BY NEIL BRANQUINHO

CYBERPUNK
RED

SINGLE SHOT PACK
PREGEN CHARACTERS AND NET ARCHITECTURES

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SINGLE SHOT PACK

Two of your Players called out sick and you're in the middle of a pretty big heist. You can't keep it going with who you have left at your table so you decide to run a one-shot. The only problem is, the Players you have left are coming straight to your place after you get out of work and if you sit down to do chargen you won't have time to play!

We've got you covered!

In this **Single Shot Pack**, you'll find ten pregenerated **Cyberpunk RED** characters, made using the Streetrat character generation method, ready to play right out of the box. Each comes complete with a cheat sheet on how their Role Ability works. The only thing we haven't done is roll up a Lifepath. We'll leave it up to you how important that is for your one-shot.

We're also including six premade NET Architectures for you to use. You'll find them at the back of the packet. They're designed to be plug and play, so feel free to use them if you want to give your Netrunner a virtual land-scape to play in or if you need inspiration for what kind of defenses a place has.

USING THE PREGENS AS NPCS

The ten pregens in the **Single Shot Pack** also make good NPCs! If you're using the Mook/Lieutenant/Mini Boss standard we set up on of the **Cyberpunk RED** core rulebook, they each count as a Lieutenant.

READING THE PREGEN CHARACTER SHEETS

There's a lot of information packed into these single page Character Sheets, especially if your Players are new to **Cyberpunk RED**. Feel free to give them this guide to help them navigate the terrain.

1 This block contains a portrait of your Character, their Handle (the name they're known by on The Street), and their Role (akin to a class in other games).

2 Beneath the Handle and Role, you'll find your Statistics (aka STATS). These 10 values: Intelligence (INT), Reflexes (REF), Dexterity (DEX), Technique (TECH), Cool (COOL), Willpower (WILL), Luck (LUCK), Move (MOVE), Body (BOD), and Empathy (EMP). You might notice Luck is formatted a little differently That's because Luck represents a pool of points you can spend during the session to improve your chances at success. Empathy is similarly divided because installed cyberware can lower it below its maximum.

3 This row contains Derived Statistics calculated based on your STATS. Hits represents your health. You start off with a number of Hit Points equal to the value on the right. If you are damaged, you subtract the damage from your current value (written in on the left). If your current Hit Point total equals or drops below your Seriously Wounded value, you will suffer a penalty to all Actions. If your Hit Points drop below 1, your GM will direct you to make a Death Save. Humanity is a measure of how well you interact with other people. The value on the right is the maximum, determined by your Empathy STAT and the value on the left is your current Empathy, which is lowered due to having cyberware installed. When your Humanity is lowered, your Empathy also goes down.

4 Each Role has a unique Role Ability. You start with your Role Ability at Rank 4. Every pregen in this packet has more information about their Role Ability included on a separate sheet.

5 When it comes time to see if you succeed or fail at an Action, you make a Skill Check. Skill Checks are made by rolling 1d10 and adding a Skill's Level and the value of its corresponding STAT. To make this easy, we've already added the STAT + Skill for each Skill on your sheet and listed it in the Total column. Each pregen in this packet possesses 20 Skills. Some, like First Aid, are possessed by all Characters. Others, like Autofire, are only on some sheets. If you want to take an Action with a Skill you don't have Levels in, ask your GM what the appropriate STAT would be, then roll 1d10 and add that value.

6 Your Armor is divided into body (taking the form of clothing, jackets, vests and the like) and head (some sort of helmet or hood). Every piece of armor has Stopping Power (SP). When you are hit in the head or torso, you subtract your armor's SP from the damage rolled. Any damage remaining after you subtract armor SP is removed from your current Hit Points value. Heavier armor can give you a penalty when performing some Actions.

7 Your weapons are tools designed for hurting and breaking. When you hit with a weapon, roll the number of d6s listed under DMG and add them up to determine how much damage you do. Guns have an Ammo Count. Once you shoot that many bullets, your gun can't shoot anymore until you reload. All weapons have a ROF of Rate of Fire. This determines how many Attack Checks you can make as part of a single Action. And there are usually notes on a weapon to tell you more about it. Ask your GM for more data.

8 Cyberware's technology surgically implanted into your body to improve how it functions. All cyberware has a type. You can only have a certain number of slots in your body for each type. Some types, like cyberaudio and neuralware, have a "foundational cyberware" component. For example, a Cyberaudio Suite does nothing on its own but it allows you to install additional cyberware attachments such as a Voice Stress Analyzer. Don't worry too much about all this unless you're playing long term and want additional cyberware installed. In this section, you'll also find notes explaining what it is your cyberware does.

9 Finally, we come to Your Stuff. Here you'll find what clothing you own (so you know what sort of style you've got going on), how much cash you have on hand, listed as a number of Eurobucks (eb), and a selection of items you carry around with notes on what they do.

CYBERPUNK RED

1

HANDLE	Forty	ROLE	Rockerboy

INT	5	REF	6	DEX	7	TECH	5	COOL	7
WILL	8	LUCK	5	MOVE	7	BODY	3	EMP	6

2

HITS	40	SERIOUSLY WOUNDED	20	DEATH SAVE	3	HUMANITY	61 / 70

3

SKILLS

ROLE ABILITY	Charismatic Impact 4

4

Skill	STAT	LVL	TOTAL		Skill	STAT	LVL	TOTAL
Athletics	7	2	9		Language (Streetslang)	5	2	7
Brawling	7	6	13		Local Expert (Your Home)	5	4	9
Composition	5	6	11		Melee Weapon	7	6	13
Concentration	8	2	10		Perception	5	2	7
Conversation	6	2	8		Personal Grooming	7	4 + 1	12
Education	5	2	7		Persuasion	7	6	13
Evasion	7	6	13		Play Instrument	5	6	11
First Aid	5	6	11		Stealth	7	2	9
Handgun	6	6	12		Streetwise	7	6	13
Human Perception	6	6	12		Wardrobe & Style	7	4	11

5

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

Penalty applies to **DEX, REF & MOVE**

6

Weapon	DMG	Ammo	ROF	Notes
Heavy Melee Weapon	3d6	—	2	2 handed, not concealable
Very Heavy Pistol	4d6	8	1	not concealable. **Clips:** 7
Tear Gas Grenade x2				Anyone w/ meat eyes must beat a Resist/Torture Drugs Check DV or get the Damaged Eye Critical Injury for the next minute.

7

CYBERWARE

Name	Type	Notes
Cyberaudio Suite	Cyberaudio	Three slots for options.
Audio Recorder	Cyberaudio	Takes up cyberaudio option slot. Record audio to Memory Chip or paired Agent.
Tech Hair	Fashionware	Color/light emitting hair. Can change length. W/chemskin grants +2 Personal Grooming (included)
Chemskin	Fashionware	Can change skin color. W/tech hair grants +2 Personal Grooming (included)

8

YOUR STUFF

CLOTHING	**Generic Chic:** Jacket, Jewelry x3, Top. **Leisurewear:** Footwear, Jewelry, Shades. **Urbanflash:** Pants, Top.	CASH	500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 to Library Search Checks.
Musical Instrument	Player's choice.
Pocket Amp	Can support up to 2 instruments.
Laptop Computer	Laptop computer.
Radio Scanner/Music Player	Link to Data Pool to listen to music or scan and play local radio bandwidths.
Vid Camera	Can store up to 12 hours of video and audio in inserted Memory Chip.
Glow Paint x 5	Glow in the dark spraypaint. Various colors.

9

PLAYER

HANDLE	Forty	**ROLE**	Rockerboy

INT	5	REF	6	DEX	7	TECH	5	COOL	7
WILL	8	LUCK (OUT OF)	5	MOVE	7	BODY	3	EMP	6 (OUT OF 7)

HITS (OUT OF)	40	SERIOUSLY WOUNDED	20	DEATH SAVE	3	HUMANITY	61 (OUT OF 70)

SKILLS

ROLE ABILITY Charismatic Impact 4

Skill	STAT	LVL	TOTAL
Athletics	7	2	9
Brawling	7	6	13
Composition	5	6	11
Concentration	8	2	10
Conversation	6	2	8
Education	5	2	7
Evasion	7	6	13
First Aid	5	6	11
Handgun	6	6	12
Human Perception	6	6	12

Skill	STAT	LVL	TOTAL
Language (Streetslang)	5	2	7
Local Expert (Your Home)	5	4	9
Melee Weapon	7	6	13
Perception	5	2	7
Personal Grooming	7	4 + 1	12
Persuasion	7	6	13
Play Instrument	5	6	11
Stealth	7	2	9
Streetwise	7	6	13
Wardrobe & Style	7	4	11

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

PENALTY APPLIES TO DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Heavy Melee Weapon	3d6	—	2	2 handed, not concealable
Very Heavy Pistol	4d6	8	1	not concealable. **Mags:** 7
Tear Gas Grenade x2				Anyone w/ meat eyes must beat a Resist/Torture Drugs Check DV13 or get the Damaged Eye Critical Injury for the next minute.

CYBERWARE

Name	Type	Notes
Cyberaudio Suite	Cyberaudio	Three slots for options.
Audio Recorder	Cyberaudio	Takes up cyberaudio option slot. Record audio to Memory Chip or paired Agent.
Tech Hair	Fashionware	Color/light emitting hair. Can change length. W/chemskin grants +2 Personal Grooming (included)
Chemskin	Fashionware	Can change skin color. W/tech hair grants +2 Personal Grooming (included)

PLAYER

YOUR STUFF

CLOTHING **Generic Chic**: Jacket, Jewelry x3, Top. **Leisurewear**: Footwear, Jewelry, Shades. **Urbanflash**: Pants, Top.

CASH 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Musical Instrument	Player's choice.
Pocket Amp	Can support up to 2 instruments.
Laptop Computer	Laptop computer.
Radio Scanner/Music Player	Link to Data Pool to listen to music or scan and play local radio bandwidths.
Vid Camera	Can store up to 12 hours of video and audio in inserted Memory Chip.
Glow Paint x 5	Glow in the dark spraypaint. Various colors.

ROCKERBOY

If you live to rock, this is where you belong. As a Rockerboy, you're one of the street poets, the social conscience, and the rebels of the Time of the Red. With the advent of digital porta-studios and garage music mastering, every Rockerboy with a message can take it to The Street, put it in the record stores, bounce it off the comsats. Sometimes, your message isn't something the Corporations or the government wants to hear. Sometimes what you say is going to get right in the faces of the powerful people who really want to run this world. But you don't care, because as a Rockerboy, you know it's your place to challenge authority, whether in straight-out protest songs that tell it like it is, playing kick-ass rock n' roll to get the people away from the TV sets and into The Streets, firing up the crowd with speeches, or composing fiery writings that shape the minds and hearts of millions.

ROLE ABILITY: CHARISMATIC IMPACT (RANK 4)

Assuming you aren't in combat, you can make people who aren't currently your fan into fans (unless they actively dislike you) by rolling Charismatic Impact + 1d10 vs a DV8 for a Single person, DV10 for a Small Group of up to 6, or DV12 for a Huge group.

When a Rockerboy wants to make use of their Charismatic Impact on a fan or group of fans, the GM uses the table below to determine if the favor is something within the powers of their Charismatic Impact given their current Role Ability Rank. If it isn't, the rocker automatically fails. If it is, the group size determines the DV against which the rocker must roll Charismatic Impact + 1d10. If they succeed, the fan or group of fans puts their best effort toward the favor the Rocker asked for. If they fail, the Rocker can't ask for the same favor again from those fans for a week.

Venues You Can Play	Single Fan (DV8)	Small Group of Fans (DV10)	Huge Group of Fans (DV12)
Well known clubs (but not the hottest ones)	Rockerboy can convince the fan to do major favors such as buy them meals, give them rides, introduce them to important people, sleep with them.	Group will happily hang out with Rockerboy and provide the party favors for free.	Fans will buy the Rockerboy's merch and music.

HANDLE	Grease	ROLE	Fixer

INT	8	REF	7	DEX	5	TECH	5	COOL	6
WILL	7	LUCK (OUT OF)	7	MOVE	5	BODY	3	EMP	4 (OUT OF) 6

HITS (OUT OF)	35	SERIOUSLY WOUNDED	18	DEATH SAVE	3	HUMANITY	44 (OUT OF) 60

SKILLS

ROLE ABILITY	Operator 4

Skill	STAT	LVL	TOTAL		Skill	STAT	LVL	TOTAL
Athletics	5	2	7		Handgun	7	6	13
Brawling	5	2	7		Human Perception	4	6 + 2	12
Bribery	6	6	12		Language (Streetslang)	8	4	12
Business	8	6	14		Local Expert (Your Home)	8	6	14
Concentration	7	2	9		Perception	8	2	10
Conversation	4	6	10		Persuasion	6	4	10
Education	8	2	10		Pick Lock	5	4	9
Evasion	5	6	11		Stealth	5	2	7
First Aid	5	2	7		Streetwise	6	6	12
Forgery	5	6	11		Trading	6	6	12

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

PENALTY APPLIES TO DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Light Melee Weapon	1d6	—	2	1 handed, concealable
Heavy Pistol	3d6	8	2	concealable. **Mags**: 13
Very Heavy Pistol	4d6	8	1	not concealable. **Mags**: 13

CYBERWARE

Name	Type	Notes
Cyberaudio Suite	Cyberaudio	Three slots for options.
Internal Agent	Cyberaudio	Grants +2 to Library Search Checks. Audio only. Can output video to paired screen.
Voice Stress Analyzer	Cyberaudio	Grants +2 to Human Perception (included) and Interrogation Checks.
Subdermal Pocket	External	2 x 4 inch hidden pocket w/ RealSkinn zipper. Anything inside is auto concealed.

YOUR STUFF

CLOTHING	**Generic Chic**: Contacts, Jewelry. **Leisurewear**: Footwear, Jewelry, Mirrorshades. **Urbanflash**: Pants, Top.	CASH	500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Bug Detector	Beeps within 2 meters of a tap, bug, or other listening device.
Disposable Cellphone x2	Burner phone you can use and throw away.
Laptop Computer	Laptop computer.

PLAYER•

FIXER

You realized fast that you weren't ever going to get a Corporate job or be tough enough to be a Solo. But you always knew you had a knack for figuring out what other people wanted, and how to get it for them. For a price, of course. Now your deals have moved past the nickel-and-dime stuff into the big time. Maybe you move illegal weapons over the border. Or steal and resell medical supplies. Perhaps you're a skill broker acting as an agent for high-priced Solos and 'Runners, or even hiring a whole Nomad pack to back a client's contracts. You buy and sell favors like an old-style Mafia godfather. You have connections into all kinds of businesses, deals, and political groups. You use your contacts and allies as part of a vast web of intrigue and coercion. Fixers know how to get things on the black market and are adept at navigating the complex social customs of the Street, where hundreds of cultures and economic levels collide. Fixers maintain vast webs of contacts and clients.

ROLE ABILITY: OPERATOR (RANK 4)

- **Contacts** represents who the Fixer can reach out to source goods, favors, or information. The Fixer will still have to pay for these, of course.

- **Reach** is the highest price category of items that a fixer can **always** source, and if they can use their influence to gather other fixers into creating a Night Market, which makes all price categories of items available for a short time.

- **Haggle** is the ability of the Fixer to strike a deal. When haggling with a person, you roll COOL + Trading Skill + Your Operator Rank + 1d10 against their COOL + Trading Skill + Their Operator Rank (if they are a Fixer) + 1d10. If you succeed, you are able to make one deal of your Operator Rank or lower that is shown on the table below. Only one Fixer deal can be made per transaction.

- **Grease** represents the Fixer's ability to blend into the many cultures on and off the Street; ability to know the language, social codes and status marks for each group or culture.

Contacts	Reach	Haggle	Grease
Local honcho, gang-lord, local neighborhood leadership. City gang honcho, minor politician, Corp Exec, well known person in the neighborhood.	You can always find a place to source up to Expensive items for your clients on a piece by piece basis, even if they are otherwise unavailable.	If successful, you can get 10% more or less than market price when buying or selling. **OR** If successful, when you buy 5 or more of the same item, you can get one more of that item for free.	You know how to get along well with at least one other culture (South Asian, Western European, Middle Eastern, etc) in your area as well as a single language you don't already know associated with that culture at a skill of +4.

HANDLE	Mover	ROLE	Solo

INT	7	REF	7	DEX	6	TECH	5	COOL	7
WILL	6	LUCK	OUT OF 6	MOVE	7	BODY	7	EMP	3	OUT OF 5

HITS	OUT OF 45	SERIOUSLY WOUNDED	23	DEATH SAVE	7	HUMANITY	36	OUT OF 50

SKILLS

ROLE ABILITY	Combat Awareness 4

Skill	STAT	LVL	TOTAL
Athletics	6	2	8
Autofire	7	6	13
Brawling	6	2	8
Concentration	6	2	8
Conversation	3	2	5
Education	7	2	9
Evasion	6	6	12
First Aid	5	6	11
Handgun	7	6	13
Human Perception	3	2	5

Skill	STAT	LVL	TOTAL
Interrogation	7	6	13
Language (Streetslang)	7	2	9
Local Expert (Your Home)	7	2	9
Melee Weapon	6	6	12
Perception	7	6	13
Persuasion	7	2	9
Resist Torture/Drugs	6	6	12
Shoulder Arms	7	6	13
Stealth	6	2	8
Tactics	7	6	13

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

PENALTY APPLIES TO DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Heavy Melee Weapon	3d6	—	2	2 handed, not concealable
Assault Rifle	5d6	25	1	autofire, not concealable. **Mags**: 3
Very Heavy Pistol	4d6	8	1	not concealable. **Mags**: 8

CYBERWARE

Name	Type	Notes
Biomonitor	Fashionware	Subdermal implant. Generates a readout of vitals. Can be linked to your Agent.
Neural Link	Neuralware	Wired artificial nervous system. Five option slots.
Sandevistan Speedware	Neuralware	Can be activated as an action to provide +3 Initiative for 1 minute. 1 hour cool down.

YOUR STUFF

CLOTHING	**Leisurewear**: Footwear x 2, Jacket x 3, Mirrorshades, Pants x 2, Tops x 2	CASH	500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.

PLAYER

SOLO

Whether as a freelance guard and killer-for-hire, or as one of the Corporate cybersoldiers who enforce business deals and the Company's "black operations," you're one of the elite fighting machines of the Time of the Red. Most Solos put in military time during the 4th Corporate War, in a Corporate army, or in one of the government's current "police actions" around the country.

ROLE ABILITY: COMBAT AWARENESS (RANK 4)

When combat begins, anytime outside of combat, or in combat with an Action, a Solo may divide the total number of points they have in their Combat Awareness Role Ability among the following abilities. If a Solo chooses not to change their point assignments, their previous ones persist. Activating some of these abilities will cost the Solo more points than others:

- **Damage Deflection**: For 2 points, decrease the first damage you take this round by 1; For 4 points, decrease the first damage you take this round by 2. Your armor is still ablated if any damage got through your armor before this reduction.

- **Fumble Recovery**: For 4 points, you ignore Critical Failures (1s) you roll while attacking. These rolls are still treated as 1, however.

- **Initiative Reaction**: Each point adds a +1 to Initiative Checks made.

- **Precision Attack**: For 3 points, you add a +1 to any attacks made.

- **Spot Weakness**: Each point adds a +1 to the damage (before armor) of your first successful attack in a round.

- **Threat Detection**: Each point adds a +1 to any Perception Checks made.

Damage Deflection		**Fumble Recovery**		**Initiative Reaction**	
Precision Attack		**Spot Weakness**		**Threat Detection**	

CYBERPUNK RED

HANDLE	Racer	ROLE	Nomad

INT	7	REF	6	DEX	8	TECH	4	COOL	6
WILL	6	LUCK	OUT OF 6	MOVE	5	BODY	6	EMP	3 OUT OF 5

HITS	OUT OF 40	SERIOUSLY WOUNDED	20	DEATH SAVE	6	HUMANITY	36 OUT OF 50

SKILLS

ROLE ABILITY	Moto 4

Skill	STAT	LVL	TOTAL
Animal Handling	7	6	13
Athletics	8	2	10
Brawling	8	6	14
Concentration	6	2	8
Conversation	3	2	5
Drive Land Vehicle	6	6 + 4	16
Education	7	2	9
Evasion	8	6	14
First Aid	4	6	10
Handgun	6	6	12

Skill	STAT	LVL	TOTAL
Human Perception	3	2	5
Language (Streetslang)	7	2	9
Local Expert (Your Home)	7	2	9
Melee Weapon	8	6	14
Perception	7	4	11
Persuasion	6	2	8
Stealth	8	6	14
Tracking	7	6	13
Trading	6	6	12
Wilderness Survival	7	6	13

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

PENALTY APPLIES TO DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Heavy Melee Weapon	3d6	—	2	2 handed, not concealable
Very Heavy Pistol	4d6	8	1	not concealable. **Mags**: 13

CYBERWARE

Name	Type	Notes
Neural Link	Neuralware	Wired artificial nervous system. Five option slots.
Interface Plugs	Neuralware	Allows you to plug into machines, including some vehicles.

YOUR STUFF

CLOTHING	**Nomad Leathers**: Pants, Top, Jacket, Footwear	CASH	500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Binoculars	x2 magnification.
Flashlight	100m/y long beam. 10 hours per charge.
Grapple Gun	Can fire as an Action to attach to any thick cover up to 30m/y away. Negates MOVE penalty while climbing.
Radio Communicator x2	Earpiece radio. 1 mile range.
Rope	60 m/y nylon rope. Holds 600 pounds/360kg.
Techtool	All in one pocket tool.

PLAYER

Nomad

Years ago, the Corps drove your family off the farm. They rolled in, took over the land, and put rent-a-cops all over the place. But that was before the War. You were loners, homeless, until you created a Nomad Pack of nearly two-hundred members. Back then, your Pack was crammed into a huge, ragtag fleet of cars, vans, buses, and RVs roaming the freeways looking for supplies, odd jobs, and spare parts in a fragmented world. The Pack was your home—it had teachers, Medtechs, leaders, and mechanics—a virtual town on wheels in which everyone was related by marriage or kinship. But in the Time of the Red, your Nomad Pack has evolved. Your knowledge of roadcraft—of how to get between the safezones over the savage highways has allowed you to become the masters of getting people, supplies, and materials to a world that desperately needs them.

Role Ability: Moto (Rank 4)

A Nomad adds their Moto Rank to any vehicle operation (already added to Drive Land Vehicle) or vehicle repair Skill Check they make. In addition, your Nomad has possession of the following vehicle, loaned to them from their Nomad Family motor pool.

Vehicle Type	Compact Ground Car	**Description**	Common CHOOH2 powered car.

Seats 6	**Combat Speed** 20	**Narrative Speed** 100 MPH	**SDP** OUT OF 70

Upgrade	Effect
Seating Upgrade	Adds 2 extra seats to the vehicle.
Heavy Chassis	Adds 20 SDP and a heavy tow cable to the vehicle.
Housing Capacity	Transforms the vehicle into a RV with sleeping area for 1, toilet, shower and small kitchen.

CYBERPUNK RED

HANDLE Redeye	**ROLE** Netrunner

INT 6	**REF** 6	**DEX** 6	**TECH** 7	**COOL** 8
WILL 4	**LUCK** OUT OF 7	**MOVE** 7	**BODY** 6	**EMP** 4 OUT OF 6

HITS OUT OF 35	**SERIOUSLY WOUNDED** 18	**DEATH SAVE** 6	**HUMANITY** 46 OUT OF 60

SKILLS

ROLE ABILITY Interface 4

Skill	STAT	LVL	TOTAL
Athletics	6	2	8
Brawling	6	2	8
Concentration	4	2	6
Conversation	4	2	6
Education	6	6	12
Evasion	6	6	12
First Aid	7	2	9
Human Perception	4	2	6
Language (Streetslang)	6	2	8
Local Expert (Your Home)	6	2	8

Skill	STAT	LVL	TOTAL
Perception	6	2	8
Persuasion	8	2	10
Stealth	6	6	12
Basic Tech	7	6	13
Conceal/Reveal Object	6	6	12
Cryptography	6	6	12
Cybertech	7	6	13
Electronics/Security Tech	7	6	13
Handgun	6	6	12
Library Search	6	6	12

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

PENALTY APPLIES TO DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Very Heavy Pistol	4d6	8	1	not concealable. **Mags**: 4

CYBERWARE

Name	Type	Notes
Neural Link	Neuralware	Wired artificial nervous system. Five option slots.
Interface Plugs	Neuralware	Allows you to plug into machines, including some vehicles.
Shift Tacs	Fashionware	Color/pattern changing lens implanted into the eye.

PLAYER

YOUR STUFF

CLOTHING **Generic Chic**: Top x10. **Leisurewear**: Footwear x2, Jewelry, Pants x2. **Urbanflash**: Jacket.

CASH 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Cyberdeck	Modular platform that Programs and Hardware are installed on for the purposes of Netrunning.
Virtuality Goggles	Headset that projects cyberspace imagery over your view of the world.

NETRUNNER

You're a brain-burning computer hacker & master of the Post-NET cyberverse in the Time of the Red. As an electronic wraith, you slip into the "hardest" mainframe systems with ease: stealing, trading, and selling their deepest secrets at will. The Black ICE may still kill you in the end, but until the ride runs out you'll be there, bare-brained and headfirst in the New NET.

ROLE ABILITY: INTERFACE (RANK 4)

A Netrunner's Interface Role Ability allows them to Netrun, and gives them access to a suite of Abilities. To take an action or attack in the NET roll:

Your Interface Rank + Program Bonus or ATK + 1d10

Interface Ability	Effect
Backdoor	Allows the Netrunner to break through Passwords and other obstructions in the Architecture.
Cloak	The ability to hide your actions in the Architecture before you leave.
Control	The ability to control things that are attached to the Architecture.
Eye-Dee	Allows the Netrunner to know what a found piece of data is and it's value.
Pathfinder	Allows the Netrunner to learn the "map" of the Architecture.
Scanner	Find out the locations of systems in an area.
Slide	Allows the Netrunner to slip away from one Black ICE that is following them.
Virus	Allows the Netrunner to leave a custom virus at the very core of the Architecture.
Zap	A basic Netrunner attack that works against both Programs and other Netrunners.

DECK Redeye's Cyberdeck

PROGRAM/HARDWARE SLOTS 7

Program	ATK	DEF	REZ	Effect
Armor	0	0	7	Lowers all Brain dmg by 4 while rezzed. Only 1 copy can run at a time. Each copy can only be used once per netrun.
Sword	1	0	0	3d6 REZ to Black ICE. 2d6 REZ to non-Black ICE programs.
See Ya	0	0	7	Increases all Pathfinder Checks by +2 while rezzed.
Vrizzbolt	1	0	0	1d6 Brain dmg direct to enemy Netrunner & lowers their total Net Actions on their next turn by 1.
Worm	0	0	7	Increases Backdoor Checks by +2 while rezzed.

HANDLE	Torch	ROLE	Tech

INT	8	REF	7	DEX	5	TECH	6	COOL	3
WILL	3	LUCK (OUT OF)	7	MOVE	6	BODY	6	EMP	5 (OUT OF) 7

HITS (OUT OF)	35	SERIOUSLY WOUNDED	18	DEATH SAVE	6	HUMANITY	58 (OUT OF) 70

SKILLS

ROLE ABILITY Maker 4

Skill	STAT	LVL	TOTAL
Athletics	5	2	7
Basic Tech	6	6	12
Brawling	5	2	7
Concentration	3	2	5
Conversation	5	2	7
Cybertech	6	6	12
Education	8	6	14
Electronics/Security Tech	6	6	12
Evasion	5	6	11
First Aid	6	6	12

Skill	STAT	LVL	TOTAL
Human Perception	5	2	7
Land Vehicle Tech	6	6	12
Language (Streetslang)	8	2	10
Local Expert (Your Home)	8	2	10
Perception	8	2	10
Persuasion	3	2	5
Science (Choose Specialty)	8	6	14
Shoulder Arms	7	6	13
Stealth	5	2	7
Weaponstech	6	6	12

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

PENALTY APPLIES TO DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Shotgun	5d6	4	1	not concealable. **Mags**: 25 shell
Flashbang Grenade				Anyone hit must beat a Resist/Torture Drugs Check DV15 or get the Damaged Eye and Damaged Ear Critical Injuries for the next minute.

CYBERWARE

Name	Type	Notes
Cybereye	Cyberoptics	Left eye. 3 option slots.
MicroOptics	Cyberoptics	Built-in microscope. 400x magnification.
Tool Hand	Cyberlimb	Full collection of tools built into the hand.
Skinwatch	Fashionware	Subdermal LED. Shows time and date through the skin.

YOUR STUFF

CLOTHING **Generic Chic**: Pants x8, Tops x10. **Leisurewear**: Footwear x2.

CASH 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Anti-Smog Breathing Mask	Filters out atmospheric particles.
Disposable Cellphone	Burner phone you can use and throw away.
Duct Tape x5	Duct tape. Perfect for fixing anything.
Flashlight	100m/y long beam. 10 hours per charge.
Road Flare x6	Lights up a 100m area for 1 hour. One use each.
Tech Bag	Tool bag. Useful for most tech based repairs.

PLAYER•

TECH

You can't leave anything alone—if it sits near you for more than five minutes, you've disassembled it and made it into something new. You've always got at least two screwdrivers and a wrench in your pockets. Computer down? No problem. Hydrogen burner out in your Metrocar? No problem. Can't get the video to run or your interface glitching? No problem. You make your living building, fixing, and modifying—a crucial occupation in a technological world recovering from a War that broke the back of the supply chain.

ROLE ABILITY: MAKER [RANK 4]

▶ FIELD EXPERTISE

Add your Rank in this Specialty to any Basic Tech or Cybertech Skill Check you make for any Non-Maker Specialty purpose. Additionally, as long as you have at least one rank in this specialty, instead of attempting a lengthy full repair, you can elect to instead temporarily repair your target (at the same DV of a typical repair for the item) to perfect condition as an Action (with full SP and HP, if applicable). You add your rank in Field Expertise to this roll. This jury-rigging holds for 10 minutes for each rank you have in this specialty.

▶ UPGRADE EXPERTISE

To upgrade an item, you roll TECH + the Tech Skill that the item is typically repaired with + your rank in this specialty + 1d10. The Tech must purchase materials of the same price category of the item being upgraded, which installing the upgrade consumes. Upgrades include:

- Lower the humanity loss of Non-Borgware Cyberware by 1d6 if it's typical humanity loss would be 2d6 or greater.
- Increase the number slots of the type an item already has for options, attachments, Programs/Hardware, etc by one.
- Simplify the item, halving the time it takes to make any future full repair to the item.
- Grant a typically non-concealable one handed weapon the ability to be concealed.
- Increase an Average Quality Weapon to an Excellent Quality Weapon.
- Grant a weapon attachment slot to an Exotic Weapon.
- Allow an Exotic Weapon to fire one variety of Exotic Ammunition of it's ammunition type.
- Increase an item's SP by one, but only if it had any to begin with.
- Upgrade a vehicle with an upgrade that only requires a Nomad Role Ability Rank of one.

▶ FABRICATION EXPERTISE

To make an item, you roll TECH + the Tech Skill that the item is typically repaired with + your rank in this specialty + 1d10. The Tech must purchase materials of one price category lower than the price category of the item being fabricated.

Field Expertise	4	Upgrade Expertise	2	Fabrication Expertise	2

Character Sheet

HANDLE Redtail		**ROLE** Medtech

INT	REF	DEX	TECH	COOL
8	5	5	8	5

WILL	LUCK	MOVE	BODY	EMP
5	OUT OF 6	6	5	4 OUT OF 6

HITS	SERIOUSLY WOUNDED	DEATH SAVE	HUMANITY
OUT OF 35	18	5	48 OUT OF 60

SKILLS

ROLE ABILITY Medicine 4

Skill	STAT	LVL	TOTAL
Athletics	5	2	7
Basic Tech	8	6	14
Brawling	5	2	7
Concentration	5	2	7
Conversation	4	6	10
Cybertech	8	4	12
Deduction	8	6	14
Education	8	6	14
Evasion	5	6	11
First Aid	8	2	10

Skill	STAT	LVL	TOTAL
Human Perception	4	6	10
Language (Streetslang)	8	2	10
Local Expert (Your Home)	8	2	10
Paramedic	8	6	14
Perception	8	2	10
Persuasion	5	2	7
Resist Torture/Drugs	5	4	9
Science (Choose Specialty)	8	6	14
Shoulder Arms	5	6	11
Stealth	5	2	7

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

PENALTY APPLIES TO DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Assault Rifle	5d6	25	1	autofire; not concealable; **Mags**: 4
Smoke Grenade x2				Obscures a 10m/yd x 10m/yd area with smoke for one minute. Penalty for performing most actions obscured by smoke is -4.

CYBERWARE

Name	Type	Notes
Cybereye	Cyberoptics	Left eye. 3 option slots.
TeleOptics	Cyberoptics	See in detail up to 800m away. +1 bonus when attacking over 51m away using a single shot.
Nasal Filters	Internal	User immune to toxic fumes and inhaled poisons.
Biomonitor	Fashionware	Subdermal implant. Generates a constant LED readout of vitals.

YOUR STUFF

CLOTHING **Generic Chic**: Jacket x3. **Leisurewear**: Footwear, Pants x3, Tops x5. **Urban Flash**: Glasses

CASH 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Airhypo	Drug injection device. Using it to inject a drug is an Action.
Flashlight	100m/y beam. Lasts up to 10 hours on a charge.
Glow Paint	Glowing spraypaint.
Medtech Bag	Full selection of tools needed for medical purposes.
Bulletproof Shield	Portable cover with 10 HP.

PLAYER

MEDTECH

You're an artist, and the human body is your canvas. You've got the best tools the Time of the Red can offer, and you know how to use them. If you're lucky, you got to attend one of the real med schools scattered around the wreck of the Old United States. And after the War, military hospitals were everywhere and the few doctors on the war front needed helping hands to hold down screaming patients and splice cyberware back together. So, maybe you learned that way.

ROLE ABILITY: MEDICINE (RANK 4)

▶ SURGERY

For every point you allocate to Surgery, you gain 2 points in the Surgery Skill. The Surgery Skill is the TECH Skill used to treat the most severe Critical Injuries, as well as implant cyberware, and is only available to Medtechs.

▶ MEDICAL TECH: PHARMACEUTICALS

For every point you allocate to Medical Tech (Pharmaceuticals), you gain 1 point in the Medical Tech Skill.. The Medical Tech Skill is the TECH Skill used to operate, understand and repair medical machinery. You can also synthesize the drugs Speeheal and Stim w/ a DV13 Medical Tech check. You can synthesize 2 doses of drugs (either 1 of each or 2 of one) in one hour at a cost of 100eb. Applying a dose requires an Action and an airhypo.

- **Speedheal**: A target that isn't mortally wounded immediately heals an amount of HP equal to their BODY + WILL. **Can only be used once per day per person.**

- **Stim**: The target can ignore penalties from being Seriously Wounded for one hour. **Can only be used once per day per person.**

▶ MEDICAL TECH: CRYOSYSTEM OPERATION

For every point you allocate to Medical Tech (Cryosystem Operation), you gain 1 point in the Medical Tech Skill). The Medical Tech Skill is the TECH Skill used to operate, understand and repair medical machinery. You also own and know how to operate 1 Cryopump. A Cryopump is a briefcase sized tool containing a bodybag hooked up to a powerful pump. Once willing/unconscious targets have been placed into the bag and hooked up to the pump as an Action, the pump forces a hyper-cooled chemical fluid into the bag. While in stasis, targets are unconscious and no longer roll any death saves for up to a week as long as they remain inside the bag and the bag has at least 1HP.

Surgery	1	Medtech: Pharmaceuticals	2
Medtech: CryoOp	1		

Skill	STAT	LVL	TOTAL
Medical Tech	8	3	11
Surgery	8	2	10

HANDLE	24/7	ROLE	Media

INT	7	REF	5	DEX	5	TECH	4	COOL	8
WILL	7	LUCK OF	6	MOVE	7	BODY	5	EMP	7 OF 8

HITS	OF 40	SERIOUSLY WOUNDED	20	DEATH SAVE	5	HUMANITY	70 OF 80

SKILLS

ROLE ABILITY	Credibility 4

Skill	STAT	LVL	TOTAL
Athletics	5	2	7
Brawling	5	2	7
Bribery	8	6	14
Composition	7	6	13
Concentration	7	2	9
Conversation	7	6	13
Deduction	7	6	13
Education	7	2	9
Evasion	5	6	11
First Aid	4	2	6

Skill	STAT	LVL	TOTAL
Handgun	5	6	11
Human Perception	7	6	13
Language (Streetslang)	7	2	9
Library Search	7	4	11
Lip Reading	7	4	11
Local Expert (Your Home)	7	6	13
Perception	7	6	13
Persuasion	8	6	14
Photography/Film	4	4	8
Stealth	5	2	7

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

PENALTY APPLIES TO DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Heavy Pistol	3d6	8	2	concealable. **Mags**: 7

CYBERWARE

Name	Type	Notes
Cyberaudio Suite	Cyberaudio	3 slots for options.
Amplified Hearing	Cyberaudio	+2 to Perception Checks involving hearing.
Light Tattoo	Fashionware	Subdermal tattoo installation. Glows.

YOUR STUFF

CLOTHING	**Generic Chic**: Footwear, Pants, Top. **Leisurewear**: Jacket. **Urban Flash**: Mirrorshades.	CASH	500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Audio Recorder	Records up to 24 hours of audio on a Memory Chip.
Binoculars	Good for looking at distances. x2 magnification.
Grapple Gun	Can fire as an Action to attach to any thick cover up to 30m/y away. Negates MOVE penalty while climbing.
Radio Scanner/Music Player	Link to Data Pool to listen to music or scan and play local radio bandwidths.
Scrambler/Descrambler	Used to scramble or, with the right keys, descramble communications.
Video Camera	Records up to 12 hours of audio and video on a Memory Chip.

PLAYER

MEDIA

You've got a vidlink and a press pass, and you're not afraid to use them. You're a city-wide figure, seen nightly all over the Data Pool in the Time of the Red. It's not like the old days, when you had a major Mediacorp behind you; this time, you've gotta depend on your fans, your contacts, and your own reputation. But it's harder for these new Corps to make you disappear. So when you dig down for the dirt and slime the corrupt officials and Corporate lapdogs try to cover up, you can dig deep.

ROLE ABILITY: CREDIBILITY (RANK 4)

▶ RUMORS

Assuming you aren't entirely off-grid, at least twice per week the GM will secretly roll Your Credibility Rank + 1d10 and give you rumors based on the result. The Media can also find rumors by hitting the street during gameplay using relevant Skills like Library Search, Conversation, or Interrogation using a STAT + Skill + 1d10 Check.

▶ PUBLISHING STORIES

A Media's main ability is publishing stories. Your Credibility Rank determines what access you have to sources, how large your audience is, how likely your audience is to believe your work, and what impact a story could have.

- **Access/Sources** represents those you can reasonably get in touch with/interview or otherwise gain information from.

- **Audience** is how many people your stories or exposes can reach.

- **Believability** is how well your story or expose goes over with your audience. The higher your Credibility, the more likely people will believe something you have written or broadcast. You will roll 1d10 based on your Believability when you publish a story and any time you want to find out whether an individual (or a group of individuals) believe your story. If your story contains even a single piece of verifiable evidence that is easily understood by the masses, the chance your audience will believe it is 1 higher. If it contains more than 4 distinct verifiable pieces of hard evidence, the chance your audience will believe it is 2 higher. These two bonuses stack with each other.

- **Impact** is how much change any individual story or revelation you publish has on your audience. For example, a story about an unfair economic practice at the incremental level might just get a few local bosses to change their practices. But at higher levels of Credibility, your expose may cause entire megacorps to fall. Your GM will handle this. Once you publish a story/scoop you cannot publish another story on the same exact topic unless you have new information to add to the conversation.

Access/Sources	Audience	Believability	Impact
Local honcho, gang-lord, local neighborhood leadership. City gang honcho, minor politician, Corp Exec, well known person in the neighborhood.	Well-known contributor for a local Screamsheet or Data Pool.	3 out of 10 chance the audience buys it.	Change created by a story/scoop has a direct effect; local small time bad guys get arrested or thrown out of power, justice gets served.

CYBERPUNK RED

Handle Suri "Cavalry" Navarro   **Role** Lawman

INT	REF	DEX	TECH	COOL
7	6	5	5	7

WILL	LUCK (OUT OF)	MOVE	BODY	EMP (OUT OF)
8	5	6	7	3 / 4

HITS (OUT OF)	SERIOUSLY WOUNDED	DEATH SAVE	HUMANITY (OUT OF)
50	25	7	30 / 40

SKILLS

Role Ability Backup 4

Skill	STAT	LVL	TOTAL
Athletics	5	2	7
Autofire	6	6	12
Brawling	5	6	11
Concentration	8	2	10
Conversation	3	6	9
Criminology	7	6	13
Deduction	7	6	13
Education	7	2	9
Evasion	5	6	11
First Aid	5	2	7

Skill	STAT	LVL	TOTAL
Handgun	6	6	12
Human Perception	3	2	5
Interrogation	7	6	13
Language (Streetslang)	7	2	9
Local Expert (Your Home)	7	2	9
Perception	7	2	9
Persuasion	7	2	9
Shoulder Arms	6	6	12
Stealth	5	2	7
Tracking	7	6	13

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

PENALTY APPLIES TO DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Assault Rifle	5d6	25	1	autofire; not concealable; **Mags**: 4
Heavy Pistol	3d6	8	2	concealable. **Mags**: 4

CYBERWARE

Name	Type	Notes
Hidden Holster	External	Holster built into the body. Can store a concealable weapon.
Subdermal Pocket	External	2 x 4 inch hidden pocket w/ RealSkinn zipper. Anything inside is auto concealed.

YOUR STUFF

Clothing **Generic Chic**: Footwear, Pants, Top. **Leisurewear**: Jacket. **Urban Flash**: Mirrorshades.

Cash 500eb

Agent	Self-adaptive AI powered smartphone that learns your patterns. Grants +2 of Library Search Checks.
Flashlight	100m/y beam. Lasts 10 hours on a charge.
Handcuffs x2	Restraints. Can be broken by anyone with a BODY 10.
Radio Communicator	Earpiece communication device. 1 mile range.
Road Flare x10	Lights 100m/y area for 1 hour. One use.
Bulletproof Shield	Portable cover with 10 HP.

PLAYER

There used to be a big City Force, but most of the Old Guard in NCPD have been thrown out on their own to keep what peace they can. The ones who remain still take the Badge seriously; they work to keep people safe and make some kind of stand against chaos. Even if you'd rather just walk a beat, if you're a professional Lawman of any stripe, you're stuck carrying high-caliber weapons, most of them full-auto types, wearing a Kevlar® vest that'll stop 850ft/lbs. per square inch—and often you're still outgunned and outflanked. Half the gangs were cybered up to begin with: super speed, super reflexes, could see in the dark, carried weapons in their arms...and that was before the War and the Fall of the Towers pumped a metric ton of milspec cybertech into the Night Markets. The other half of the guys on The Street are freelance Corporate mercs who used to have jobs during the War; hired to enforce Corp armies disbanded by the New United States' goon squads. Now *they're* the goon squads and you're trying to keep them under control too.

ROLE ABILITY: BACKUP (RANK 4)

When in danger, you can call on Backup in the form of Beat Cops (or their local equivalent) . As an Action, you attempt to roll equal or lower than your Backup Rank on a d10 to get someone to respond to your call. If you abuse this, your Boss will throw you off the force or fine you.

After someone responds to your call, you roll a d6 to find out in how many rounds your backup will arrive on the scene. If you roll a 6 on this roll, instead of your typical backup, the backup that arrives will be of the next highest level of backup, unless you are Rank 10, in which case two separate backup groups will arrive. If nobody responds to your call, you can always try your backup call again next turn.

BACKUP TYPE	Local Beat Cops	DESCRIPTION	4 cops. Arrive in 2 compact groundcars.

COMBAT #	SP	HP	MOVE & BODY
10	7	25	5

Armed with Heavy Pistols (3D6 DMG, ROF 2) and wearing Kevlar® (SP7)

HANDLE: Chanda Mishra
ROLE: Exec

INT	5	REF	7	DEX	7	TECH	3	COOL	6
WILL	7	LUCK	OUT OF 6	MOVE	5	BODY	5	EMP	5 OUT OF 7

HITS	OUT OF 40	SERIOUSLY WOUNDED	20	DEATH SAVE	5	HUMANITY	58 OUT OF 70

SKILLS

ROLE ABILITY: Teamwork 4

Skill	STAT	LVL	TOTAL
Accounting	5	6	11
Athletics	7	2	9
Brawling	7	2	9
Bureaucracy	5	6	11
Business	5	6	11
Concentration	7	2	9
Conversation	5	6	11
Deduction	5	6	11
Education	5	6	11
Evasion	7	6	13

Skill	STAT	LVL	TOTAL
First Aid	3	2	5
Handgun	7	6	13
Human Perception	5	6	11
Language (Streetslang)	5	2	7
Lip Reading	5	6	11
Local Expert (Your Home)	5	2	7
Perception	7	2	9
Personal Grooming	6	4	10
Persuasion	6	6	12
Stealth	7	2	9

WEAPONS & ARMOR

Armor	SP	Penalty
Head: Light Armorjack	11	0
Body: Light Armorjack	11	0

PENALTY APPLIES TO DEX, REF & MOVE

Weapon	DMG	Ammo	ROF	Notes
Very Heavy Pistol	4d6	8	1	not concealable. **Mags**: 7

CYBERWARE

Name	Type	Notes
Toxin Binder	Internal	+2 to Resist Torture/Drugs Checks.
Cyberaudio Suite	Cyberaudio	3 slots for options.
Internal Agent	Cyberaudio	Grants +2 to Library Search Checks. Audio only. Can output video to paired screen.
Biomonitor	Fashionware	Subdermal implant. Generates a constant LED readout of vitals.

YOUR STUFF

CLOTHING: **Businesswear**: Footwear, Jacket, Pants, Mirrorshades, Top. **Leisurewear**: Jewelry x2.

CASH 500eb

Radio Communicator x4	Earpiece communication device. 1 mile range.
Scrambler/Descrambler	Used to scramble or, with the right keys, descramble communications.

PLAYER

EXEC

Things changed when the largest Megacorps on the planet got into a major war that was equal to anything any real national governments could have thrown down. Your life as a junior executive is anything but easy. There are those underneath you who'd kill for a shot at your job. Literally. There are those over you who'd kill to keep you out of their jobs. Literally. And they're not kidding about the killing—every up-and-comer in the Corporation has their own Team of Solos and Netrunners to cover important pet projects.

ROLE ABILITY: TEAMWORK (RANK 4)

Loyalty is a shifting stat possessed by team members; an Exec must (during every game session) do things to promote Loyalty and not lose it. When a task is given to a Team member by the Exec, the GM must roll 1d6 under the Team member's current Loyalty. If the check is failed, the Team Member may refuse or botch the assignment or otherwise turn on the Exec.

PLAYER:

Choose either the Driver or Netrunner to be your team member.

TEAM MEMBER   Driver

INT	REF	DEX	TECH	COOL
5	8	6	4	6

WILL	MOVE	BODY	EMP
5	6	5	5

HITS (OUT OF)	SERIOUSLY WOUNDED	DEATH SAVE	LOYALTY
35	18	5	4

SKILL (Stat + Skill Already Calculated)

Athletics +8, Brawling +10, Concentration +7, Conversation +7, Drive Land Vehicle +14, Education +7, Endurance +9, Evasion +10, First Aid +6, Handgun +14, Human Perception +7, Land Vehicle Tech +8, Language (Streetslang) +7, Local Expert (Your Home) +7, Perception +7, Persuasion +8, Pilot Air Vehicle +12, Pilot Sea Vehicle 12, Sea Vehicle Tech +8, Stealth +10, Tracking +9

CYBERWARE

Cyberaudio Suite, Radar/Sonar Implant, Internal Agent, Homing Tracer, Radar Detector

GEAR

Light Armorjack (SP 11), Very Heavy Pistol (4d6 DMG, ROF 1), Compact Ground Car w/ Seating Upgrade

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TEAM MEMBER   Netrunner

INT	REF	DEX	TECH	COOL
8	7	6	6	4

WILL	MOVE	BODY	EMP
7	4	4	4

HITS (OUT OF)	SERIOUSLY WOUNDED	DEATH SAVE	LOYALTY
40	20	4	4

SKILL (Stat + Skill Already Calculated)

Interface +2, Athletics +8, Basic Tech +10, Brawling +8, Concentration +9, Conversation +6, Cryptography +12, Cybertech +10, Education +12, Electronics/Security +10, Evasion +8, First Aid +8, Forgery +10, Handgun +11, Human Perception +6, Language (Streetslang) +10, Library Search +12, Perception +10, Persuasion +6, Stealth +10

CYBERWARE

Neural Link, Chipware Socket, Pain Editor, Interface Plugs, Cybereyes w/ Virtuality

GEAR

Light Armorjack (SP 11), Very Heavy Pistol (4d6 DMG, ROF 1), Cyberdeck (7 slots | Sword, Sword, Killer, Worm, Worm, Armor)

NET ARCHITECTURE: STARTER DRONE RIG

Drone piloting can be an exciting hobby... or an excellent way to beef up an Edgerunner crew's firepower. This NET Architecture fits neatly into a backpack, making it perfect starter rig for any Night City resident looking to bring their new electronic friend with them wherever they go.

Demons Installed: 1 Imp

Cost: Floor x3 (3,000eb), Password DV6 (500eb), Control Node DV6 (500eb), Black ICE: Raven (50eb), Demon: Imp (1,000eb), Defense: Mini Air Drone (5,000eb) • **Total**: 10,050eb

| Floor		DV
1	Password	**6**
2	**Black ICE**: Raven	**—**
3	**Control Node**: Mini Air Drone	**6**
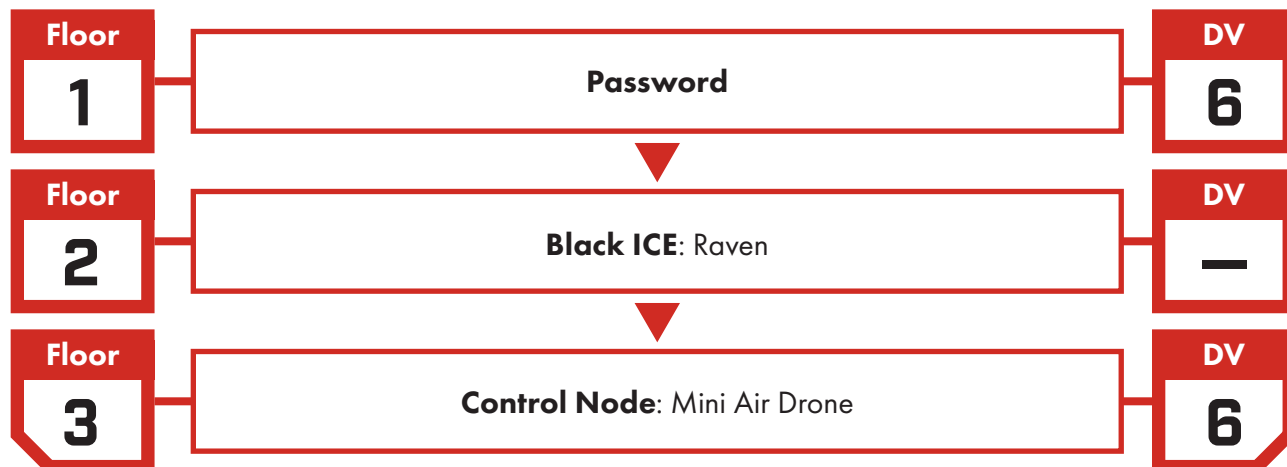
NET ARCHITECTURE: CONAPT SECURITY

Just because you're paranoid doesn't mean they aren't out to get you. Successful Edgerunners often set up simple NET Architectures in their conapts to cause trouble when unwanted intruders pay an unscheduled visit! This Architecture configuration might also be found in bars, Nomad camps, and other locations where cost or portability are a factor.

Demons Installed: 1 Imp

Cost: Floor x3 (3,000eb), Password DV6 (500eb), Control Node DV6 (500eb), Black ICE: Wisp (50eb), Demon: Imp (1,000eb), Defense: Ground Drone (10,000eb) • **Total**: 15,050eb

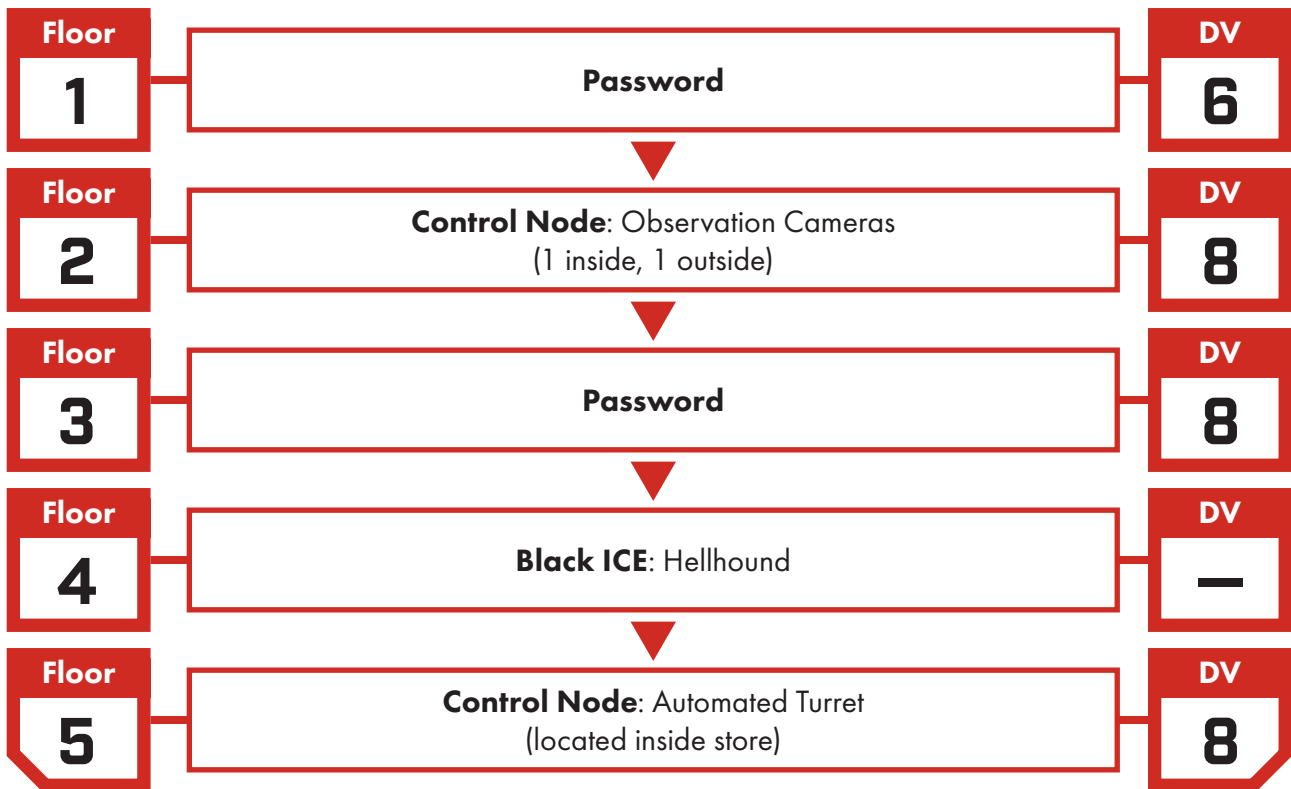| Floor		DV
1	Password	**6**
2	**Black ICE**: Wisp	**—**
3	**Control Node**: Ground Drone	**6**
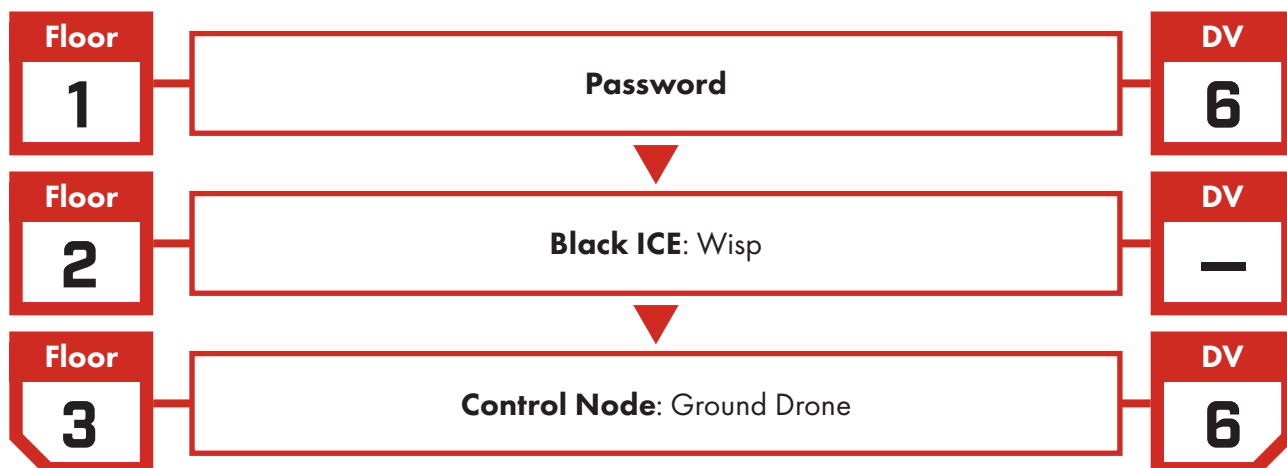
NET ARCHITECTURE: OASIS SECURITY

Most Continental Brands Oasis stores implement a NET Architecture designed to automate their security and reduce the possibility of employee theft. This NET Architecture build also works well for small warehouses, executive apartments, low level Night Markets, and large transport vehicles such as cargo trains.

Demons Installed: 1 Imp

Cost: Floor x5 (5,000eb), Password DV6 (500eb), Control Node DV8 x2 (2,000eb), Password DV8 (1,000eb), Black Ice: Hellhound (500eb), Demon: Imp (1,000eb), Defense: Camera x2 (1,000eb), Defense: Automated Turret (5,000eb) • **Total**: 16,000eb

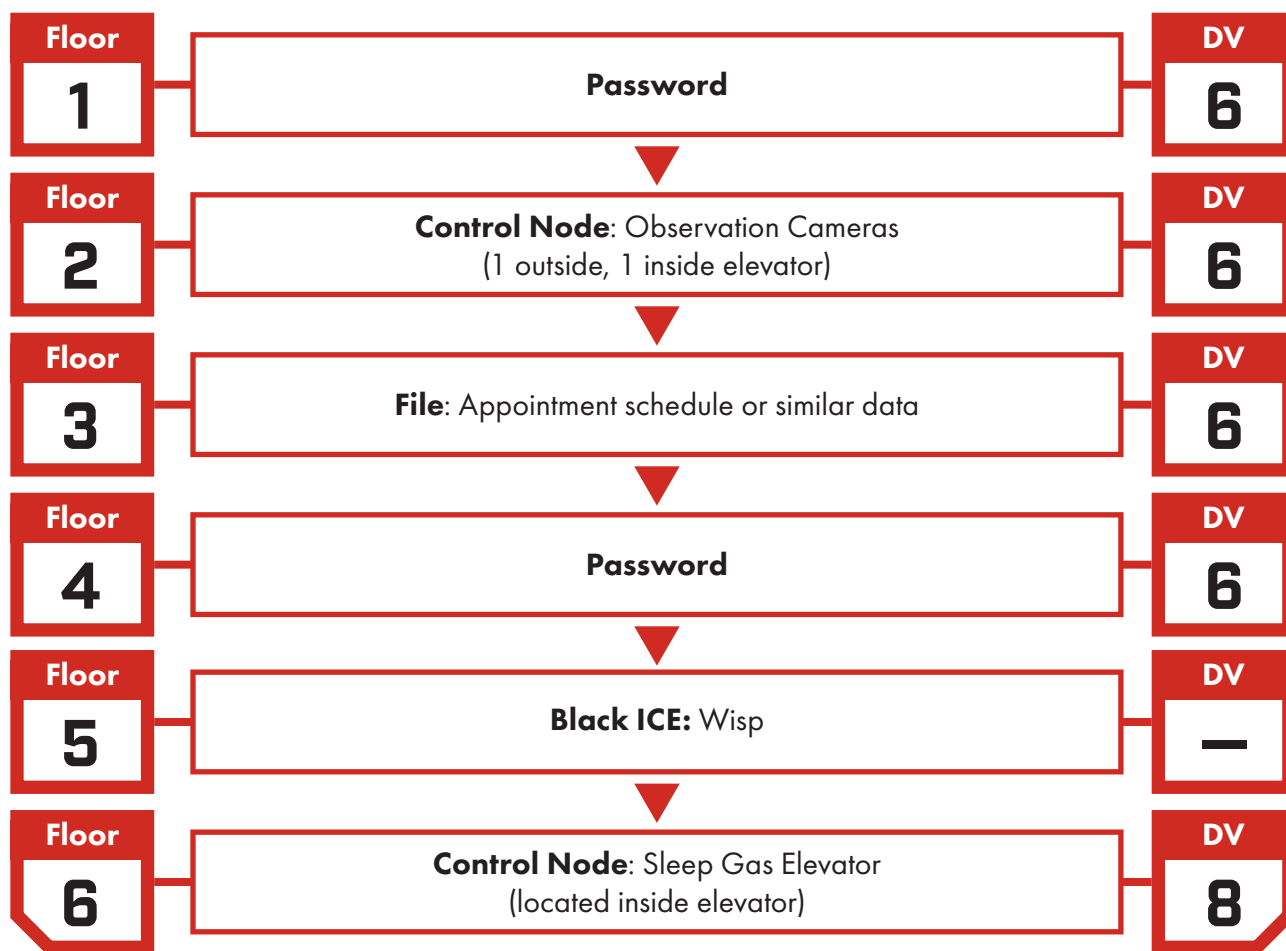| Floor		DV
1	**Password**	**6**
2	**Control Node**: Observation Cameras (1 inside, 1 outside)	**8**
3	**Password**	**8**
4	**Black ICE**: Hellhound	**—**
5	**Control Node**: Automated Turret (located inside store)	**8**

NET ARCHITECTURE: CLINIC SECURITY

This NET Architecture is the sort a clinic or other small business might employ in Night City to keep out unwanted visitors. It assumes a two story operation, with a lobby and offices on the bottom floor and more sensitive areas, such as surgery, patient recovery, or CEO offices on the top floor.

Demons Installed: 1 Imp

Cost: Floor x6 (6,000eb), Password DV6 x2 (1,000eb), Control Node DV6 (500eb), File DV6 (500eb), Control Node DV8 (1,000eb), Black ICE: Wisp (50eb), Demon: Imp (1,000eb), Defense: Camera x2 (1,000eb), Defense: Sleep Gas Elevator (5,000eb) • **Total**: 16,050eb

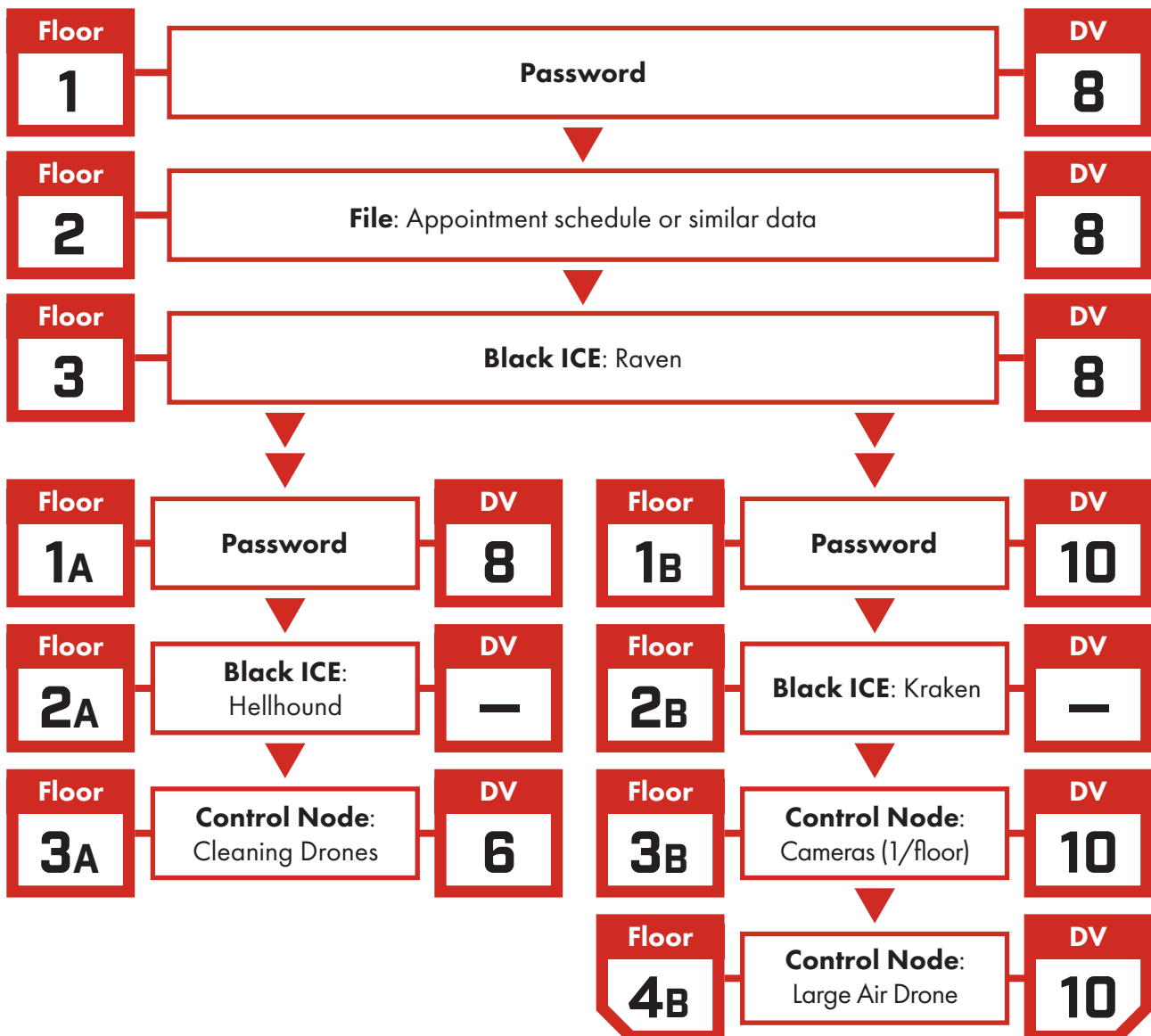| Floor		DV
1	**Password**	**6**
2	**Control Node**: Observation Cameras (1 outside, 1 inside elevator)	**6**
3	**File**: Appointment schedule or similar data	**6**
4	**Password**	**6**
5	**Black ICE:** Wisp	**—**
6	**Control Node**: Sleep Gas Elevator (located inside elevator)	**8**

NET ARCHITECTURE: SMALL CORP FACILITY

Not every Corp facility is a large, sprawling campus or starscraper. Corps often use smaller facilities for research, axillary offices, or to establish an initial presence in a district or city. These facilities often use a single NET Architecture rather than building several based around functions or clusters of floors. This build assumes a five floor facility.

Demons Installed: 1 Imp, 1 Efreet

Cost: *(Does not include cost of cleaning drones)* Floor x10 (50,000eb), Password DV8 x2 (2,000eb), File DV8 (1,000eb), Control Node DV6 (500eb), Password DV10 (5,000eb), Control Node DV10 x2 (10,000eb), Black ICE: Raven (50eb), Black ICE: Hellhound (500eb), Black ICE: Kraken (1,000eb), Demon: Imp (1,000eb), Demon: Efreet (5,000eb), Defense: Camera x5 (2,500eb), Defense: Large Air Drone (10,000eb) • **Total**: 88,550eb

Floor		DV
1	Password	**8**

Floor		DV
2	**File**: Appointment schedule or similar data	**8**

Floor		DV
3	**Black ICE**: Raven	**8**

Floor		DV
1A	Password	**8**

Floor		DV
2A	**Black ICE**: Hellhound	**—**

Floor		DV
3A	**Control Node**: Cleaning Drones	**6**

Floor		DV
1B	Password	**10**

Floor		DV
2B	**Black ICE**: Kraken	**—**

Floor		DV
3B	**Control Node**: Cameras (1/floor)	**10**

Floor		DV
4B	**Control Node**: Large Air Drone	**10**

SINGLE SHOT PACK

NET ARCHITECTURE: VAULT

This NET Architecture is designed for use by those who want to keep their secrets and treasures safe.

Demons Installed: 1 Balron

Cost: *(Does not include cost of vault door)* Floor x9 (45,000eb), Password DV10 (5,000eb), File DV6 (500eb), Control Node DV8 (1,000eb), Control Node DV10 x2 (10,000eb), File DV10 (5,000eb), File DV12 (10,000eb), Black ICE: Hellhound x2 (2,000eb), Black ICE: Killer (1,000eb), Black ICE: Scorpion (200eb), Demon: Balron (10,000eb), Defense: Camera x2 (1,000eb), Defense: Blood Swarm (10,000eb) • **Total**: 100,700eb

Floor		DV
1	**Password**	**10**
2	**File**: Vault content manifest	**6**
3	**Control Node**: Observation Cameras (1 outside vault, 1 inside vault)	**8**
4	**Black ICE**: Hellhound • Killer	**—**
5	**Control Node**: Vault Door	**10**
6	**Control Node**: Automated Blood Swarm (located inside vault)	**10**
7	**Black ICE**: Hellhound • Scorpion	**—**
8	**File**: Sensitive Data	**10**
9	**File**: Very Sensitive Data	**12**