arasaka engineers – and you can feel it.

An Exotic Assault Rifle with a Power Rebuild. Its proprietary magazine holds 24 rounds. When fired in Single Shot, it deals 5d6 damage, expending 3 rounds with each Attack Check. If not enough rounds are available to fire 3 it empties the magazine and deals 4d6 damage instead.

» Arasaka TKI-20 Shingen

Cost: €\$1,000 (Very Expensive)

It's hard to believe that the Shingen's stopping power, magazine size and numerous technical features fit into such a small body. Throw in an ergonomic design and you're looking at the dream gun of every soldier and mercenary.

A Two-Handed Exotic Heavy SMG with a Smart Rebuild capable of Autofire (x4). Its proprietary magazine holds 30 rounds. When fired in Single Shot, it deals 3d6 damage, expending 3 rounds with each Attack Check. If not enough rounds are available to fire 3 it empties the magazine and deals 2d6 damage instead.

» Budget Arms Carnage

Cost: €\$100 (Premium)

There are weapons that are subtle, weapons that are elegant, and weapons capable of hitting their targets with surgical precision. Budget Arms' Carnage possesses none of those qualities. Its designers followed one simple rule: Bigger is better. The result? The Carnage is massive, deals ridiculous amounts of damage and has a recoil that could pop your shoulder right out of its socket.

A Poor Quality Shotgun with a Power Rebuild. It holds 5 rounds. When fired by a user without BODY 10 or higher, they suffer the Torn Muscle Critical Injury if they didn't have it already.

» Constitutional Arms Unity

Cost: €\$500 (Expensive)

This universal, easily attainable pistol designed by Constitutional Arms has resolved countless disputes all across Night City. It only takes one well-placed shot to win an argument. Forever.

An Exotic Heavy Pistol with a Power Rebuild. It has a 12-shot capacity. When using this weapon to make an Aimed Shot, its damage increases to 4d6.

» Kang Tao L-69 Zhuo

Cost: €\$1,000 (Very Expensive)

Shotguns aren't exactly known for finesse: While undoubtedly powerful, they often suffer from clunkiness and imprecision. That is, except for the L-69 Zhuo by Kang Tao. Just like the other weapons manufactured by the Chinese Corp, the L-69 Zhuo comes packed with top-of-the-line electronics. The ultra-sensitive radar scans the area for you, identifying targets all on its own. Every one of its eight below-barrel magazines is always ready and waiting to tear someone to shreds.

An Exotic Shotgun with a Smart Rebuild. It holds 32 rounds and can only be loaded with Improved Smart Shotgun Shell Ammunition. When firing this weapon, 8 shells are expended with each Attack Check. Without 8 shells loaded, the weapon will not fire as a safety feature. Due to the massive amount of ammunition expended for a shot, the L-69 Zhuo deals 4d6 damage instead of the 3d6 damage typical for shotgun shells.

» Militech Crusher (circa 207X)

Cost: €\$1,000 (Very Expensive)

The very sight of the Militech Crusher is enough to bring a tear to any gun lover's eye. This powerful shotgun, designed for short-range combat, was first created in the year 2020 and soon became one of the period's most iconic weapons. The version currently available on the market has seen some updates from the original but its distinctive look remains the same.

An Exotic Very Heavy Pistol with a Power Rebuild. It has a 12-shot capacity and can only fire Shotgun Shell Ammunition.

» Militech M-10AF Lexington

Cost: €\$1,000 (Very Expensive)

The preferred pistol among Night City cops since 2030 – light and easy on the recoil, it's perfect for taking down enemies without necessarily killing them on the spot. Thanks to its relatively small dimensions, the gun has also found a loyal following among those who prefer concealed carry.

An Exotic Heavy Pistol with a Power Rebuild. It has a 21-shot capacity.

» Militech M-76e Omaha

Cost: €\$500 (Expensive)

The Omaha looks like your classic lead-spitter, but don't let appearances fool you. This gem from Militech conceals a powerful electromag rail system. It's no wonder this firearm is commonly found in the holsters of corpos at the high end of the food chain. Its small size makes it a convenient fit in a briefcase or inside the company limo's glove compartment.

An Exotic Heavy Pistol with a Tech Rebuild. It has a 9-shot capacity. When Charged using its Tech Rebuild, it remains so until the end of a Turn in which it was fired. Additionally, while Charged, the Omaha remains ROF2 and expends up to 3 rounds instead of 1 for each Attack Check. If less than 3 rounds are in the magazine when Charged it empties the magazine with the shot.

» Rostović DB-2 Satara Shotgun

Cost: €\$500 (Expensive)

The Satara is an unusual breed both because of its bizarre appearance and its unconventional technological foundation. Critics argue the weapon's heaviness and bulkiness make it unreasonably inconvenient for practical use. Its advocates, which include MaxTac officers, point out that the Serbian shotgun is undeterred by walls.

An Exotic Shotgun with a Tech Rebuild. It has a 2-shot capacity, one for each of its two barrels. Each barrel can load a separate type of ammunition. Despite being an Exotic weapon, it can still load Non-Basic Ammunition.

» Techtronika RT-46 Burya

Cost: €\$1,000 (Very Expensive)

The Burya is ugly, inconvenient, and unsafe, yet is so fucking effective. This NeoSoviet electromagnetic pistol doesn't need to be Charged to blast through walls and is practically as dense as a neutron star. To pull its trigger without breaking your arm, advanced musculoskeletal cyberware is advised.

An Exotic Very Heavy Pistol with a Tech Rebuild. It has a 4-shot capacity. Its Tech Rebuild can be charged without a Move Action. A user without either Muscle & Bone Lace Cyberware or a Cyberarm who fires a RT-46 Burya suffers the Broken Arm Critical Injury if they didn't have it already.

» Techtronika SPT32 Grad

Cost: €\$500 (Expensive)

When the world required a new generation of sniper rifles to pierce increasingly heavy armor, the first to answer was the Soviet-made SPT32 Grad, considered by many to be the most powerful sniper on the market. It may not possess the same dedication to detail as its counterparts from Arasaka or Militech, but in the hands of a well-trained sharpshooter who doesn't rely on weapon-assisted wind readings, the Grad is a truly devastating force.

An Excellent Quality Exotic Sniper Rifle with a Power Rebuild. Despite being an Exotic weapon, it can still load Non-Basic Ammunition. After it is fired, it requires an Action to work its bolt action before it can be fired again.



» Tsunami Arms Nekomata

Cost: €\$1,000 (Very Expensive)

The Nekomata is a demanding weapon. It requires care, regular service, and time to learn how best to use it. But it's worth it. Really, really worth it. This electromag sniper rifle is a technological marvel. It's almost impossible for mercenaries outside the employ of a government or major Megacorp to get their hands on one... almost.

A Sniper Rifle with a Tech Rebuild. While Charged using its Tech Rebuild, its user can see simple target outlines and fire through both Thin and Thick Cover.

CYBERWARE

The advances in cyberware from 2045 to the 2070s are absolutely amazing!

» Berserk Implant

Cost: €\$1,000 (Very Expensive)

Install: Clinic

Humanity Loss: 7 (2d6)

Hormone regulation implant designed to improve the user's fight or flight response.

Neuralware Option. This implant induces a powerful adrenaline rush on command. When activated as an Action, the user ignores the effects of the Seriously and Mortally Wounded Wound States for 60 seconds (20 Rounds) with one exception: Mortally Wounded Characters must still make Death Saves. After the activation period expires, the implant cannot be activated again for 1 hour.

» David's Experimental Sandevistan

Cost: €\$250,000 (Super Luxury)

Install: Hospital

Humanity Loss: 14 (4d6)

There's only a few of these in the world, and it cost at least two people their lives. Are you sure you want it?

Neuralware Option. Borgware. Speedware. Requires 2 Neuralware Option Slots.

Whenever a user activates the Experimental Sandevistan, they take 2d6 Humanity Loss. Activating does not require an Action, even during combat.

If activated at the beginning of combat, the user immediately shoots to the top of the Initiative Queue. If activated during combat, they move to the top of the Initiative Queue immediately. If the user activates the Experimental Sandevistan on their Turn, they can take an additional Move or other Action.

If the Experimental Sandevistan is activated by a user with negative Humanity, they receive an amount of damage equal to the Humanity Loss they experience. This damage is dealt directly to their Hit Points and bypasses armor but does not ablate it.

A Character with negative Humanity enters Extreme Cyberpsychosis, and their sheet is handed to the GM, who plays them according to their worst tendencies.

Only a single piece of Speedware can be installed into a user at a time.



» Ex-Disk

Cost: €\$1,000 (Very Expensive)

Install: Hospital

Humanity Loss: 3 (1d6)

Implant that increases the brain's capacity to store and process information related to Netrunning.

Neuralware. Requires Neuroport Cyberdeck Port. Each installation contains a Hardware-only Option Slot for Cyberdeck Hardware. All Hardware installed in a user's Ex-Disks are considered to be installed in any Cyberdeck installed in a user's Neuroport Cyberdeck Port. A user with two or more Ex-Disks gains one additional NET Action every turn while physically connected to an Access Point manually via their Personal (Interface Plug).

» Gorilla Arm

Cost: €\$1,000 (Very Expensive)

Install: Hospital

Humanity Loss: 14 (4d6)

Classic and reliable hard labor enhancements for cyberarms.

Cyberarm Option. Requires 2 Cyberarm Option Slots. This reinforced fist can be wielded as an Excellent Quality Heavy Melee Weapon. The user may wield weapons in this arm's hand as if they had BODY 11. When purchased twice and installed in two separate Cyberarms, the user can also pry open doors/move Thick Cover, Choke, and Slam as if they had BODY 11.

» Mantis Blade

Cost: €\$500 (Expensive)

Install: Hospital

Humanity Loss: 14 (4d6)

These iconic arm blades are designed with lethality and concealment in mind. As effective as they are flashy.

Cyberarm Option. Requires 2 Cyberarm Option Slots. A One-Handed Excellent Quality Heavy Melee Weapon that can be successfully concealed without a Check and can be drawn and stowed without an Action. While the weapon is "popped up," the user can't hold anything in this arm's hand. When purchased twice and installed in two separate Cyberarms, the user can negate the normal movement penalty for climbing while they have both weapons popped up.

» Monowire

Cost: €\$1,000 (Very Expensive)

Install: Clinic

Humanity Loss: 7 (2d6)

Whip-like monofilament wire with a cutting edge only a molecule wide.

Cyberarm Option. Monofilament whip that can be concealed successfully without a check. One-Handed Exotic Heavy Melee Weapon capable of making melee attacks from up to 6 m/yds (3 squares) away. Whenever a Monowire causes a Critical Injury, the aggressor rolls twice on the Critical Injury table and chooses their favorite option for their victim to suffer.

» Neuroport

Cost: €\$1,000 (Very Expensive)

Install: Hospital

Humanity Loss: 7 (2d6)

A modern marvel, the Neuroport is a cyberware control package loaded with extras, ranging from a holophone to a HUD display. The Neuroport is considered so safe and unobtrusive that most children are fitted with one. Learning to use it is part of many primary school curriculums. Early installation is linked with better outcomes in adulthood, and the reverse is true as well. Those not installed with a Neuroport are at a disadvantage to their peers and have lower levels of educational and financial attainment in adulthood.

To aid this situation, or more cynically put, to profit off of it, predatory high interest loans are often offered to families who cannot afford a Neuroport for their children. Others look to The Street to find other more affordable options for their children, trusting back alley ripperdocs.

For more information on Neuroports, see the Edgerunner's Handbook (page 8).

A standard Neuroport includes the following cyberware in its package.

- **Neural Link:** A wired artificial nervous system, the base cyberware required to use Neuralware. System has 5 Option Slots for Neuralware Options, none of which are taken up by the other features of the Neuroport. None of the Neuroport's features require additional cyberware to operate or take up Option Slots anywhere in the user.

- **Holophone:** A fully functional phone, capable of limited CitiNet access, talk, text, and scheduling. It is brain-controlled and requires no vocal commands.
- **Biomonitor:** This implant monitors pulse, temperature, respiration, blood sugar, and other indicators, and constantly broadcasts this information to the user's HUD.
- **Virtu (aka Virtuality):** Allows the user to experience virtual presentations, performances, and even simulations. It also allows Netrunners to fully experience the Net when they're deep diving. It does not allow a user to experience Braindances.
- **HUD (aka Chyron):** Information from the user's Holophone, Biomonitor, and other cyberware is projected into the user's field of vision via direct connection to their optic nerve. Programs installed in the HUD even react to the user's thoughts or additional installed databases to label important objects and people, provide transcripts for conversations and media, and even visually translate foreign languages.
- **Two Shard Slots (aka Chipware Sockets):** Two sockets behind the ear or in the neck allow for quick installation of up to two pieces of chipware and the reading of data shards (memory chips).
- **Personal Link (Interface Plug):** A pull-out cord, usually embedded in the wrist, letting the user link directly to computers.

» Neuroport Cyberdeck Port

Cost: €\$100 (Premium)

Install: Hospital

Humanity Loss: 3 (1d6)

This neck-mounted port connects a Cyberdeck directly into the body, dramatically increasing its range.

Neuralware. Requires Neuroport. An additional specialized port is installed into the back of the user's neck for the insertion of a Cyberdeck. By 2070, all Cyberdecks are available in Neuroport Cyberdeck Port-compatible versions at the same price as more traditional formats, although such decks can't accept Hardware options. Any Cyberdeck compatible with a Neuroport Cyberdeck Port can be installed/uninstalled into said Port as an Action.

While installed, the user is considered fully connected to the Cyberdeck and it gains the benefits of any hardware installed in their Bodyweight (or similar) suit.

The range of any Cyberdeck installed is increased to 20 m/yds (10 squares) for connecting to normal NET Architectures and 50 m/yds (25 squares) for connecting to Neuroports. Walls still block access as normal.

A user can only be connected to one Cyberdeck at a time. Only one Neuroport Cyberdeck Port can be installed at a time. Cyberdeck must be purchased separately.

» Projectile Launch System

Cost: €\$1,000 (Very Expensive)

Install: Clinic

Humanity Loss: 14 (4d6)

A versatile explosive launcher in the palm of your hand (more or less literally).

Cyberarm Option. Borgware. Requires 2 Cyberarm Option Slots. A One-Handed Rocket Launcher/Grenade Launcher with a single rocket/grenade in its magazine is installed into the Cyberarm. It is incompatible with all weapon attachments except a Smart Rebuild.

When loaded with a Rocket, it acts as a Rocket Launcher. When loaded with a Grenade, it acts as a Grenade Launcher. It can be successfully concealed without a Check and can be drawn and stowed without an Action.

While the weapon is "popped up," the user can't hold anything in this arm's hand.

» Self-ICE

Cost: €\$500 (Expensive)

Install: Hospital

Humanity Loss: 3 (1d6)

Intrusion countermeasure electronics system designed to harden the user against Quickhacks.

Neuralware. With each installation (maximum 3), a single Passwall is placed into the user's Neuroport, providing an additional line of defense.

Additionally, with each installation of Self-ICE, the DV of all Passwalls in the user's Neuroport is improved, from DV6 with the first installation, to DV8 with the second, capping out at DV10 with a third installation.

Attacker's STAT + Skill + 1d10 vs. Defender's STAT + Skill + 1d10 or Task Difficulty Value (DV)
You must beat the DV (surpass the DV by 1 or higher) and not just meet the DV.

TASK DVs: 9 (*Simple*) • 13 (*Everyday*) • 15 (*Difficult*) • 17 (*Professional*)
 21 (*Heroic*) • 24 (*Incredible*) • 29 (*Legendary*)

► **Check Explosion** ◀

If you roll a 10 on a 1d10 for a Check, roll again and add the second roll to the first. Do not roll again if you roll another 10.

► **Check Implosion** ◀

If you roll a 1 on a 1d10 for a Check, roll again and subtract the second roll from your STAT + Skill + 1st roll. Do not roll again if you roll another 1.

► **Trying Again** ◀

If you fail a Check, you can't try again unless your chances of success have improved for some reason.

► **Complimentary Skill Checks** ◀

With GM approval, a Character can make a single complimentary Skill Check to give a +1 bonus to the main Skill Check.

► **Taking Extra Time** ◀

Get a single +1 bonus to a Skill Check by spending 4x the required time on it.

► **Using LUCK** ◀

Each point of LUCK spent gives +1 to a Skill Check.

INITIATIVE & MOVEMENT

When a combat starts, everyone rolls Initiative.

REF + 1d10

► **On Your Turn** ◀

Your Turn = 1 Move Action + 1 other Action

► **Move Actions** ◀

On your Turn you can move a number of m/yds = to your MOVE x2 or a number of squares = to your MOVE.

You can split your Move Action to perform Check between movements (move, shoot, move).

Special movement (climbing, jumping, swimming, etc) is done at 1/2 MOVE.

RANGED ATTACKS

Attacker's REF + Relevant Weapon Skill + 1d10
vs. DV Determined by Range & Weapon

MELEE ATTACKS

Attacker's DEX + Relevant Melee Attack Skill + 1d10
vs. Defender's DEX + Evasion Skill + 1d10

RATE OF FIRE (ROF)

As part of an Attack Action, you can make a number of Checks = to the ROF.

This can be split across two weapons as long as both weapons are ROF 2.

AIMED SHOTS

-8 to the Attack Check in exchange for specifically aiming for the head. ROF 1.

Can aim Melee and Ranged Attacks.

On a hit, you deal x2 damage after Armor is subtracted.

► Net Actions ◀

Netrunners can perform 1 Meat Action or up to 3 Net Actions on their Turn.

Jack In: Connect to the Neuroport of a target within 50 m/yds. **Interface + 1d10 vs. target's WILL + 1d10.** If the Netrunner fails, they jack in but the target is aware.

Jack Out: Safely disconnect from a target's Neuroport.

Breach: Bypass a Passwall in a target's Neuroport. **Interface + 1d10 vs Passwall DV.**

Quickhack: Perform a Quickhack. Can only be done once all Passwalls are Breached. A Netrunner can only attempt one Quickhack per target per Turn. **Interface + 1d10 vs. Quickhack DV.**

A target who is aware they are being Quickhacked can attempt to eject the Netrunner with a **Will + Concentration + 1d10 Check vs. the Netrunner's Interface + 1d10.**

► Simple Quickhacks (DV6) ◀

Impair Movement: Target's MOVE lowered by 1 for 60 seconds (20 Rounds).
If reduced to 0 MOVE, they cannot take a Move Action.

Sonic Shock: Causes Damaged Ear Critical Injury but not Bonus Damage for 60 seconds (20 Rounds).

► Standard Quickhacks (DV8) ◀

Overheat: Target is now on fire. They take 4 points of damage directly to their HP at the end of their Turn until the fire is extinguished. This damage bypasses armor but does not ablate it. Extinguishing the fire requires an Action (ROF1) that can only be performed on the target's Turn.

Short Circuit: The GM chooses 3 pieces of cyberware other than a Cyberarm, Cyberleg, Cybereye, Cyberaudio Suite, Neuroport, or a Neuroport Cyberdeck Expansion. Selected cyberware ceases to function for 60 seconds (20 Rounds).

► Difficult Quickhacks (DV10) ◀

Cyberware Malfunction: The Netrunner's Player selects a piece of cyberware on the target other than a Neuroport or a Neuroport Cyberdeck Port to become inoperable for 60 seconds (20 Rounds). Cyberlimbs rendered inoperable act as their meat counterparts do when they have been dismembered, but still hang loosely. Any options attached to the selected cyberware also cease to function.

Lure: At the start of target's next Turn, they are forced to take a Move Action controlled by the Netrunner. Lure only works if the target is unaware a Netrunner has Jacked In. Unlike other Quickhacks, Lure doesn't alert the target that they've fallen prey to a Netrunner. Target can't be forced to move into obvious physical danger.

Slow: Target's MOVE is lowered by 1d6 for the next 60 seconds (20 Rounds).
If reduced to 0 MOVE, they cannot take a Move Action.

Synapse Burnout: Deal 3d6 damage directly to target's HP. This damage bypasses armor and does not ablate it.

► Advanced Quickhacks (DV12) ◀

Puppet: Netrunner controls the target's Action and Move Action during their next Turn. No restrictions beyond what the target is physically capable of. All Checks are made using the target's STATs and Skills instead of the puppeting Netrunner.

Shard Ejection: Forcibly uninstall and eject one piece of a target's chipware into an adjacent square. This will not work if the user has a shard slot cover (or even a piece of tape over the slot).

System Reset: Target falls Unconscious for 60 seconds (20 Rounds) or until they are woken by taking damage. In addition, they fall Prone.

Arasaka HJKE-11 Yukimura		0-6	7-12	13-25	25-50	51-100	101-200	201-400	401-800
DMG	ROF	AMMO	HND	CON					
3d6	1	30 (M Pistol)	1	Yes	—	—	—	—	—
					15	13	15	20	25

Smart Weapon: +1 to Attack Check. Can be loaded w/ Improved Smart Ammunition.

Single Shot: Use Handgun Skill. Deals 3d6 damage, expending 3 rounds w/ each Attack Check. If not enough rounds are available to fire 3, the weapon fires all remaining rounds and deals 2d6 damage instead.

Autofire: Use Autofire Skill. On a hit, roll 2d6 damage and multiply by the amount you beat the DV by (up to x3). 10 bullets per Attack Check.

DMG	ROF	AMMO	HND	CON
3d6	1	30 (M Pistol)	1	Yes

Budget Arms Carnage		0-6	7-12	13-25	25-50	51-100	101-200	201-400	401-800
DMG	ROF	AMMO	HND	CON					
5d6	1	5 (Slug)	2	No	—	—	—	—	—
					13	15	20	25	30

Poor Quality: Jams on a roll of 1. The gun fires but must then be unjammed, which takes an Action.

Power Weapon: Increase Critical Injury Bonus Damage by 5. User can ricochet shots at a -4 penalty.

Slug: Use Shoulder Arms Skill. Deals 5d6 damage.

Shell: Use Shoulder Arms Skill vs DV13. If loaded w/ Shells, deals 3d6 damage to all targets in 6m/yd (3 square) area directly in front of user.

A user w/o BODY 10+ suffers the Torn Muscle Critical Injury if they fire this weapon.

DMG	ROF	AMMO	HND	CON
5d6	1	5 (Slug)	2	No

Militech Crusher (circa 207X)		0-6	7-12	13-25	25-50	51-100	101-200	201-400	401-800
DMG	ROF	AMMO	HND	CON					
3d6	1	12 (Shell)	1	No	—	—	—	—	—
					13	15	20	25	30

Power Weapon: Increase Critical Injury bonus damage by 5. User can ricochet shots at a -4 penalty.

Can only load Shotgun Shell ammunition.

Shell: Use Handgun Skill vs DV13. Deals 3d6 damage to all targets in 6m/yd (3 square) area directly in front of user.

Arasaka HJSH-18 Masamune

Assault Rifle • €\$ 500 (Expensive)

Power Weapon: Increase Critical Injury Bonus Damage by 5. User can ricochet shots at a -4 penalty.

Single Shot: Use Shoulder Arms Skill. Deals 5d6 damage, expending 3 rounds w/ each Attack Check. If not enough rounds are available to fire 3, the weapon fires all remaining rounds and deals 4d6 damage instead.

Autofire: Use Autofire Skill. On a hit, roll 2d6 damage and multiply by the amount you beat the DV by (up to x4). 10 bullets per Attack Check.

DMG	ROF	AMMO	HND	CON
5d6	1	24 (Rifle)	2	No

Constitutional Arms Unity

Heavy Pistol • €\$ 500 (Expensive)

Power Weapon: Increase Critical Injury Bonus Damage by 5. User can ricochet shots at a -4 penalty.

Single Shot: Use Handgun Skill. Deals 3d6 damage.

Aimed Shot: Use Handgun Skill. Deals 4d6 damage instead of 3d6.

DMG	ROF	AMMO	HND	CON
3d6	2	12 (H Pistol)	1	Yes

Militech M-10AF Lexington

Heavy Pistol • €\$ 1,000 (V.Expensive)

Power Weapon: Increase Critical Injury bonus damage by 5. User can ricochet shots at a -4 penalty.

Single Shot: Use Handgun Skill. Deals 3d6 damage.

DMG	ROF	AMMO	HND	CON
3d6	2	21 (H Pistol)	1	Yes

Arasaka TKI-20 Shingen

Heavy SMG • €\$ 1,000 (V.Expensive)

Smart Weapon: +1 to Attack Check. Can be loaded w/ Improved Smart Ammunition.

Single Shot: Use Handgun Skill. Deals 3d6 damage, expending 3 rounds w/ each Attack Check. If not enough rounds are available to fire 3, the weapon fires all remaining rounds and deals 2d6 damage instead.

Autofire: Use Autofire Skill. On a hit, roll 2d6 damage and multiply by the amount you beat the DV by (up to x4). 10 bullets per Attack Check.

DMG	ROF	AMMO	HND	CON
3d6	1	30 (H Pistol)	2	No

Kang Tao L-69 Zhuo

Shotgun • €\$ 1,000 (V.Expensive)

Smart Weapon: +1 to Attack Check. **Must** be loaded w/ Improved Smart Ammunition.

Slug: Cannot fire slugs.

Shell: Use Shoulder Arms Skill vs DV13. Deals 4d6 damage to all targets in 6m/yd (3 square) area directly in front of user. Fires 8 shells per Attack Check. **Will not fire** if there aren't at least 8 shells loaded.

DMG	ROF	AMMO	HND	CON
4d6	1	32 (Shells)	2	No

Militech M-76e Omaha

Heavy Pistol • €\$ 500 (Expensive)

Tech Weapon: Equipped w/ a scope that can see simple target outlines through Thin Cover. By sacrificing Move Action user can charge the weapon until end of a Turn in which it is fired.

Charged Shot: While charged the weapon remains ROF2 and expels 3 rounds instead of 1 per Attack Check. If less than 3 rounds remain it empties the clip. It can fire through Thin Cover, and ignores 1/2 target's SP (round up).

DMG	ROF	AMMO	HND	CON
3d6	2	9 (H Pistol)	1	Yes

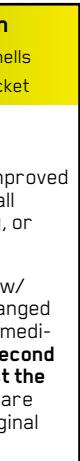
Rostović DB-2 Satara Shotgun				
Shotgun • €\$ 500 (Expensive)				
Tech Weapon: Equipped w/ a scope that can see simple target outlines through Thin Cover. By sacrificing Move Action user can charge the weapon for 60 sec (20 Rounds) or until it is fired. Charged Shot: While charged the next Attack is ROF1, can fire through Thin Cover, and ignores 1/2 target's SP (round up). Slug: Use Shoulder Arms Skill. Deals 5d6 damage. Shell: Use Shoulder Arms Skill vs DV13. Deals 3d6 damage to all targets in 6m/yd (3 square) area directly in front of user.				
DMG	ROF	AMMO	HND	CON
5d6	1	2 (Slugs)	2	No
				

Tsunami Arms Nekomata				
Sniper Rifle • €\$ 1,000 (V.Expensive)				
Tech Weapon: Equipped w/ a scope that can see simple target outlines through Thin and Thick Cover. By sacrificing Move Action user can charge the weapon for 60 sec (20 Rounds) or until it is fired. Charged Shot: While charged the next Attack is ROF1, can fire through Thin and Thick Cover, and ignores 1/2 target's SP (round up).				
DMG	ROF	AMMO	HND	CON
5d6	1	4 (Rifle)	2	No
				

Gorilla Arm				
€\$ 1,000 (V.Expensive)				
Requires a Cyberarm. Excellent Quality: +1 to Attack Checks made w/ this weapon.				
DMG	ROF	HND	CON	
3d6	2	1	No	

Mantis Blade				
€\$ 500 (Expensive)				
Requires a Cyberarm. Excellent Quality: +1 to Attack Checks made w/ this weapon.				
DMG	ROF	HND	CON	
3d6	2	1	No	

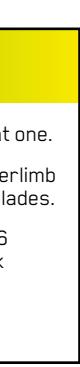
Techtronika RT-46 Burya				
Very Heavy Pistol • €\$ 1,000 (V.Expensive)				
Tech Weapon: Equipped w/ a scope that can see simple target outlines through Thin Cover. It can charge without a Move Action. It remains charged for 60 sec (20 Rounds) or until it is fired. Charged Shot: While charged the next Attack is ROF1, can fire through Thin Cover, and ignores 1/2 target's SP (round up). A user w/o Muscle & Bone Lace or a Cyberarm suffers the Broken Arm Critical Injury if they fire this weapon.				
DMG	ROF	AMMO	HND	CON
4d6	1	4 (VH Pistol)	1	No
				

Improved Smart Ammunition				
€\$ 50 (Costly)/10 Bullets, Slugs, or Shells €\$ 500 (Expensive)/1 Grenade or Rocket				
Only operates in Smart Weapons. When a Smart Weapon is loaded w/ Improved Smart Ammunition, the user ignores all penalties due to darkness, smoke, fog, or other types of visual obscurement. If the user of a Smart Weapon loaded w/ Improved Smart Ammunition fails a Ranged Attack Check by 5 or less, they can immediately try to hit the target again. The second attempt is made w/ 14 + 1d10 against the DV of the original Check. No bonuses are applied but any penalties from the original Attack Check carry over.				
DMG	ROF	AMMO	HND	CON
3d6	2	1	No	
				

Techtronika SPT32 Grad				
Sniper Rifle • €\$ 500 (Expensive)				
Excellent Quality: +1 to Attack Checks made w/ this weapon. Power Weapon: Increase Critical Injury bonus damage by 5. User can ricochet shots at a -4 penalty. Requires an Action to work its bolt action before it can be fired again.				
DMG	ROF	AMMO	HND	CON
5d6	1	4 (Rifle)	2	No
				

Berserk Implant				
€\$ 1,000 (V.Expensive)				
Must be activated as an Action. When the Berserk Implant is activated, the user ignores the effects of the Seriously and Mortally Wounded Wound States for 60 seconds (20 Rounds) with one exception: Mortally Wounded Characters must still make Death Saves. After the activation period expires, the implant cannot be activated again for 1 hour.				
DMG	ROF	AMMO	HND	CON
3d6	2	1	No	
				

Monowire				
€\$ 1,000 (V.Expensive)				
Requires a Cyberarm. Melee Weapon: Use Melee Weapon Skill. The user can make Melee Attack Checks at up to 6 m/yds (3 squares) away from their target.				
DMG	ROF	HND	CON	
3d6	2	1	Yes	
				

Cyberarm				
€\$ 500 (Expensive)				
A cybernetic arm to replace your meat one. Has 4 Option Slots for Cyberarm/Cyberlimb Options like Gorilla Arms and Mantis Blades. If your BODY is 4 or under you deal 2d6 damage when making Brawling Attack Checks. You can damage Steel cover.				
DMG	ROF	AMMO	HND	CON
5d6	1	4 (Rifle)	2	No
				

Self-ICE				
€\$ 500 (Expensive)				
Can install up to 3. With each installation, a single Passwall is placed into the user's Neuroport, providing an additional line of defense. Any Netrunner attempting to hack the user's Neuroport must spend a Net Action to bypass each installed Passwall (1 Net Action per Passwall). The DV of the Passwalls depend on how many Self-ICEs are installed.				
DMG	ROF	AMMO	HND	CON
1 Self-ICE: DV6 • 2 Self-ICE: DV8 3 Self-ICE: DV10				

Quickhacking Reference

► Net Actions ◀

Netrunners can perform 1 Meat Action or up to 3 Net Actions on their Turn.

Jack In: Connect to the Neuroport of a target within 50 m/yds. **Interface + 1d10 vs. target's WILL + 1d10.** If the Netrunner fails, they jack in but the target is aware.

Jack Out: Safely disconnect from a target's Neuroport.

Breach: Bypass a Passwall in a target's Neuroport. **Interface + 1d10 vs. Passwall DV.**

Quickhack: Perform a Quickhack. Can only be done once all Passwalls are Breached. A Netrunner can only attempt one Quickhack per target per Turn. **Interface + 1d10 vs. Quickhack DV.**

A target who is aware they are being Quickhacked can attempt to eject the Netrunner with a **Will + Concentration + 1d10 Check vs. the Netrunner's Interface + 1d10.**

► Simple Quickhacks (DV6) ◀

Impair Movement: Target's MOVE lowered by 1 for 60 seconds (20 Rounds). If reduced to 0 MOVE, they cannot take a Move Action.

Sonic Shock: Causes Damaged Ear Critical Injury but not Bonus Damage for 60 seconds (20 Rounds).

► Standard Quickhacks (DV8) ◀

Overheat: Target is now on fire. They take 4 points of damage directly to their HP at the end of their Turn until the fire is extinguished. This damage bypasses armor but does not ablate it. Extinguishing the fire requires an Action (ROF1) that can only be performed on their Turn.

Short Circuit: The GM chooses 3 pieces of cyberware other than a Cyberarm, Cyberleg, Cybereye, Cyberaudio Suite, Neuroport, or a Neuroport Cyberdeck Expansion. Selected cyberware ceases to function for 60 seconds (20 Rounds).

► Difficult Quickhacks (DV10) ◀

Cyberware Malfunction: The Netrunner's Player selects a piece of cyberware on the target other than a Neuroport or a Neuroport Cyberdeck Port to become inoperable for 60 seconds (20 Rounds). Cyberlimbs rendered inoperable act as their meat counterparts do when they have been dismembered, but still hang loosely. Any options attached to the selected cyberware also cease to function.

Lure: At the start of target's next Turn, they are forced to take a Move Action controlled by the Netrunner. Lure only works if the target is unaware a Netrunner has Jacked In. Unlike other Quickhacks, Lure doesn't alert the target that they've fallen prey to a Netrunner. Target can't be forced to move into obvious physical danger.

Slow: Target's MOVE is lowered by 1d6 for the next 60 seconds (20 Rounds). If reduced to 0 MOVE, they cannot take a Move Action.

Synapse Burnout: Deal 3d6 damage directly to target's HP. This damage bypasses armor and does not ablate it.

► Advanced Quickhacks (DV12) ◀

Puppet: Netrunner controls the target's Action and Move Action during their next Turn. No restrictions beyond what the target is physically capable of. All Checks are made using the target's STATS and Skills instead of the puppeting Netrunner.

Shard Ejection: Forcibly uninstall and eject one piece of a target's chipware into an adjacent square. This will not work if the user has a shard slot cover (or even a piece of tape over the slot).

System Reset: Target falls Unconscious for 60 seconds (20 Rounds) or until they are woken by taking damage. In addition, they fall Prone.