

01

# CYBERPUNK EDGERUNNERS

## MISSION KIT DLC #1



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### KARAOKE NIGHT

Welcome to the first DLC for the *Cyberpunk: Edgerunners Mission Kit*: A brand new Mission for you to play. You can run this gig using only the material from the *Mission Kit* or port it to the full *Cyberpunk RED* ruleset. Either way, expect 2 to 4 hours of play as your Crew undertakes a task for Regina Jones, one of Watson's biggest fixers.

**If you might play *Karaoke Night*, we recommend you stop reading here.** If you're a GM, keep going. In fact, you should you read the whole thing before you try to run it.

### RUNNING KARAOKE NIGHT

Like *The Jacket*, this Mission is broken down into individual scenes, known as Beats, making it easier to parse. We begin with the **Background**, a short bit of text for you to read aloud. It helps set the mood. Next, we present the **Rest of the Story**. This is behind-the-scenes information the GM needs to know what's going on. Then, the **Setting**, a list of important locations, and the **Opposition**, a summary of potential enemies. This information is all for your edification and shouldn't be shared with Players.

With the basic data out of the way, we get to the Mission itself. It begins with the **Hook**: A guide to getting your Crew involved in the story. It is followed by a series of **Developments** (non-action Beats) and **Cliffhangers** (action Beats). As the Edgerunners approach the end of a Mission, they'll hit the **Climax**, aka the big finale, and then experience the **Resolution**, where everything's wrapped up with the closing scene. With each Beat, we'll also be giving you a hint as to the purpose and tone to help you set and run the scene.



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## BACKGROUND (READ ALOUD)

*In theory, edgerunning is straightforward work: You get the job. You do the job. You get paid for the job. In reality, it's rarely so simple. Take the job you're on now. A fixer named Regina Jones called. Asked you to retrieve a data shard from a bar in Northside, and then deliver it to her client. Five hundred eddies for a few hours work. Scoop of scop, right?*

*Choom, in Night City, there ain't no such thing.*

## THE REST OF THE STORY

Roger Kynard was conducting some private business in Bouncing Benny's, far away from the prying eyes of his Dynalar colleagues. The whats and wherefores of what he did there aren't really important. What is important is he dropped an encrypted data shard holding some classified company data while in the bar. Benny Jež, the bar's owner, found the shard and plans on selling it tomorrow for a quick infusion of eddies directly into his financial bloodstream.

Kynard called Regina Jones and paid her to set a crew of edgerunners to the task of retrieving the shard. Regina passed the job on to the Players' Crew. It should be a simple job: Get the shard from a dive bar in Northside and deliver it to the client. Unfortunately, it isn't.

For one thing, today is the birthday of a Maelstrom ganger named Nitro, and she and her chooms have "reserved" Bouncing Benny's for a night of drinking and karaoke. For another, Kynard's on-again/off-again input, Rocky Erikson, knows about the whole mess. Erickson has decided bringing the chip over to his employer, MoorE Technologies, is worth more to him than his relationship with an occasional bedmate.

## THE SETTING

The first part of the job occurs at **Bouncing Benny's**, a dive bar in Northside. The bar has been commandeered by Nitro and a group of Maelstrom flunkies. Only Benny Jež, the owner, and bartender Cherry BaBomb are on duty.

After retrieving the shard, the Crew travels to a late-night rendezvous in a **Rancho Coronado parking lot** to meet with their client, Roger Kynard.

## THE OPPOSITION

The owner of Bouncing Benny's is **Benny Jež**. He has the shard and wants to sell it for a quick cash infusion. He's not a fighter, making him more of an obstacle than an opponent.

**Nitro** and a group of her closest **Maelstrom chooms** are partying at Bouncing Benny's to celebrate her birthday. The newest member of their little clique, **Stingball**, stands outside, playing bouncer.

**Rocky Erikson**, a Netrunner and Roger Kynard's occasional fuck buddy, wants the shard, but he isn't asking nicely. He brings some **hustle** with him to the Rancho Coronado parking lot to secure it.

## THE HOOK (READ LOUD)

*"Here's the job. A corpo named Roger Kynard lost a data shard full of sensitive information in a Northside bar named Bouncing Benny's. Retrieve the shard, then deliver it to Kynard. He'll be waiting for you in a parking lot in Rancho Coronado. My sources says the bar's owner is fixing to sell the shard in the morning, so this needs to be done tonight. They also tell me the the shard's most likely location is the back office safe. Get it, deliver it, and I'll send you 500 eddies each once Kynard confirms receipt. Don't let me down."*

*That's the message you received an hour ago from Regina Jones, an important fixer in Watson. Your Crew immediately mustered and headed to Northside. Small bars like this one rarely have much security, so this job should be easy, right?*

*Wrong. Because the bouncer on the door isn't some ordinary bit of hustle hired to look puffed up and menacing. All those glowing red cyberoptics in his skull mark him as a member of Maelstrom, and those chromed-up bastards rarely travel alone.*

## Go to Development (Outside Bouncing Benny's)

## DEVELOPMENT (OUTSIDE BOUNCING BENNY'S)

**Purpose and Tone:** There is no right or wrong way to play this Beat. Present the Players with the facts as their Characters discover them, then sit back and wait for them to devise a plan. The key here is flexibility. This Beat covers a few different methods Players might employ to get inside Bouncing Benny's, but it can't cover all of them. Be ready to improvise.

The bouncer's name is Stingball, and he's only been a full member of Maelstrom for a few weeks. Nitro ordered him to stand guard and keep everyone out of Bouncing Benny's so they could enjoy the full run of the bar without interruption. Stingball would rather be inside partying, but he isn't confident enough to challenge Nitro and her flunkies.

Bouncing Benny's only has two entrances: The main door guarded by Stingball and a back door located in an alley behind the bar. Each door has a camera positioned above it. The front door camera is broken and just for show (noticeable with a DV13 Perception Check or a DV9 Electronics/Security Tech Check), but the back door camera works just fine.

There's a common adage in tabletop gaming: Don't split the party. Be prepared for it to happen here, though. Your Players might decide it is beneficial to attack the problem from two angles. For example, half the Crew might talk their way in and provide a distraction while the other half sneaks in through the back door and burgles the safe. The trick is swapping between scenes evenly so neither group spends too much time in the spotlight.

## THE FRONT DOOR

If the Crew approaches Stingball, he'll place one hand on his gun and hold up the other, palm out.

*"Bar's closed. Private party. Drink somewhere else."*

With a DV13 Conversation Check, the Crew can get Stingball talking and learn about the birthday party inside.

*"Yeah, it's Nitro's birthday, so we took over the bar for some booze and karaoke. Almost feel sorry for the poor gonk who owns the joint. Probably won't see an enny tonight. Ain't like we're gonna pay!"*

They can also hear a group of loud drunks inside the bar singing Happy Birthday with a DV15 Perception Check.

Convincing Stingball to stand aside won't be an easy task since he's more afraid of Nitro and the other Maelstrom gangers than he is of a group of randoms. Simply asking him to let the Crew into the bar won't work, no matter how well someone rolls on their Persuasion Check. Stingball needs a good reason to disobey orders. Here are some possibilities for getting past him.

If the Crew tells him they were invited, Stingball expresses doubt and insists on using his holophone to call one of the Maelstrom gangers inside for confirmation. Convincing him not to skip the call requires a DV15 Conversation or Persuasion Check. If he makes the call, he'll know the

Edgerunners weren't invited and the bluff automatically fails. If Stingball doesn't make the call, it takes a DV13 Persuasion Check to press the case for admittance. If both Checks succeed, Stingball steps aside with a glum *"Have fun, chooms."* and the Crew can go through the door. If a Crew member offers an obvious benefit to the party due to their presence, give them a +2 bonus to second Check. A **Fixer** might imply they're carrying a bag full of "party favors" to share, a **Rocker** could offer to put on a private concert, or a **Tech** might promise to juice up the karaoke machine.

Like many residents of Night City, Stingball has his price. Bribing him to look the other way requires slipping him 100 eddies and succeeding at a DV17 Bribery Check. If someone raises the cash offered up to 500 eddies, drop the DV of the Bribery Check to 15.

Since Stingball is standing directly in front of the door, sneaking past him is impossible unless he's drawn away. He will investigate a distraction but won't leave his post if a gaggle of Edgerunners huddle nearby, obviously waiting to rush inside. If the Players go this route, ask them to explain the distraction they're creating, then choose the appropriate Skill and DV for the Check. For example, telling Stingball about a Tyger Claw raiding party trying to break into the bar via the back door would be a DV15 Persuasion Check. Convincing some locals to throw garbage at Stingball and run away might be a DV13 Bribery Check (with a €\$20 payment). Blowing out a nearby street lamp to create a shower of sparks requires a DV13 Electronics/Security Tech Check. Encourage the Players to be creative in their distractions and be prepared to be creative in return when figuring out how to make their ideas work according to the rules.

A Netrunner might be able to knock Stingball out with the System Reset Quickhack, but it won't last long. If the Crew doesn't do something to keep Stingball out of the way, he'll be up and roaring in anger in 60 seconds.

If Stingball feels threatened or things escalate into violence, he'll rush inside to alert his gangmates.

## THE BACK DOOR

The back door is in an alley behind Bouncing Benny's and monitored by a security camera. The camera feeds directly to Benny's holophone and will alert him if anyone fiddles with the door or its junction box. If alerted, Benny tells Nitro that members of a rival gang are breaking in and then hides in his office. He isn't risking his own skin when he can risk Maelstrom chrome instead.

It is possible to approach the door and sneak right under the camera's blindspot without being detected, but doing so requires a DV13 Stealth Check. There is only room for one person in the blindspot.

Netrunners can take control of the camera remotely and stop it from sending alerts with a DV8 Interface Check. Anyone can break into the junction box and hard-wire it to do the same with a DV15 Electronics/Security Tech Check, but they must be in the camera's blindspot to pull the attempt off without being noticed.

Opening the door requires either a DV13 Pick Lock Check to do it with skill and style or a DV15 BODY Check (no Skill added) to pry it open quietly. Anyone with two Gorilla Arms has an advantage here. It is possible to break down the door with attacks by doing 25 points of damage to it, but the noise will alert everyone inside.

There is also another way to open the door.

## CHERRY BABOMB

As the Edgerunners check out the back alley, they'll notice a pink and red Brennan Apollo motorcycle parked there. Someone in the Crew will recognize it as the ride of Cherry BaBomb, a former nomad who left her family in an attempt to make it big as a singer in Night City. If there is a **Nomad** or **Rocker** in the party, they should be the ones to recognize the bike. Otherwise, pick an Edgerunner and tell a quick story about how they know Cherry. Maybe they attended one of Cherry's concerts, or maybe she's an NPC from their Lifepath. Cherry isn't a member of Maelstrom, so a DV9 Deduction Check makes it clear she's probably working at Bouncing Benny's as a bartender or waitstaff.

Obtaining Cherry's holophone number requires calling various contacts and succeeding at a DV15 Streetwise Check. If called, she'll answer, and it will be obvious she's speaking "inside her head" and not aloud.

"Hey. Not a nova time time. Got a lot going on. Call you back, choom?"

Convincing Cherry to help out with the Crew's plan requires an appropriate Social Skill Check. Acting, Bribery, Persuasion, and Trading all work with the right plan of attack, as could other Skills if the Players come up with a convincing reason. Someone could use Composition and offer to write a song for Cherry in return for a favor or use Business to remind her of what poor tippers Maelstrom gangers tend to be.

Once she's convinced to help, Cherry can...

- Give the Crew intel on the inside of the bar, including where everyone is and the location of the back office. She does not know the combination of the safe.
- Unlock the back door so the Crew can sneak in. She cannot disable the camera.
- Distract Benny.

Cherry won't do anything that puts her in real danger.

If the situation devolves into violence at any point, **go to Cliffhanger (Barfight)**.

If the Crew makes it inside via the front door without a fight breaking out, **go to Development (From the Front)**.

If the Crew makes it inside via the back door without a fight breaking out, **go to Development (From the Back)**.

## DEVELOPMENT (FROM THE FRONT)

**Purpose and Tone:** How this Beat shakes out depends entirely on the Crew's actions. Once again, allow the Players to be creative and be creative in return. Feel free to remind the Players that violence is always a good fallback option and encourage them to try a less combat-oriented plan first.

There is no sneaking in if the Crew enters through the front door.

*The music for Haillie Coggins' I Really Want to Stay At Your House floats out from the karaoke machine's speakers, but no one's singing. That's because everyone's looking at you, choom. A seven-foot-tall woman with a half-dozen glowing red eyes stares down at you from where she stands on a pool table. She's clenching a karaoke microphone so tightly it creaks in protest.*

*"It's my birthday, so I'm feeling generous," she growls, "You gonks get one chance to tell me why I shouldn't flat-line your ass for interrupting my song."*

Meet Nitro. She's not too high up in the Maelstrom ranks, but does possess some clout. The other gangers present will follow her lead. It is her birthday, after all!

Unless prior arrangements were made, Cherry BaBomb, the bartender, is behind the bar. She immediately ducks for cover behind it. Benny Jež, the owner, is standing in front of the hallway leading towards his office, terrified – he's worried a firefight will destroy his bar. No one else is present.



This is a great chance for Player creativity to shine. Give them a moment to talk about the situation out of character and let them know the possibilities are wide open – there is no single route to success in this situation. A **Rocker** can break out into a power ballad to celebrate Nitro's birthday (A Play Instrument Check). A **Solo** might challenge Nitro to an arm wrestling competition (An opposed Athletics Check). A **Fixer** might buy the entire bar a round of drinks (£\$10 per person and a Bribery Check). A **Netrunner** could try to impress Nitro with stories about her life (gained from a Library Search Check). A **Medtech** could offer to use their skills to help the gangers party harder and longer (using Paramedic to minimize the effects of the booze and drugs). Anything's possible.

As long as someone in the Crew comes up with a good reason and succeeds at a corresponding DV17 Skill Check (or an opposed Skill Check if applicable), Nitro will be satisfied and invite her "new chooms" to join the party.

If the Crew mollifies Nitro, **go to Cliffhanger (Klepping the Shard)**.

If the Crew fails to mollify Nitro, **go to Cliffhanger (Barfight)**.

### DEVELOPMENT (FROM THE BACK)

**Purpose and Tone:** While entering Bouncing Benny's from the front is loud and flashy, entering from the back is all about stealth. If you can do it and still be audible to the Players, lower your voice and glance around as you talk like you're afraid of being overheard. If you're speaking in hushed tones, they'll feel the tension of the Beat, too.

*Past the door is a hallway, leading towards the front of the bar. On either side, right and left, are two identical doors. A man stands, arms crossed and back to you, at the end of the hall. Past him, someone is singing I Really Want to Stay At Your House off-key.*

By default, Benny Jež stands at the end of the hallway, watching the room. The door on the left leads into the kitchen. The door on the right leads into the back office.

Ask for a DV9 Stealth Check each time one of the Edgerunners performs an action while in the hallway (including opening a door or moving into either the kitchen or back office). If anyone fails, Benny turns around and shouts.

*"Hey! You! Get the hell out of my bar!"*

Nitro and the Maelstrom gangers immediately stop what they're doing and attack. They don't really need an excuse for jumping into combat. They lean towards violence at the best of times, and right now, they're smashed enough to crave it.

Normally, these would be opposed Checks pitting an Edgerunner's Stealth against Benny's Perception. Because we're asking for multiple Checks, though, we're streamlining the process by using a static DV. That doesn't stop you from rolling the dice after each Stealth Check, pausing for dramatic effect, and saying something like *"He's turning his head! Wait... no... he's just scratching his nose."* This is a good technique for ratcheting up the tension.

If the Crew is discovered, **go to Cliffhanger (Barfight)**.

If the Crew makes it into the back office undiscovered, **go to Cliffhanger (Klepping the Shard)**.

### CLIFFHANGER (KLEPPING THE SHARD)

**Purpose and Tone:** This Beat represents the end game of the burglary. How the Crew proceeds will depend on the strategy they've chosen for infiltrating the bar. Whatever happens, match the tone of the choices they made, be it loud and boisterous, tense and stealthy, or bloody and violent. Stay flexible and remember, it isn't the end of the story if the plan goes wrong – failure is just a bump in the road leading to gunfire and blood.

### IF THE CREW JOINED NITRO'S PARTY

Once the Crew joins the revelers, the biggest obstacle standing in their way isn't Nitro and her chooms but Benny Jež. He's currently standing vigil at the entrance to the back hallway. He doesn't want to move further into the bar and risk angering his "guests" but whenever he tries to retreat into the hall, one of the gangers grabs him and insists he stay where they can see him.

*"Don't want you getting any ideas. Might be some nasty party favors back there, Benny."*

Deciding how to deal with Benny is up to the Players. One or two Edgerunners can pull a simple *"Can I talk to you over here?"* gambit and draw him away from the hallway so the rest of the Crew can sneak into the back. They could loudly proclaim, *"Benny needs a turn with the microphone!"* and

force him onto the pool table to sing karaoke. If they're feeling particularly mean, they could whisper poison into Nitro's ear, convincing the birthday gal that Benny just called the cops – he probably won't live longer than the next few minutes, but at least he won't be watching the hallway anymore. Whatever their strategy, pick the best Skill for the job, assign a DV, and ask the Players to roll their dice. What happens if they fail is up to you. One failed attempt probably won't raise any red flags, but multiple tries will alert Benny or Nitro to the shenanigans.

Alternatively, with Cherry on their side, one or two Edgerunners can make a DV15 Stealth Check to duck behind the bar, enter the kitchen, and sneak into the back office. If the Crew hasn't secured Cherry's cooperation, she will notice and call out the attempt. No Stealth Check can beat her DVO to spot someone crouch walking right next to her.

With a job like this, it is impossible to calculate all the variables. Your Players might scheme up an alternate approach, such as shooting straight with Benny or Nitro to cut a deal or paying Cherry to spike everyone's drinks with knock-out juice. If that happens, relax and go with the flow. Remember, almost everything in *Cyberpunk* comes down to the Skill Check. Find the right Skills, find the right DVs, and you're set. And if it doesn't work out? That's why a good edgerunner always carries a gun.

## IN THE BACK OFFICE

*If you've seen one dive bar back office, you've seen them all. A beat up desk older than most edgerunners. Boxes in the corners due to a lack of storage... and a tarnished safe built into the floor beneath a floor tile under the chair. It isn't even hard to find. The tile is chipped, and you can see the gleam of metal underneath.*

The safe has a digital lock but can also be opened with a manual override key. It can't be Quickhacked, and it would take explosives to break it open. Fortunately, there are a few different ways to crack it.

- Bypassing the keypad lock requires a DV21 Electronics/Security Tech Check. Alternatively, with a DV17 Perception Check, someone can notice the lock's combination (0889) carved into the underside of the desk.

- Engaging the manual override without a key is actually easier, only requiring a DV15 Pick Lock Check. Benny is carrying the key in his pocket. Stealing it without him noticing requires succeeding at a DV13 Pick Pocket Check.
- With a DV21 Concentration, Deduction, or Education Check an Edgerunner will remember this particular model of safe has a security flaw and will open if the following sequence is entered in 3 seconds or less: 2 2 8 8 4 6 4 6 2 2.

Inside the safe, the Crew finds 200 eddies in cash, a broken but antique Nova Arms Westwood (a gimmick revolver from the 2040s), and the data shard they've been sent to collect.

Give the Edgerunners three chances to crack the safe. If they fail all three, Benny finally breaks away from the party for a few minutes and walks to the office. If someone was keeping watch, the Crew has one opportunity to incapacitate Benny, either by grappling him and covering his mouth, subjecting him to a System Reset Quickhack, or using some other method. If no one is keeping watch or they fail to incapacitate him, Benny runs back out front and shouts bloody murder. This prompts Nitro and her chooms to proceed to the combat portion of the party's schedule.

If violence ensues, **go to Cliffhanger (Barfight)**. Otherwise, the Crew grabs the data shard, **go to Climax (Stand Off)**.

## IF THERE WAS A FIGHT

If the Edgerunners are opening the safe after **Cliffhanger (Barfight)**, Benny is probably hiding in his office. Knowing the Crew took down a Maelstrom squad, he'll open the safe if asked, no Check needed. **Go to Climax (Stand Off)**.

### CLIFFHANGER (BARFIGHT)

**Purpose and Tone:** Maybe the Crew chose violence. Maybe they failed at another approach. For whatever reason, now is the time for some mayhem. Maelstrom aren't known for their reserved and quiet approach to combat. Scream up a storm as they hack, slash, and shoot. Make this high energy! Nitro, especially, celebrates every successful attack as if it were a birthday present from the universe.

**In addition to Nitro and Stingball, there is 1 Maelstorm Mook present for every 2 Edgerunners (minimum 2).** The gangers are hopped up on a mixture of booze and

drugs, so clever tactical thinking is out the window. They'll find a good spot for attacking, then continue to do so until put down. Cherry flees the moment bullets start firing. She escapes through the kitchen, out the back door, and drives off on her bike. Benny runs into his office and hides behind his desk.

If the Crew has the data shard (and is still alive) when the smoke clears, **go to Climax (Stand Off)**.

If the Crew ends the fight and doesn't have the data shard, they can find Benny hiding in his office. **Go to Cliffhanger (Klepping the Shard)**.

### CLIMAX (STAND OFF)

**Purpose and Tone:** Nothing ever runs smooth, not even the handoff after the main part of the job is done. Instead of ending their night by simply giving the client the chip, the Crew finds themselves locked in a moral dilemma as old as Night City: Do they complete the job they were hired to do? Or do they screw over their client and their fixer in exchange for a better payday? Decisions, decisions.

*With the shard in hand, you make the long drive from Northside to Rancho Coronado. As you pull into the parking lot, your headlights illuminate a problematic scene. Your client, according to the photo Regina Jones sent you, is staring down the barrel of a gun. A tall, thin, well-dressed corpo opposite him seems to be directing a squad of gun-toting hustle, making it clear this is no ordinary mugging.*

*Spotting your vehicle, Roger Kynard calls out, "You're the ones the fixer sent, right? Deal with these gonks so I can pay you!"*

*"I doubt they will, Roger," the other corpo sneers, "After all, I'm about to offer these fine people double the eddies if they give me the shard and walk away. How about it, choombas? Feel like making more money tonight?"*

*"Rocky, you asshole," Kynard spits, "I can't believe I shared my bed with you!"*

*"Well, at least you had good taste about one thing, Roger. Even if you do talk in your sleep."*

The Crew now has a choice. They can rescue Roger Kynard, complete the job, and receive the agreed-upon 500 eddies each in compensation. Or they can give the chip to Rocky, get 1,000 eddies each, and betray their fixer's trust.

There is no negotiating here. If the Crew tries to talk to Kynard, Rocky demands they speak to him instead. If they try to bargain with Rocky, the corpo refuses to budge.

Siding with the client leads directly into combat, as Rocky orders his hustle to kill the Crew and take the shard. Kynard scrambles for cover, and waits out the fight. Rocky prioritizes cover and then begins utilizing Quickhacks on the Edgerunners. He will attempt to flee if he reaches the Seriously Wounded Wound State.

The hustle (**there is 1 per Edgerunner present**) are professionals. They analyze the situation and take the best course of action based on the circumstances. They'll each fight until hitting 5 HP or less, then flee if they can.

Once the fight ends, Kynard pays the Crew the agreed-upon sum, plus an extra 100 eddies each as a bonus.

*"I know you saved my life, but that's all I have right now. I'll let your fixer know you did a preem job, though!"*

If the Crew agrees to Rocky's deal, he accepts the shard and sends them the money digitally via their holophone. He walks away with his hustle, leaving Kynard behind to curse the Crew.

If the Crew finished the job as promised, **go to Resolution (Sided With Roger)**. If they gave the shard to Rocky, **go to Resolution (Sided with Rocky)**.

### RESOLUTION (SIDED WITH ROGER)

*What a night. From a Maelstrom karaoke party to a lover's quarrel turned act of corporate espionage. As you drive away from the scene, you receive a call from Regina Jones.*

*"Just got word from the client. He says you went above and beyond. Even turned down a chance to screw him over in exchange for a bigger payout. I appreciate reliability from the people I work with. There'll be more jobs in the future. Good work."*

### RESOLUTION (SIDED WITH ROCKY)

*What a night. From a Maelstrom karaoke party to a lover's quarrel turned act of corporate espionage. As you drive away from the scene, you receive a call from Regina Jones.*

*"Client sent me a message about what you did. Can't believe you broke the only rule we have in Night City. You don't screw over your fixer. Your stunt's tarnished my reputation, which means I'll be tarnishing your's. Don't expect to find work in Watson or Northside again."*

*But hey, at least you made 500 extra eddies each, right?*

NAME	NITRO	REP	3	SERIOUSLY WOUNDED	20	HP
ROLE	SOLO 4 (+4 TO INITIATIVE ROLLS)			DEATH SAVE	6	40

**STATS**

INT 4 REF 7 DEX 5 TECH 3 COOL 5 WILL 6 MOVE 5 BODY 6 EMP 3

## ATTACKS

Weapon	Skill	Base [STAT + SKILL + BONUS]	DMG	Ammo	ROF	Type
Monowire	Melee	13	3d6	–	2	Melee Weapon
Militech Crusher	Handgun	14	3d6	12	1	Power Weapon, Shell Ammo

**DV for Militech Crusher based on range from target (in m/yds)**

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	—	—	—	—	—	—	—

## ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Tech Weapons
Subdermal Armor	Head	11	6
Subdermal Armor	Body	11	6

## SKILL BASES

Athletics 13 • Brawling 11 • Concentration 6 • Conversation 6 • Drive Land Vehicle 8 • Education 6  
Endurance 9 • Evasion 13 • First Aid 6 • Handguns 14 • Human Perception 6 • Interrogation 10  
Local Expert 8 • Melee Weapon 13 • Perception 10 • Persuasion 8 • Resist Torture/Drugs 12 •  
Stealth 8 • Streetwise 10 • Tactics 6

## IMPORTANT CYBERWARE

## Neuroport

The central control system for all of Nitro's cyberware. Includes a holophone.

## Maelstrom Multi-Optic Mount

Nitro gains a +2 to Perception Checks based on sight and can see in low-light/dark conditions without a penalty.

## Salvaged Monowire Cyberarm

Nitro's left Cyberarm is loaded with a Monowire so she can slice and dice her enemies.

## Self-ICE

To Quickhack Nitro, a Netrunner must first Breach 1 Passwall (DV6).

**HP** 000000000000000000000000  
000000000000000000000000

**AMMO** 000000 reload 000000  
000000 000000



<b>NAME</b>	<b>MAELSTROM GONK/STINGBALL</b>		<b>REP</b>	<b>1</b>	<b>SERIOUSLY WOUNDED</b>	<b>20</b>	<b>HP</b>	<b>40</b>
<b>ROLE</b>	<b>SOLO 1 (+1 TO INITIATIVE ROLLS)</b>				<b>DEATH SAVE</b>	<b>6</b>		

<b>STATS</b>									
<b>INT</b>	<b>4</b>	<b>REF</b>	<b>7</b>	<b>DEX</b>	<b>5</b>	<b>TECH</b>	<b>3</b>	<b>COOL</b>	<b>5</b>
<b>WILL</b>	<b>6</b>	<b>MOVE</b>	<b>5</b>	<b>BODY</b>	<b>6</b>	<b>EMP</b>	<b>3</b>		

<b>ATTACKS</b>						
Weapon	Skill	Base [STAT + SKILL + BONUS]	DMG	Ammo	ROF	Type
Gorilla Arm	Melee	12	3d6	—	2	Melee Weapon
Constitutional Arms Unity	Handgun	11	3d6	12	2	Power Weapon

<b>DV for Constitutional Arms Unity based on range from target (in m/yds)</b>							
0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	30	—	—

<b>ARMOR</b>			
Type	Location	SP vs Most Attacks	SP vs Melee/Charged Tech Weapons
Skinweave	Head / Body	7 / 7	4 / 4

<b>ESSENTIAL SKILL BASES</b>	
Athletics 10 • Brawling 10 • Evasion 11 • Human Perception 9 • Perception 10 • Tactics 10	

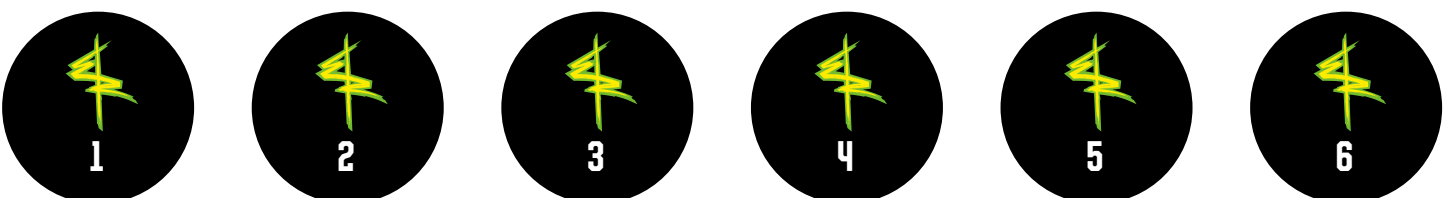
  

<b>IMPORTANT CYBERWARE</b>	
<b>Neuroport:</b> The central control system for all a user's cyberware. Includes a holophone.	
<b>Gorilla Arm:</b> Cyberarm upgraded for maximum smashing and bashing.	
<b>Maelstrom Multi-Optic Mount:</b> +2 to Perception Checks based on sight. Can see in low-light/dark conditions without a penalty.	

### TOKENS: NITRO AND HER CHOOMS



### TOKENS: ROCKY'S HUSTLE



### TOKENS: OTHER



NAME

Rocky Erikson

REP

2

SERIOUSLY WOUNDED

15

HP

30

ROLE

NETRUNNER 3 (INTERFACE 3 • 2 NET ACTIONS PER TURN)

DEATH SAVE

4

STATS

INT

5

REF

4

DEX

4

TECH

6

COOL

3

WILL

4

MOVE

4

BODY

4

EMP

4

ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Type
Constitutional Arms Unity	Handgun	10	3d6	12	2	Power Weapon

DV for Constitutional Arms Unity based on range from target (in m/yds)

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	30	–	–

ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Charged Tech Weapons
Kevlar® Suit	Body	7	4

ESSENTIAL SKILL BASES

Athletics 6 • Brawling 6 • Evasion 8 • Human Perception 10 • Perception 10 • Stealth 10

IMPORTANT CYBERWARE

Neuroport w/ Cyberdeck: Rocky's Neuroport is loaded with a Cyberdeck so he can Quickhack.

NAME

Rocky's Hustle

REP

1

SERIOUSLY WOUNDED

18

HP

35

ROLE

SOLO 2 (+2 TO INITIATIVE ROLLS)

DEATH SAVE

5

STATS

INT

4

REF

4

DEX

6

TECH

4

COOL

3

WILL

4

MOVE

4

BODY

5

EMP

2

ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Type
Long Blade	Melee	11	3d6	–	2	Melee Weapon
Militech M-76e Omaha	Handgun	13	3d6	9	2	Tech Weapon

DV for Militech M-76e Omaha based on range from target (in m/yds)

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	30	–	–

ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Charged Tech Weapons
Light Armorjack	Body	11	6

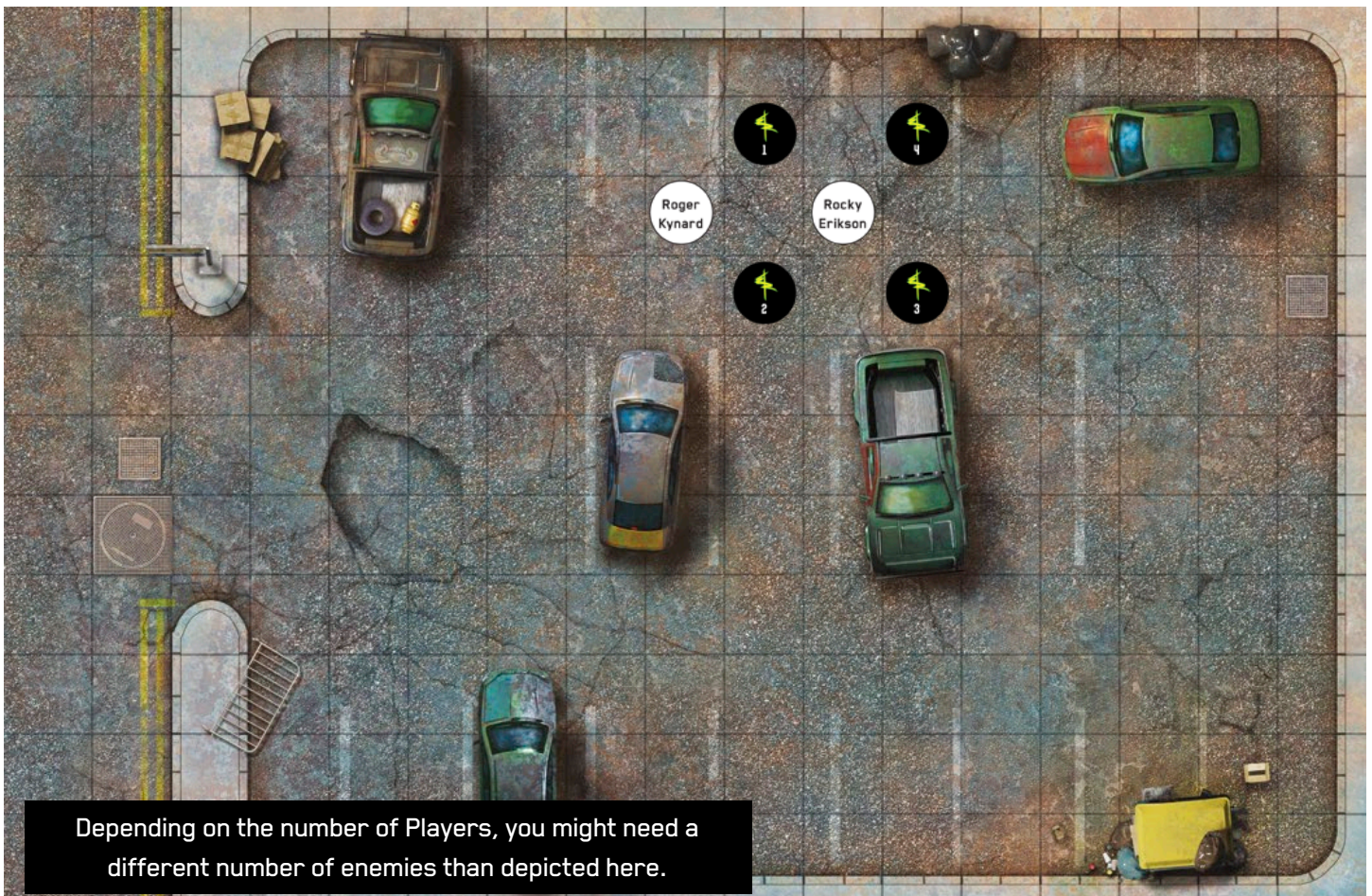
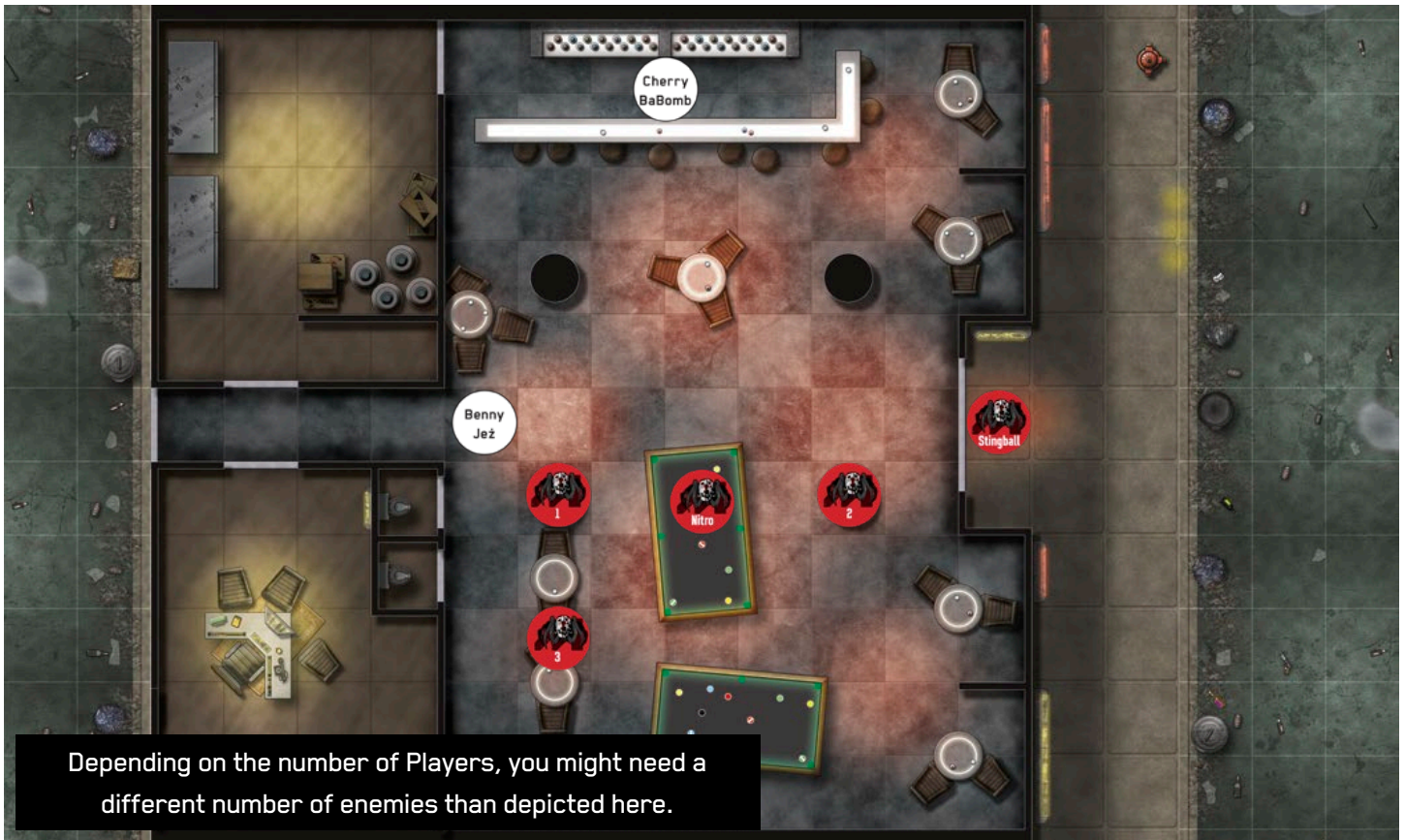
ESSENTIAL SKILL BASES

Athletics 8 • Brawling 8 • Evasion 12 • Human Perception 6 • Perception 10 • Stealth 8

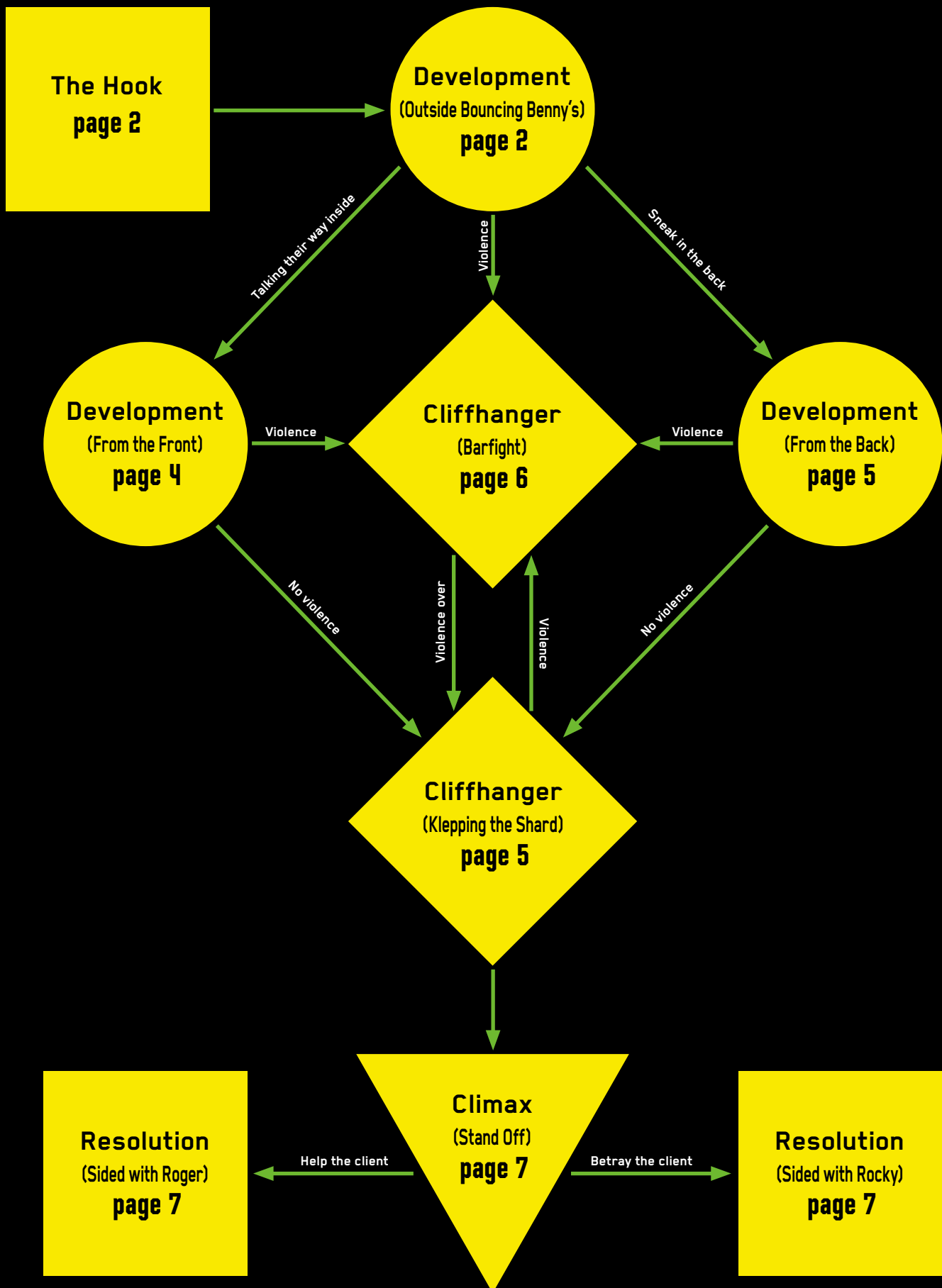
IMPORTANT CYBERWARE

Neuroport: The central control system for all a user's cyberware. Includes a holophone.





## Beat Chart for Karaoke Night



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