

Savage Cyberpunk 2020 (v2.0)

Adapted by Markus Finster (tw02e017@technikum-wien.at) for Great White Games' Savage Worlds system from material in R. Talsorian Games' Cyberpunk 2020. This is a work of fan appreciation and no challenge is meant to any copyrights and/or trademarks contained herein, used without permission.

There are a couple of conversions out there that deal in one way or the other with cyberware. Here's my take on my favorite dark future RPG. After a couple of months I finally got to play a game using this conversion. It ran pretty smoothly, but it rekindled my interest to go over the conversion again, making it "more complete".

A Note: You will need the original CP Rulebook (as well as the SW rulebook of course) for full use of this. This document follows the table of contents of the original CP 2020 book, for easier reference. At the end is a character sheet, ready to use and everything ;-)

Sector 01: Roles

Here is the list of Cyberpunk 2020 special abilities and how they correspond to Savage Worlds Edges (as well as a couple of new ones). These are by no means mandatory, just possibilities. If you want to play a charismatic Solo who got connections, but no Alertness – go ahead ;-)

Cop – Authority

New Edge: *Authority* (see below)

Rocker – Charismatic Leadership

Rockers could invest in the Attractive and/or Charismatic Edge(s) to achieve the same effect.

Solo – Combat Sense

A good Solo should invest in Alertness and/or Danger Sense.

Netrunner – Interface

New Edge: *Netrunner* (see below)

Media – Credibility

New Edge: *Walt Cronkite* (see below)

Nomad – Family

Connections – his nomad clan will come and help him out and he has friends everywhere.

Fixer – Streetdeal

A Fixer without *Connections* won't get a lot of things done.

Corp – Resources

Use the *Rich/Filthy Rich* Edges. In some cases, even the *Noble* Edge is a possibility.

Techie – Jury Rig

Mr. Fixit and/or *Macgyver* (new Edge, see below) without the Arcane Background.

Medtechie – Medical Tech

A good doctor should take the *Healer* Edge.

Sector 02: Character Generation

Follow the process as described in the SW rulebook. Just one addition: There's a new stat, called *Humanity*. It's a derived stat and equals 10 times your Spirit time. It's a measurement for how well your punk can deal with cybernetic implants. For every 25% you lose, you suffer a -2 to your charisma, since you're getting more and more distanced.

Of the Edges of the SW rulebook, the Arcane Backgrounds and Arcane Resistance can't be taken. Mr. Fixit can be taken, but it doesn't need the AB as a prerequisite.

Hardy types

At character creation only, any Seasoned Edges can be taken as long as the other requirements are met.

New Edges

Authority. Novice, Gotta carry some kind of Badge, Wildcard

Authority grants +2 to Charisma in scenes where a character has some kind of legal lever to use. Examples: Questioning a young punk, asking a witness to relate “just the facts, ma’am”.

MacGyver. Novice, Smarts d8, Repair d8, at least 3 scientific Knowledge skills at d6.

This Edge is basically the Gadgeteer Edge minus the AB. The character can build almost anything using tools that are available. This has to be within reason – he won’t build a nuclear thermal bomb from some wire, an old carton of milk and some cigarette butts, infused with the batteries from his walkman. But he could build an automatic lockpick from some wire and a cell phone with vibra call. All he has to do is to push the wire into the lock and keep calling that cell phone until it clicks...

All items are pretty fragile and only for short-time-usage. Use Agility or Smarts (whichever is more appropriate) if you want the character to roll something when using the gizmo

Netrunner. Smarts d8, Computer d8

This Edge gives the young punk a bonus of +2 for actions inside the matrix. This does not include the Computer skill, but it does include Stealth and Notice.

Walt Cronkite. Smarts d8, no negative Charisma

This Edge gives the media a +2 on his persuasion rolls.

New Hindrances

Cyber Intolerance (Major)

The character doubles all Losses of Humanity numbers he suffers from cybernetic implants.

Optional: Young (Major)

In case you want to use the background generator from the CP 2020 rulebook, you might want to vamp up the Young hindrance a little: If so, any character who takes this Hindrance can take two Edges for this hindrance.

New Skills

Computer (Smarts): If you just want to make a nice presentation about your plan to take over world domination, you won’t need this skill. If you want to hack into some computer or program a fancy new virus, this skill’s for you.

Sector 03: Life on the Street

If you want to use this, here’s an idea: For every year where something happens, assign 1 or two Experience points, based on the event. As a rule of thumb: if something good happened to the character, he gets one point. For every bad thing, he gets two.

In those cases where the character would receive a +1 or +2 to a skill, you could grant him a fitting Edge instead (like Block in case of a martial arts sensei).

Sector 04: The System

Just use the SW rules ;-)

For Reputation, take the rank and number of xp as an indication how well known a character is:

Rank/xp	Who knows you?
Novice/0	Your parents and your closest friends
Novice/5	A couple of people have heard of you
Seasoned/20	People in your bar can point you out when someone with your skills is looked for
Seasoned/30	People in your neighborhood have heard stories about you
Veteran/40	People in your neighborhood start telling stories about you
Veteran/50	A few people take note of your name for future reference
Heroic/60	A few people recognize you although you've never seen 'em before
Heroic/70	Your exploits make the local news if you're not careful
Legendary/80	Your name is mentioned in national news from time to time
Legendary/100	Whatever you do, the media will cover it
Legendary/120	You're as well-known as a pop star

Why is there no further increase in reputation before you turned Seasoned? Because most young guns don't make it that far and burn out, never to be heard of again. As soon as you hit seasoned, people know you're a survivor.

Sector 05: Cyberware

Put the Cyber in the Punk

Here follows the list of available Cyberware in Savage Cyberpunk. I didn't copy every piece of equipment, but instead went a more generalized way. Example: If you get yourself a nice cyberarm, you have to choose what kind of hand you want to have. A normal hand is cheaper and you lose less Humanity – otherwise you could have a “skill-hand”. Those are specifically built to give the user an advantage on a certain task, like a hand with built in screwdrivers in each finger would give a bonus to the Repair skill. There is a bonus of +1 or +2 available – depending on the bonus you lose your Humanity. Only one Hand can affect a certain skill. So, no reason to chop off your good hand just to get another +2 to fix up your bike.

As mentioned above, it's a new derived stat and equals Spirit times ten (so a character with a d8 Spirit would have 80 points of Humanity). For every 25% you lose, you suffer a –2 to your charisma, since you're getting more and more distanced. If Humanity ever reaches 0, the character “loses it” and becomes a Cyberpsycho under the GM's control.

Now, on to the good stuff. *(Note: I had to work with a German rulebook and tried to retranslate as good as possible. Most should be recognizable I think.)*

Cybersystem	Costs	Loss of Humanity	Notes
<i>Accessories</i>			
Biomonitor	100	1	+2 on checks for resisting diseases
Fashionable stuff (ranges from multicolored lenses to glowing tattoos)	1-200	1-d6	No game effect, LoH by GM discretion
<i>Biosystems</i>			
Tissue stabilizer	1500	D3	Toughness +1
Antitoxin	3000	D3	+2 for Vigor checks when

			resisting poison or drugs effects
High density skin	2000	2d6	Natural armor of 1 on full body
Muscle transplant	1000	2d6	Character gains the Brawny Edge (Strength +1 if character is already Brawny)
Nanosurgery	6000	D3	Character can roll every 3 days for natural healing
Superimmunesystem	3000	D3	Natural healing rolls +1
<i>Cyberlimbs</i>			
Cyberarm	3000	2d6	Limb has Toughness 5 and three “wounds”. Character is always “armed” in close combat (he can parry with his arm)
Cyberleg	2000	2d6	Limb has Toughness 6 and three “wounds”. A character with two Cyberlegs gets the “Fleet Footed” Edge as well.
<i>Cyberhands</i>			
Skillhand +1	400	D6	Affects a single skill and gives +1 to rolls.
Skillhand +2	600	2d6	Affects a single roll and gives +2 to rolls
Standardhand	150	1	Looks and acts like a normal hand.
<i>Cyberfeet</i>			
Standard foot	200	0	Looks and acts like a normal foot.
Skill feet +1	400	d6	Affects a single skill and gives +1 to rolls.
Skill feet +2	600	2d6	Affects a single roll and gives +2 to rolls
<i>Extras for your limbs</i>			
Electronic device	300	3	Camera, radio, whatever.
Holster	100	2	Leg only, can hold a pistol (Heavy pistol only if character is at least size+1)
Titan joints	300	2	Cyberlimb’s toughness +1
Armor	200	1	Cyberlimb has Armor 2
Cyberdeck	3000		Essential for netrunning. 5000 for the W-LAN version.
Realskinn	200	-1	Looks like the real thing and restores one point of lost Humanity.
<i>Integral Weapons – don’t leave your home without them!</i>			
Per limb can one weapon system be installed.	500-1000	Damage	You have to work out the specifics with the GM – but whatever you take, roll the damage dice of your weapon of choice once. Result is your loss of Humanity.

<i>Cyberaudio</i>			
Base module	500	2d6	The doctor scoops out your natural hearing organs and replaces them. Make sure those things are sterile. Gives you a whole lotta options to choose from, punk.
Bodyfone	500	2	No searching for the cell phone anymore for you
Bodyradio	150	2	No, you can't tune in to Dick Clark's New Year's Rockin' Eve – but you can stay in contact with a bunch of friends while taking out a target. Short range, but no costs.
Low/High-Frequency	200	2	With this you'll hear dog pipes. That hurts.
Frequency scanner	200	2	Next time, someone asks you "What's the Frequency Kenneth?" at least you'll have a chance to find it.
Hearing aid	200	1	Gives you +2 to Notice when hearing
Home-in device	200	1	Gives you +2 to tracking if your target carries a tracking device. Range is 100 m only.
Lie detector	200	1	Gives you +2 to Notice if someone is lying.
<i>Cyberopticals</i>			
Base module	500	2d6	The doctor scoops out one of your eyeballs. Make sure his tools are... well you should know by now. Each eye gives you 4 options you may install.
Targeting System	400	2	+1 for Shooting with Smart Guns
Video enhancer	300	1	Notice +2 when looking
Micro-optics	150	2	Built-in microscope
Low Light vision	200	1	Negate penalties except total darkness
<i>Implanted Guns</i>			
Weapon System	100-1000	Damage	You have to work out the specifics with the GM – but whatever you take, be it steel knuckles or Wolverine's Claws, roll the damage dice of your weapon of choice once. Result is your loss of Humanity. As a rule of thumb: If you use your Fighting skill to use the weapon, damage is based on Strength. If you use Shooting, damage is

			fixed.
<i>Exoskeleton</i>			
Sigma	6000	2d6	Strength raises one step (If Strength is already d12, it raises to d12+1)
Beta	8000	2d6	Strength raises two steps (If Strength is already d12, it raises up to d12+2)
Omega	10000	3d6	Strength raises three steps (If Strength is already d12, it raises up to d12+3)
<i>Neurosystems</i>			
Central Neural Processor	1000	D6	
Chip sockets	200	D3	Sockets for up to 10 chips
Interface	100	2	Each interface must be designated for a certain system (vehicles, the net,...)
Kerenzikov booster	500/Step	d6/Step	Punk gets one or two (depending on step) extra cards for initiative and acts on the highest. This booster is always on and may not be combined with other initiative boosters.
Sandevistan booster	1600	D3	Booster takes one round to charge; runs for 3 rounds. During these rounds, all initiative cards the punk gets count at least as a 10. Booster takes one hour to re-charge.
Sniffer	100	2	+2 to Notice when smelling
Touch sensor	100	2	+2 Notice when touching
<i>Other Implants</i>			
Adrenalin injector	100	2d6	Can be used three times a day. Grants the effects of the Quickness power (normal success only) for 3 rounds.
Armored skin	1200	2d6	Torso gets protection +2
Vocal modulator	600	D6	Persuasion +2
<i>Body Armor</i>			
One module per body part	800 each	4d6	Each module is “glued” onto the body and offers protection of +5

Skills on chips

When a punk gets himself some nice chip sockets, he might want to use them.

For every socket he can use one chip that gives him basic knowledge in a skill. Which skills are allowed depends on the GM, but Knowledge skills are always possible. The skill value is fixed at d6 and can't be raised.

Prices range from 100-500, depending on the obscurity of the skill in question (GM's decision).

Edges on chips

Sorry, not gonna happen.

Sector 06: Setting Info and Equipment

In Cyberpunk, the most equipment you need will be guns.... Lot's of guns.

Here's how to convert the guns over to SW:

Accuracy: Drop it.

Type of Weapon	CP2020 Damage	Savage Worlds Damage
Pistol	1d6	2d6-1
Pistol	2d6	2d6
Pistol	3d6	2d6+1
Pistol	4d6	2d8
Sub Machine Guns	1d6, 2d6	2d6
Sub Machine Guns	3d6	2d6+1
Sub Machine Guns	4d6	2d6+2
Assault Rifles	5d6	2d8
Assault Rifles	6d6	2d8+1
Shotguns	4d6	1-3d6
Biotoxin I	4d6	2d6+2
Biotoxin II	8d6	4d6+4
Barrett Arasaka L20	4d10	3d8 (Heavy Weapon, AP 5)
C6 Plastics	8d10	4d6/kg
Flamethrower	2d10	2d10
Militech Arms RPG-A	5d10	4d8+2 (Heavy Weapon, AP 40)
Mine	4d10	3d6
Scorpion Rocket Launcher	7d10	5d10 (Heavy Weapon, AP 50)
Shrapnel Grenades	7d6	3d6
Fire Grenades	4d6/3 rounds	2d6/3 rounds
Shock Grenades		Target has to make a Vigor roll or is shaken

For Range:

CP2020 Range	Savage Worlds Range
50 m	12/24/48
150 m	15/30/60
200 m	15/30/60
400 m	24/48/96

Round of Fire: All pistols can doubletap (except the uber-heavy handguns with 2d8 damage).

For most automatic weapons, the RoF is 3. If a CP 2020 gun has a RoF listed that's lower than 25, it's SW RoF is 2. If it's higher than 40, it's 4.

No gun can have a RoF higher than 4.

Sector 07: Friday Night – Firefight

Your punk can still only take three wounds, but for Cyberpunk, we re-introduce the hitzones.

If you got a cyberleg or two you might want to make sure if that Uzi hits you in the chest or in the cybernetic kneecap.

Just roll an extra d10 when firing and assign hits like the following:

Hit zone	1/Head	2-4/Torso	5/R. Arm	6/L. Arm	7-8/R. Leg	9-10/L. Leg
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Sector 08: Trauma Team

Chances are, your character will bite it. Then it might be interesting if you should roll up a new one or if he can still make it.

Anybody with the Healing skill can try to revive a dead character. For this, all he has to do is roll his Healing die without wild die and roll over the number of minutes the character is dead. This roll cannot ace. If he makes it, fine, the clock is ticking again and he can now try to stabilize the character. If he doesn't make it, he can try again as long as the time is shorter than the skill level.

Example: Max gets shot down and bites it. Luckily, he's found two minutes later by his friend Dave who's got a healing skill of d4. He rolls his d4 and has to roll at least a 3 to revive him. If he makes it, he still has to stabilize Max, but at least he got a chance!

If a character is revived multiple times, every time after the first, he might suffer permanent brain damage. If the character survives, he has to make a Smarts check or his Smarts gets lowered permanently one step.

Sector 09: Drugs

What would a nice game of Cyberpunk be without the latest drugs, fresh out of corporate labs? Right.

Each of the following drugs require a Vigor roll to check for addiction. If multiple doses are taken, each dose after the first gives a penalty to the Vigor roll of -1.

If a Vigor check is failed, the character got himself a nice addiction (treat it like the Habit (Major) Hindrance).

Blue Glass

It's a "recreational drug" that was originally developed for chemical warfare. Roll Vigor at No penalty. If your trait die (regardless of the Wild Die) comes up with 1, reduce your Smarts one step (d4 minimum). Roll a second Vigor roll, to see if the loss is permanent. On the plus side: You see a lot of funny colors and get relaxed real good.

Black Lace

A character sipping on this devilish brew get turned into a veritable killing machine.

Mechanics-wise: The character goes Berserk as per the Edge. Roll Vigor at -2 to check if your would-be Terminator gets a monkey on his back. If your trait die (regardless of the Wild Die) comes up with 1, reduce your Spirit one step. If that reduces your Spirit below d4, your character just became a sociopathic npc under the GM's control. Congratulations.

Boost

If you want to feel like Einstein, this is for you. This drug raises your Smarts one step and gives you a Bonus of +2 to all Knowledge-related skill checks for the duration.

Vigor roll is at no penalty. If you happen to get addicted, you will no longer benefit from the fix, but instead will need your dose so your Smarts doesn't drop one step. If you happen to ever miss a dose, roll Vigor. Just to check if you just got permanently dumber.

Dorph

Another beauty out of the black labs of the military, this is actually Black Lace's daddy.

The benefit is the same, but the duration is shorter. Vigor is rolled at -1 and if your trait die (regardless of the Wild Die) comes up with 1, reduce your Agility one step. Roll that Vigor of your's a second time to see if you fried your reflexes permanently.

Smash

This is cheap booze for the masses. Roll Vigor at +2. If you really happen to become addicted, it's not too bad, just a minor Habit. But if your trait die (regardless of the Wild Die) comes up with 1, make a second Vigor roll. If you don't make it, your character is on his way to the bathtub with the toaster under his arm. (If he hasn't got a toaster, a few razorblades will do.)

Speedheal

Speedheal doesn't heal you really faster (despite the name), but if you take it in regular doses, you add +2 to your natural healing rolls. Roll Vigor at no penalty. Failure doesn't mean you got addicted but for every point you missed, you're a little wobbly on your feet for a day. Game-wise: You gain a Fatigue level. If you go bust, you go Incapacitated from Fatigue while you spend a couple of days in bed throwing up every thing you ate for the last 10 years. Hope you enjoy.

Stim

If you need to last a little longer, the Stim's for you. Each dose gives you a bonus of +2 when rolling for Fatigue. Roll your Vigor at -2. If your trait die (regardless of the Wild Die) comes up with 1, you get some nice paranoid hallucinations. Your GM will sure have fun with those.

Syncomp 15

Syncomp 15 is a strong Antidote that helps just about anything. No risk of getting addicted here, but a Vigor roll at -2 tells you if suffer some burnt nerve endings. That lowers your Agility one step (d4 minimum). Make a second roll to see if the loss is permanent.

Syncoke

Funny enough, this is synthetically created cocain. Good thing is, you'll feel good and your pecker's going to be hard enough to plow a field of concrete (if you're a guy). If you miss a Vigor roll at no penalty, you'll get addicted real nice, paranoia and hallucinations included for free!

Not less drugs – more drugs!

So, you can't get enough and want a little extra?

Here's how you do it. First, you'll need a new skill *Pharmacy* (or have some sort of medical education, in which case it's possible to roll for Common Knowledge). Next, a nice little lab, a couple of ingredients and this nifty ruleset:

Basic TN is 4. For this, you get something like sugar, just no taste at all. For every benefit the drug should produce, you get a penalty of at least one (see below). For every...side effect you're willing to incorporate, you get a bonus of one. If you're willing to take a randomized side effect, you just chose the number of side effect and get another +1 to your roll.

For the addiction roll, any penalty the drug imposes you get as bonus to the Pharmacy roll and vice versa (up to a maximum of 2 in either way).

Benefit	Penalty
Drug grants the Benefit of an Edge	-3
Drug raises/lowers one Attribute one step	-2
Drug gives a bonus of +2/penalty of -2 to rolls	-1

The following table is not complete but presents an overview of side effects that are possible:

No.	Side effect
1	"Don't get me riled" – punk becomes aggressive and aggravated
2	"Going Postal" – the punk just loses it. This could result in a killing spree or just an excessive pie-eating orgy.
3	"Groovy colors..." – That's right – nice hallucinations. Or maybe not so nice hallucinations.
4	"What's that noise?" – The punk is easily frightened.
5	"I can't feel my legs" – the punk suffers from some serious nerve damage that might reduce his Agility if he doesn't make a Vigor roll.
6	"You lookin' at me?" – the punk becomes a paranoid lunatic.
7	"I can quit whenever I want." – the punk becomes physically or mentally addicted

8	“What was that?” – the punk suffers from a slight reduction of Smarts.
9	“Uhm, honey ,that won’t work...” – the punk is sterile and took himself out of the reproductive gene pool (probably a good thing).
10	“AAAAaaaarggghhhh...” – the punk might die, if he doesn’t make two Vigor rolls in a row.

The longer a drug should have an impact on the human body, the harder it is to manufacture:

Duration	Penalty
D6+1 rounds	0
D6+1 minutes	-1
D6+1 hours	-2
D6+1 days	-3

Example:

Trapper Frank, MD got kicked out of the hospital. Now he’s on the street and tries to boost his money bag. He cooks up a nice little recipe for the street fighters out there:

This drug should make the user quicker (Grants the benefit of the Quick Edge) and sharpen the user’s senses as well (Notice roll +2). It’s supposed to work only a short time, so a couple of minutes will suffice.

That gives an initial penalty of –6. Trapper’s interested in a steady stream of customers, so he gladly makes it quite addictive (-2 to Vigor rolls). This lowers his penalty to –4. After a couple of side effects are taken into account, he has to roll at a penalty at –2. His customers risk to become overly aggressive and much more stupid, but so much the better for our doctor!

Sector 10: The Matrix

I have to confess: I never liked the rules for netrunning in the original rules. Maybe that’s the reason why no-one ever played a netrunner in our group. So, instead of trying to port it over to Savage Worlds, I thought of a way how Netrunning might be a little more F!F!F!

Here it is:

A Netrunner needs the *Computer* skill. Should he have no interface plugs, then all rolls are at –2.

I think we can surely assume that a Netrunner has all programs that he’ll ever need for hacking. Maybe not the best ones out there, but any hacker will have a way of taking down that firewall.

But his tools and the circumstances have an influence on the netrunner. First, connectivity. As long as the connection is stable and has decent speed, there’s no modifier. Slower or unstable connections incur a penalty of –2 to –4 to all rolls at the gamemaster’s discretion.

Now, the cyberdeck. Each cyberdeck has the following stats:

Invasion: How good is the deck equipped to handle invasions? It’s also the bonus to all damage rolls you make (based on Smarts rather than strength). Ranges from –4 to +4

Decoding: How good and how fast can the deck decode encrypted files? Ranges from –4 to +4

Stealth: Is it easy to spot the intruding netrunner or not? Ranges from –4 to +4

Armor: How well-protected is the netrunner from Black Ice? Ranges from –4 to +4

Now, here’s the fun part. To build your cyberdeck you have two points to assign to these 4 traits. So you could start with Invasion 1, Decoding 1 and leave the rest at zero. Or, if you’re the more cautious type you could take Armor at +4, and take Stealth at –2 (figuring no matter if you’re found or not, the armor is going to protect you)

These modifiers are then applied to your Computer roll when you try to hack into any system.

Combat in the matrix

There will be cases of Black Ice attacking your netrunner. So, how do you run combat? Easy. Your punk has a Parry value in the virtual reality of 2+ half his computer skill. His Toughness is the same as in the real world, but maybe his deck grants him some armor. All Anti-System or Anti-Personnel programs that could attack the netrunner are like any other adversary in the real world. They have a Parry and a Toughness rating and a Fighting skill. And they cause damage if they hit. It's as simple as this.

Running in the matrix

But what about those not so close life and death situations? Use your skills. If your netrunner wants to get past a guardian program without being spotted, he uses his Stealth skill. If he wants to find something, he rolls Notice. Only in direct interaction with the system does he use his Computer skill – this includes attacks in combat.

Now, let's say he tries to break into some bank account – that's a simple Computer roll modified by the target's security level. Those range from 0 to 10. The security level is subtracted from your Computer roll. They also equal the number of rounds it takes you to break through. What security levels can you expect?

Security Level	Where found?	Example
0	Publicly available information	Library directory
1	Publicly available but you need a password	Student section of the library
2	You need to be a member, all (or some) members share the same login	The administration site of your router
3	You need to be a member, Login is unique	A commercial website
4	You need to have special clearance	A simple Bank Account
5	You need to know specific details to log in (ie, Security question)	A safe deposit account
6	The information is strictly guarded	Taxpayers records
7	You're not supposed to even look for this kind of information	The missing tapes of Watergate
8	You look for information regarding the "inner secrets" of a corporation	The Coca Cola Formula
9	You look for information regarding the secrets of a the CEO of a corporation	The CEO of XY has a girlfriend who's pregnant.
10	You look for Military or Governmental secrets	Troop deployments

As you can see, it's important to have a good skill and to have a good invasive cyberdeck...

Multiple layers can guard any particular information. You could be forced to penetrate two Firewalls with Security Level 5 before you get to the database (SL 6) where you then access the file and see that it's further encrypted (SL 8).

If you make the roll with a raise, the intrusion is automatically undetected. Any guardian programs are therefore only passively watching out. If you make the roll without a raise, the system is aware of an intrusion and starts to look actively.

Decoding a file takes 1 minute per try to find the right algorithm (that's 10 combat rounds, remember?). If you have the correct algorithm and you make the roll, it takes the security level times 10 plus the negative modifier of your cyberdeck (so, if you have Decoding +2, it lowers the multiplier by 2) in minutes (!) to decode the file. All the while you have to stay in the Matrix and risk to be detected and fried by some unfriendly programs. Yup, it's not that easy to steal the formula of Coca Cola.

Brute Force Attacks

Sometimes there's no time for finesse and you have to take something down *fast*. You can do this by using a Brute Force attack. If you do this, you automatically set off any alarms in the system and the active counter measure are activated. The benefit is that you get +2 to your rolls and half the time you need to break through.

How to roll against active programs?

If you have to take down a guardian program that's actively fighting your intrusion, it's an opposed roll of your Computer skill versus the programs skill level. If you win, you get through. If you lose, you set off some kind of alarm, that you might be able to turn off if you can find the command – and if you can deal with the program that detected you at hand. If you lose with a raise, you're actively hunted down by Black Ice (if any is present in the system) and are prohibited from checking out unless you find a save exit point.

Example: Murphy tries to hack into the Biotech mainframe to find some information about a mysterious new virus that turned up on the street. Murphy has Computer at d10, his cyberdeck offers the modifiers: Invasion +3, Decoding, Stealth 0, Armor -1. The Biotech mainframe database is secured behind two Firewalls (SL 5 each) and a Proxy (SL4). The database itself is encrypted with a SL of 7. The files themselves are only slightly encrypted (SL 4)

Murphy has to break through the systems one by one. He rolls his computer skill and adds +3 (for the deck) and subtracts 5 (for the Security Level). He's at -2 for the roll and makes it with a raise. Behind the first firewall he has to evade some guardian programs and rolls his Stealth skill. He got the netrunner edge and adds +2 to this roll. The guardian is not aware of an intrusion, so Murphy only has to make a normal Stealth roll to make it to the second firewall.

He rolls again, this time he makes it without a raise. The system detects the intrusion, but hasn't pinpointed it down to Murphy. Our netrunner runs across another guardian program and has to sneak past it – he rolls an opposed Stealth check and loses. An Alarm is set off. Murphy curses and attacks the guardian (Computers versus his opponent's parry.) He hits and rolls damage (Smarts +3). He surpasses the guardian's toughness with a raise, crashing it.

Next, he has to take out that alarm. He rolls for notice and finds an alarm icon. With a computer roll, he turns off the alarm.

Murphy gets to the database, but can't crack it. The alarm goes off again and he starts a Brute Force attack. He rolls Computer: +3 for the deck, +2 for the Brute Force, -7 for the SL, for a total of -2. He makes it and after three rounds he's in the database. He finds the file, but Biotech has already unleashed a Black Ice program that tracked

Murphy down. The BI has trapped Murphy inside the system, so he can't check out. He still has to decode the file before he can download it's contents to his deck and he has to fight off the BI program while doing it! Would have been good to invest in a little more Armor...

Sample Programs

Guardian

These programs check a system for viruses, Trojans, disk problems and netrunners

Attributes: Smarts d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d10, Repair d12

Pace: 6; **Parry:** 6; **Toughness:** 5

Damage: Str+3

Killer Application (literally)

If you have to take out an intruding netrunner, this one's for you:

Attributes: Smarts d8, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d12, Notice d8,

Pace: 6; **Parry:** 8; **Toughness:** 7

Damage: Str+6

Better cyberdecks?

Is there a way to get a better cyberdeck that offers more bonuses? Yes, there is. Every time the netrunner levels, he can instead choose to raise one of his cyberdeck's traits. So he could get a pretty good deck in pretty short time. But if the deck gets destroyed or stolen... All level ups are lost and he has to start over.

This makes us wonder: How much damage can a cybertech take? The average cyberdeck has a toughness of 3, so you better be careful with it. Hard cases double weight and toughness – and the costs as well.

Sector 11: Dark Future

The rest of the book is mostly flavour text, so there's no need to change anything.

Label				Role		Experience				
Agility	Smarts	Spirit	Strength	Vigor	Pace	Charisma	Parry	Toughness	Load limit	Humanity
d	d	d	d	d						

[illegible][illegible]

Hit zone Armor	1/Head				2-4/Torso				5/R. Arm				6/L. Arm				7-8/R. Leg				9-10/L. Leg											
Cyberglimbs	Right Cyberarm								Left Cyberarm								Right Cyberleg								Left Cyberleg							
Damage	-1	-2	-3	Out	-1	-2	-3	Out	-1	-2	-3	Out	-1	-2	-3	Out	-1	-2	-3	Out												

WOUNDS	-1	-2	-3	INC	-2	-1	FATIGUE
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