

SINGLE PLAYER

MODE



A SOLO PLAY GUIDE & GAMEMASTER EMULATOR FOR **CYBERPUNK**
R E D



SINGLE PLAYER

MODE

CAST AND CREW

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***For Ezra and Mandy, for putting up with my Northern accents,
and to all the viewers of the channel. You know who you are.***



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BY NEIL BRANQUINHO



GOING IT ALONE

AN INTRODUCTION TO SOLO PLAY

Tabletop roleplaying has been, since the beginning, a group effort, so the concept of solo play might seem alien to some people. What is it? How do you do it? What's the point of it? Is it fun?

Keep reading, and all will be revealed.

Special note: Single Player Mode is not intended to replace the **Cyberpunk RED** core rulebook. You will still need it to play the game, solo or otherwise.

ASSEMBLING YOUR CREW

Despite its name, solo play isn't about playing Solos. When using **Single Player Mode** to play **Cyberpunk RED**, you can add any Edgerunner you want to your party, no matter their role.

If you want to focus, you can create a one-person Crew who occasionally calls on allies for aid or dips into other Roles (like Netrunner) without additional IP expenditure.

That's right. Feel free to give your Solo (or other Edgerunner) some ranks in Interface or Maker or Medicine without spending IP if you want. Go ahead! Who are we gonna tell?

If you're up to the challenge, make a whole Crew with up to six (or more!) Edgerunners. In solo play, that's your decision to make.

Just make sure to adjust your challenges accordingly.

WHAT IS SOLO PLAY?

As we've noted, traditionally tabletop roleplaying is a shared storytelling experience. Sure, it often involves a lot of combat, but fundamentally, the group is telling a story together. It's often compared to a play, where the players are the actors and the GM is the director.

Now, imagine solo play as stand-up comedy or a one-person improv play. The performer stands on stage, asks the audience for cues, and then builds a story around them. In this analogy, when you are doing solo play, you are the actor, and this book provides the tools needed to function as the audience.

The tools in this book are there to spark your imagination and fill in the gaps in place of a Gamemaster. They act as a GM Emulator, if you will.

You still follow the traditional game play loop of roleplaying, except instead of a GM narrating the setup, you roll on random lists and tables, spin your results into a scenario, and react as your character (or characters) would. Dice are rolled. Checks are made. Success or failure is determined.

Every step of the way, you use your imagination to tell the whole story, using **Single Player Mode** to help. This back and forth continues until the story is over.

Combat? Still happens!

But instead of relying on a Gamemaster to run the enemy, you ask yourself, "What would these combatants realistically do?"

It's a bit like writing a story where characters suddenly take on a life of their own and do things you wouldn't expect because the Gamemaster emulation tools in **Single Player Mode** throw in wild cards and change the action.

Just like in a traditional TTRPG session, everything can turn on a dime.

WHY NOT JUST CHEAT?

After all, there's no one to keep you honest, right? No Gamemaster. No other Players. Why can't your Edgerunners always succeed and win the day?

Honestly, that's up to you. You're free to disregard the results of a roll, be it from a table in this book or from a Check, at any time. Hell, it might even be preferable to do so on occasion to keep the story flowing. Gamemasters have been known to fudge the dice from time to time.

Still, at the end of the day, it's your time, your game, and your fun. If you're playing **Cyberpunk RED**, you're likely the sort of person who enjoys both the thrill of rolling a 10 and the despair of rolling a 1. You could just write up some fanfic if all you wanted was the perfect story, where you control it all. The uncertainty and possibility of failure are a large part of what makes tabletop roleplaying so much fun. Fudge the dice too often, and the only person you cheat is yourself.

WHY SOLO PLAY?

Why play solo? Why not just play a video game or join a group?

With video games, they can't offer the same freedom of creative expression that tabletop roleplaying can. Sure, video games provide escapism and storytelling, but you're still playing within someone else's framework, following someone else's rules, and ultimately telling someone else's story.

Solo play, on the other hand, lets you create your own world, write your own narrative rules, and tell your own story. As brilliant as **Cyberpunk 2077** is, the tale you tell is V's, and you are constrained by the limitations of the medium. There are buildings you can't walk into, NPCs you can't chat with, and items you can't interact with. With solo play, the only limits are the ones you place on yourself.

WHY NOT JUST JOIN A GROUP?

Maybe you've come off of playing **Cyberpunk 2077** or watching **Cyberpunk: Edgerunners**, and you're excited to tell your own stories in Night City ... but your group just isn't interested.

Solo play lets you explore the games you want, on your own terms and without the need for other players.

Or maybe you're a GM with a new system you'd love to run, but you're still working out how it flows at the table.

Solo play is an excellent way to test-drive a system before introducing it to a group.

Perhaps you used to game regularly, but life happened—your group drifted apart, moved away, or just doesn't have the time anymore. Even with the help of the internet and virtual tabletops, the world has this nasty habit of getting in the way.

With solo play, you play when and where you want.

IS IT EASY TO SOLO CYBERPUNK RED?

When we look at tabletop roleplaying games and ask ourselves, "Can this be solo'd?" it's often a question of how much work the GM does to make the game flow. Yes, they arbitrate and enforce the rules, but that's only a fraction of their job. The GM's main purpose is to keep the story flowing by focusing on how the narrative reacts to Player decisions and dice rolls.

This is also true of solo play. We are guiding a story, and our goal is the best story we can create, but instead of a group to bounce ideas off of, we are using Oracles—a system that generates answers to questions to replace the gorgeous, improvisational chaos of a full gaming table.

Remember, we take on the burden of the story as a solo player. In a roleplaying game, we are not serving ourselves or even our characters in the decisions and interpretations—we are serving the story.

TYPES OF SOLO PLAY

How you use **Single Player Mode** is up to you. Only you get to decide how your table is run.

SINGLE-PLAYER SOLO PLAY

The classic form of solo play. Just you, the dice, whatever other tools you bring to the game, and your imagination. Single-player solo play can be as simple or intricate as you desire. It can just be you, a notebook, some dice, and the books ... or you can pull out maps, miniatures, terrain, and soundscapes. You decide.

MULTIPLAYER SOLO PLAY

It might sound like an oxymoron, but you can go solo with multiple people! Also known as GM-less play, each person at the table (whether physical or virtual) is a Player, and **Single Player Mode** fills in to emulate the GM. The important thing here is cooperation. The Players have to agree on asking questions and the flow of play. This can be done through consensus, where everyone has a say, or by selecting a guide who listens to the group's ideas and then condenses them into a set of questions to ask the Oracle.

ASSISTANT GM

This one isn't actually solo play, but it is still one hundred percent valid. Gamemasters can use **Single Player Mode** to generate missions on the fly, create encounters at random, or fill in gaps in their existing story. Did your group head for South Night City instead of Watson like you planned? You can use **Single Player Mode** to roll for random encounters or even put the current gig on hold and generate a new one on the fly. Want to flesh out a Crew's night off? **Single Player Mode** can be used to decide what's playing at the bar they pick, who they meet, and what sort of trouble they might get into.

It also works fantastically for downtime. Gamemasters can direct their Players to use **Single Player Mode** when determining what happens during a few weeks off, transforming "I hung with my nomad family" to "My nomad family and I took a trip up to Portland. Along the way, we ran into a Toecutter blockade ..." Not only does this add to an Edgerunner's story and generate new hooks, it does so with minimal GM intervention.

NARRATING AND RECORDING

You might be wondering, at this point, if solo play is all about sitting in a room, rolling dice, and talking to yourself ... and the answer is, sure; If that's what you

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want. You decide how much you want to narrate aloud and how much you don't. You can do it all in your head or speak up. You can keep it basic (Endo shoots and misses) or unleash your inner storyteller (Endo raises his pistol and fires. The bullet buzzes past the cop and hits the wall behind. Chips of concrete fly everywhere!). Do whatever you feel comfortable with. Narrating your own story to yourself might feel awkward initially, but try it. As you get into the game, you might find the nerves fall away and all that remains is a good time.

We do recommend you take notes to keep track of your progress. You can do it free form, using a notebook or app, or you can make use of the handy forms we've included in the back of this book (SEE PAGE 91) for just this purpose.

A N EXAMPLE OF SOLO PLAY

Peter is sitting down for the beginning of a **Cyberpunk RED** solo play campaign. He's decided to center it on the Sightseers, a nomad pack operating out of Night City that specializes in the transport of small goods and people. He begins with a basic premise, created by rolling on a few random tables: The Sightseers were hired by a **Fixer** to **Smuggle Goods** from a **Day Market** to the **Fixer's Office**. It went off without a hitch.

Well, almost without a hitch. The Sightseer's youngest member, Swirl, has a bit of a problem with keeping her hands off other people's belongings. Peter realized, during the mission, that Swirl might be tempted to take a few pieces of contraband for herself. He decided the DV for Swirl to focus on the job and not the shiny loot was 15. He rolled a d10, added Swirl's WILL + Concentration, and came up with a 14 total.

Swirl helped herself to a handful of goods.

Starting a new session, Peter has to ask himself a question: Did the client notice some of the items were missing? He consults the **Oracle** and decides the Probability is **Likely** (the client had a manifest, after all). He rolls 1d100 for 45. Not only **Yes**, but **Yes with a Complication**. Needing more inspiration, Peter first rolls on the People of Night City tables to determine who paid the Fixer to set up the job: a **Local Cop**. Then he consults the Beat Chart. Where should the new adventure begin? For a Hook, he rolls **Play a Cliffhanger**. Today's session is starting off right in the action! Peter doesn't bother with rolling the actual Cliffhanger because it all clicks into place in his head.

A cop named Sergeant Titus "Sarge" Malloy had arranged for the smuggling job, and he wasn't happy about the missing goods. He trumped up charges for



BY BAD MOON ART STUDIO

the arrest of the Sightseers, then sent one of his subordinates, charmingly known as Pitbull, out with a few other cops to effect an arrest. Peter quickly adds Sarge and Pitbull to his NPC Tracker form, ensuring he'll remember them in future sessions.

The next part of the session plays out as a chase, with Pitbull and the cops pursuing two of the Sightseers: Endo and Swirl. After a series of bad rolls and exciting moments, it ends with the two nomads cornered. Outnumbered and with nowhere to go, they surrender. Peter now has another question to ask himself. Will Pitbull just arrest the pair? Or will she and her subordinates rough them up first?

He reaches for the dice. Time to consult the Oracle again.

MIXING AND MATCHING

When it comes to playing solo, you'll need the **Cyberpunk RED** core rulebook and **Single Player Mode**. How much (and how little) you use other **Cyberpunk RED** products is up to you. Here are a few we think might be particularly useful.

Cyberpunk RED Gamemaster Screen: The single best reference to the game's rules. It'll save you time when looking up rules information.

Cyberpunk RED Data Pack: The Screamsheet adventures provide great, loose frameworks for missions. The "20 things" lists can supplement those you find in **Single Player Mode**.

Danger Gal Dossier: With over a hundred NPCs, complete with biographies and stat blocks, **Danger Gal Dossier** makes for an excellent solo play tool. You can spend less time making up NPCs your Crew encounters and more time playing.

Loke Battle Mats: Being able to visualize the layout of a location can be key to understanding it, especially in solo play, where a GM isn't there to do the describing for you. Loke Battle Mats creates amazing and official maps for **Cyberpunk RED**, in both physical and digital formats.

Published Missions: When using **Single Player Mode** with published missions such as those found in **Tales of the RED: Street Stories** and **Tales of the RED: Hope Reborn**, you generally won't need

Single Player Mode to generate the adventures. Instead, you can use the tools in this book to generate information such as NPC personality and quirks and location specifics and to answer questions normally under the domain of the GM, such as "Does the NPC Media know a member of your Crew works for a rival news organization?" Since you'll likely know the Beats ahead of time, the joy of solo play through a published mission is in discovering your own, unique story as you navigate them rather than the surprise of spontaneous scenario creation.

Card Decks: Keeping track of Black ICE stats, program effects, and Critical Injuries can be difficult enough for a GM and Player. When you're running the whole show it might grow into a hassle. The **Netrunning Deck** and **Trauma Deck** provide cards to quickly reference that information without flipping through the whole book.

Free DLC: Each month we release a free PDF to enhance your **Cyberpunk RED** game on our website. These articles cover dozens of topics over hundreds of pages and add new locations, lore, gear, NPCs, and systems to the game.

DLCs of special interest to solo players include **Night City Weather**, **Digital Dating in the Dark Future**, **The Screamsheet Generator**, **Night City Atlas**, and the **Rockerboy Index**.

Did we mention they were free? Use the QR code here to grab them.



NIGHT CITY

circa 2045





SOLO PLAY CORE TOOLS

EVERYTHING YOU NEED TO SOLO PLAY

As we've discussed, in solo play we don't have something at our disposal that is often considered the backbone of any TTRPG.

A Gamemaster!

Thus, we don't have someone who can answer our questions or throw a surprise at us. That's where the concept of Gamemaster Emulation comes in. By using a variety of core tools and our own imagination, we can emulate many of the key functions of a Gamemaster.

SOLO PLAY CORE TOOLS

THE ORACLE

The word Oracle in solo play is borrowed from ancient and literary sources, specifically ancient Greece and Rome. There, an oracle was a person who uttered the words of the gods, providing guidance and prophecy. In solo play, the Oracle makes use of dice rolls to provide guidance on answering a specific Question.

In solo play, you ask a Question whenever something is in doubt. This isn't any different from more traditional role-playing, really, except that you rely on the dice and not the GM for answers. There are three types of questions.

CHECK QUESTIONS

Check Questions can be answered through rolling the dice and making a Check against either a DV or an Opposed Check. They always come down to a combination of skill and luck.

► Examples ◀

- Can Swirl sneak past the cop?
- Can Endo climb over the fence?
- Does the cop find Endo's hidden gun?

CLOSED QUESTIONS

Closed Questions are a staple tool for solo play, designed to simplify decision-making. These questions should be concrete, with definitive outcomes of success, failure, or—occasionally—something in between.

► Examples ◀

- Is there a police blockade between the Crew and their objective?
- Is the local gang out in force tonight?
- Are the lights off in the building the Crew is breaking into?

► Good Closed Questions ◀

When asking a Closed Question, try to frame it so that **yes** is the more interesting answer. **No** might make for a simpler time, but it also tends to make for a more boring story. "Will the cops stand and fight?" is a good question. "Will the cops run away?" is not.

► Consulting the Oracle ◀

Step 1. Once you have your Closed Question, choose a Probability. This sets the odds. Probability runs from Certain (meaning the answer is most likely going to be a yes) to Impossible (meaning the answer is most likely going to be a no).

Step 2. Roll 1d100 and check the Oracle. There are five possible outcomes.

- **No:** The answer to the Closed Question is a simple no.
- **No with Complication:** The answer to the question is no, but it isn't clean. Another issue might crop up.
- **Complicated:** The answer isn't yes or no. Often, this transmogrifies the question to create a different problem—one you can use now or later to generate additional story.
- **Yes with Complication:** The answer to the question is yes, but it isn't clean. This can worsen a situation even further.
- **Yes:** The answer to the question is a simple yes.

Step 3. Apply the answer and play out the results, as required.

Let's run through examples of each outcome, using the question "Is there a police blockade between the Crew and their objective?"

- **No:** The cops aren't putting up roadblocks in this part of Night City tonight.
- **No with Complication:** The cops aren't putting up roadblocks, but they have increased their patrol presence. Better watch your speedometer and obey the traffic laws!
- **Complicated:** The cops aren't putting up roadblocks, but they have set up cameras along the road. Everything is being recorded and will be checked later, possibly leading to consequences down the line.
- **Yes with Complication:** The cops have put up roadblocks. Worse, they're on alert and looking for the stolen goods the Crew currently has stowed away in their vehicle's trunk.
- **Yes:** The cops have put up roadblocks. It is the end of the month, and they need to write tickets, seize property, and raise revenue to meet their quotas.

▶ CLOSED QUESTION ORACLE

Probability	No	No with Complication	Complicated	Yes with Complication	Yes
Certain	1–5	6–10	11–15	16–40	41–100
Likely	1–15	16–25	26–35	36–55	56–100
50/50	1–20	21–30	31–40	41–60	61–100
Unlikely	1–40	41–55	56–65	66–75	76–100
Impossible	1–75	76–85	86–90	91–95	96–100

OPEN QUESTIONS

Open Questions go beyond the yes/no binary to ask questions that create dynamic prompts and narrative hooks. Instead of rolling on the Closed Question Oracle, use the various Lists and Tables in **Single Player Mode** (SEE PAGE 31) to generate an answer. If you aren't sure which specific List/Table to begin with, we suggest the Verb, Noun, and Adjective lists (SEE PAGE 34). Roll once on each and expand from there. You can roll on additional tables to inspire a more comprehensive answer or take the terms and generate the answer using your imagination.

For example, let's say Endo and Swirl are ducking into an old warehouse in the Heywood Industrial Zone in an attempt to avoid the cops chasing after them. Peter is certain the warehouse isn't empty, but isn't sure what is inside. So, he asks the simple Open Question: *What is inside the warehouse?* Then he rolls once each on the Verbs (SEE PAGE 34), Nouns (SEE PAGE 35), and Adjectives (SEE PAGE 36) lists.

- **Verb:** Bribe
- **Noun:** Grid
- **Adjective:** Remote

Grid doesn't feel right in this moment, but Bribe and Remote spark an idea. It is night. The warehouse is closed, dark, and full of crates. As Endo and Swirl sneak inside, they overhear a security guard speaking on their Agent (Remote) to someone. They're in the middle of negotiating the terms of a Bribe to give another crew access to the warehouse tonight.

To flesh out the details a bit more, Peter rolls on the People of Night City lists (SEE PAGE 50) to see who is on the other end of the call and generates a Corporate Spy. Swirl and Endo have stumbled onto a bit of Corporate espionage during their chase!

How they'll use that information is up to Peter. He can decide what Swirl and Endo do based on his understanding of their personalities, ask a Closed Question (Do Swirl and Endo wait for the Spy's crew to come, then try to escape in the chaos?), or another Open Question (What is so important in this warehouse that a Corporate Spy needs access?).

What happens next is your call. It can be as planned or as random as you desire. The most important rule here? Remember, the goal is to have fun. Don't let the dice box you into a story that doesn't excite you.

Adjust, adapt, and enjoy the ride.

GAME PLAY TOOLS

We've already discussed the core components in your solo play toolbox—the Oracle, both open and closed. There are, however, more tools at your disposal to help you build and shape your own Dark Future.

The core of most sessions of **Cyberpunk RED** involves overcoming obstacles to achieve a goal. These challenges usually fall into one of three main types: **investigations, social challenges, and combat.** In this section, we'll look at ways to weave each challenge into solo play without giving up the surprises and fun of the unknown along the way.

INVESTIGATIONS

When you're running an investigative scene as part of your solo play game, it's important to balance character action with the structure of your storytelling.

Using the following technique offers a flexible, scalable framework for investigations while maintaining narrative flow and pacing.

SOLO PLAY CORE TOOLS

► Step 1: Set a Goal ◀

The traditional goal of an investigation scene is to find the clues needed to advance the story. Try to determine what information is needed to accomplish that task.

Peter switches from the cold open (Endo and Swirl being captured by the cops) to the main story.

Endo and Swirl haven't returned home from a simple delivery job. The remaining members of the Sightseers (Racer, Glare, and Gaze) are worried and go out looking. The trio tracks their missing comrades to a street near a warehouse in the Heywood Industrial Zone.

Peter decides that to advance the story, the Sightseers need to not only know that the NCPD grabbed Endo and Swirl, but that they were nabbed by a cop known as Pitbull, specifically.

► Step 2: Number of Checks ◀

Decide how many Checks your Edgerunners must perform to uncover the clues and move onto the next part of the story. Use the following as a guideline.

- **Simple Investigation:** 3 Skill Checks.
- **Average Investigation:** 5 Skill Checks.
- **Difficult Investigation:** 7 Skill Checks.

This makes sure you have a clear structure for the investigation and avoids unnecessary complexity. You can stop at any time if you think your Crew has gleaned enough information to continue or the scene has slogged on for too long. Remember, this is supposed to be fun, not annoying.

Peter decides this is a simple investigation and assigns it 3 Skill Checks.

► Step 3: Skills, DVs, and Actions ◀

Once you have determined how many Checks will be needed, determine the relevant Skill, set the Difficulty Value (DV) of the Action (**SEE CP:R PAGE 129**), and then describe the steps your Crew takes to obtain the clue. Some Actions may be Opposed Checks rather than against DVs.

The full range of **Cyberpunk RED's** rules are available to you here, including Complimentary Skill Checks, Taking Your Time, and Negative Modifiers.

Note, not every step of an investigation involves crawling around on the ground while wielding a magnifying glass. You might need to interrogate suspects, move items, or climb over walls to examine hard-to-reach evidence.

Always ask yourself, "what do they find" and "how do they find it." This keeps the game play immersive and ties the mechanics to the story.

Peter sets the Checks needed and their DVs.

First Skill Check: Racer uses Tracking to analyze the scene, looking for subtle signs of Endo and Swirl's presence. He decides this is a Difficult Check and assigns it a DV of 15.

Second Skill Check: Glare finds a discarded Agent nearby and recognizes it as belonging to Endo. He'll use Human Perception to piece together what he knows of Endo in an attempt to crack the passcode. Peter sets the DV to 17.

Third Skill Check: Gaze suspects a nearby streetrat might know something, so he uses Persuasion against the Mook's Concentration to get the information.



BY STORN A. COOK

► Step 4: Successes and Failures ◀

Determine the success and failure of each Check, and how they work together to create a full scene.

Success: If the character passes the Check, they uncover the clue. If the information gleaned from the clues provides enough information, they proceed to the next Beat of the mission without further incident.

Failure: If the Crew fails enough Checks, they don't uncover the clues needed to directly proceed to the next Beat of the mission. Instead, consider having them fail forward. This means you throw an additional complication at them before they find the information required. Some examples:

- **Encounters:** The Crew faces an unexpected fight or confrontation. Perhaps the streetrat being interrogated has friends who don't like Gaze's face. No one will talk until they're beaten in a fight.
- **Resource Drain:** The Crew must expend money, favors, or other resources to proceed. Glare can't break into the broken Agent, but he knows a Tech who can ... for a price.
- **Extended Checks:** Additional rolls or actions are required to compensate for the setback. Racer finds boot prints at the scene despite her failed Tracking Check. She just doesn't know what they mean. An additional Education or Streetwise Check can tell her that the print pattern belongs to boots bought in bulk by the NCPD.

Occasionally, it is more narratively appropriate for a failure to be a complete defeat rather than an opportunity to fail forward. Maybe an ally is missing, and the Crew can't figure out what happened to them. Rather than failing forward, you can pause this mission, do a quick encounter on the way home for fun, then pick it up later when a ransom demand arrives on their doorstep.

The point is to keep the story moving so you can keep playing. How you do so is up to you.

► Step 5: Narrate the Clue Discovery ◀

Rather than merely rolling dice and announcing results, weave the outcomes into the narrative. Whether the characters succeed or fail, describe how they uncover (or struggle to uncover) the clues.

Example of Success: *Gaze grabs the streetrat by the collar and shakes him, demanding to know more about what the doomba saw. The streetrat, clearly high on something, whimpers and mumbles something about how a rabbit in a hoodie tore some fur off one of the blue rabbits and dropped it. A quick search near some trash cans reveals a patch from a uniform. It reads PITBULL.*

Example of Failure: *Gaze grabs the streetrat by the collar and shakes him, demanding to know more about what the doomba saw. Peter decides to complicate the failure with an encounter. Three more streetrats crawl out of a nearby alley.. "Twitchy there ain't much, but he's with us. Drop 'em." one of the 'rats growls.*

Telling the story of how clues are discovered keeps you engaged in the narrative you're telling and makes the investigation more rewarding. Just remember—if you do fail, don't block your way to the rest of the story. Always think of a way to keep the story going, whether that be by failing forward or switching tracks.

GOING IN UNAWARE

You can state your goals in general terms if you don't yet know the specifics yourself. For example, you might know Endo and Swirl were kidnapped, but not by whom. You can state that the goal of the investigation scene is to discover one general piece of information and one specific piece of information. Then, during play, you can use the Lists and Tables (**SEE PAGE 31**) to determine which clues are found and who they lead to.

*Peter has gone in unaware. He doesn't know who kidnapped Endo and Swirl, so he's unsure of what evidence his Crew will find. He decides each of his Edgerunners will make a Check to find something, and starts with Gaze using Persuasion on a streetrat. In deciding what the streetrat knows, Peter rolls on the Nouns list (**SEE PAGE 35**) and comes up with Patch. Plenty of people wear patches in Night City: cops, corporate security, gang members. It isn't enough. Setting that aside for the moment, he moves on to Racer, who succeeds at her Tracking Check.*

Again, Peter rolls on the Nouns list for inspiration; this time, the result is Operative. Operative suggests someone a little more put together than the average gang member. If this were a Corporate black op, they wouldn't be wearing identifying patches, so Peter

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decides this must have been NCPD. One more roll, this time on the Lawmen list (**SEE PAGE 58**), gives him a name: Pitbull. Peter now has the clues he needs to satisfy his goals. A general piece of information (Endo and Swirl were nabbed by the NCPD) and a specific piece (the kidnapping squad was led by a cop named Pitbull). Thanks to **Single Player Mode**, Peter discovers the data he needed to move the game forward at the same time his Crew does.

SOCIAL CHALLENGES

Cyberpunk RED is full of social situations. Some are brief—like when a bouncer tries to stop an Edgerunner from entering a club. Some are fun and flirty as a Rockerboy circulates through the club, checking out the talent. Others spiral into something else entirely—like when a Solo’s potential new input’s current partner wants to have a word with them. These scenes are standard fare at a table with a group, but how do you handle them when it’s just you?

First, decide what this social situation is. Is it a quick encounter, or could it become something more? Is it key to the mission? What level of detail do you want for this part of your story?

There are three general types of NPCs your Crew might interact with: Background Characters, Supporting Characters, and Key Characters.

BACKGROUND CHARACTERS

Human beings engage in social interactions all the time. Some we remember the next day. Some we don’t. Doesn’t mean they weren’t important at the time—it’s just how our brains work. The same goes for Characters in a roleplaying game.

Some encounters can be totally abstracted. You don’t need a roll. You don’t even need to pause. You might just say: *Gaze steps into an Oasis and picks up bullets for his Very Heavy Pistol. He offers the clerk a grunt of thanks as he checks out. Done.*

Other times, you may want more flavor. Maybe your Crew is heading into a club to gather intel on Pitbull—trying to figure out where she hangs out. You decide the bartender of any club or bar should always be someone interesting, so you take a moment to fill in some basic information.

To generate a quick NPC, just answer four questions.

- What do they **look** like?
- What do they **do**?
- What is a quick **quirk** in their behavior or thinking that makes them distinct?
- What’s their **name**?

You can make it up on the fly or use the Lists and Tables (**SEE PAGE 31**) in **Single Player Mode** to help. Note down what you decide and carry on with the story.

*Having decided the bartender should be someone interesting, Peter quickly generates some information. He already knows what they do (they’re a bartender), so he rolls on the Adjectives list (**SEE PAGE 36**) to determine their look and the Verbs list (**SEE PAGE 34**) for their quirk. For look, he gets Encased. For quirk, Pulse. Finally, he rolls on the Masc Names list (**SEE PAGE 52**) and comes up with Oscar. Putting it all together, Peter decides Oscar the Bartender has a plastic texture chemskin (Encased) and tends to beat box to the club’s music (Pulse) when not speaking directly to customers.*

SUPPORTING CHARACTERS

The next level up: Characters that are important to the story but might not have long-term staying power. Single episode guest stars, if you will. This might include the memorable minion, the Fixer your Crew is negotiating with for gear, or the bartender an Edgerunner is trying to glean information from.

First, we need to see them in our mind’s eye, so we can picture them as we tell the story. Follow the same procedure as outlined in Background Characters. What do they look like? What do they do? What’s a quirk that makes them memorable, and what’s their name?

If you feel like you need more information, maybe take a quick trip down the Lifepath (**SEE PAGE CP:R PAGE 44**) to generate more background. You don’t need to hit every step of the Lifepath. One or two might be enough to inspire you.

If you’re so inclined, feel free to assign the Character an actor, too. The nice thing about roleplaying games is that we don’t have to pay SAG rates. The stars of stage and screen are always available and work for free in your imagination.

Once you have a good grip on who the NPC is, ask yourself about the goal of the interaction.

If all you need is just a bit of filler, that's more than cool. Narrate what happens, make a note, and move on. But maybe we've got some unknowns and need to engage in a Facedown (**SEE CP:R PAGE 194**) to determine how the scene flows. No need for additional Skill Checks. Whoever wins controls the conversation.

Or maybe it's a little more than that. The Crew needs the NPC to do something or share information, but they're hesitant. With a Supporting Character, you rarely need more than a single Skill Check. Don't worry about stat blocks. Just set a DV appropriate to the situation.

*It turns out Oscar, the plastic-skinned, beatboxing bartender, doesn't just serve up drinks but information as well. Racer is convinced the man knows where Pitbull hangs out, so pursues the information. Peter is unsure of Oscar's motivation, so he opens the **Cyberpunk RED** core rulebook to page 48 and rolls on the "What Do You Value Most" table, coming up with Honesty. He makes a Human Perception Check for Racer against a DV13 and decides she realizes Oscar will be straight with her if she's straight with him. She tells him about Endo and Swirl, and Oscar agrees to help out.*

Remember to fail forward if that is what you need to push the story ahead. For example, let's pretend Racer fails her Human Perception Check to suss out Oscar's motives and ends up feeding him a lie. Maybe the bartender rolls his eyes and mutters, "You're just like that cop, Gant. Told so many lies he doesn't know which way's up anymore. Here every night, drinking away his sorrows 'cause of it." It isn't a direct line to Pitbull, but it is a second chance at scoring the information.

KEY CHARACTERS

Key Characters are vital to the game. Either the story turns on their existence, or they keep popping up and are important to your Crew. This includes major baddies, key allies, and friends and enemies from Edgerunner Lifepaths.

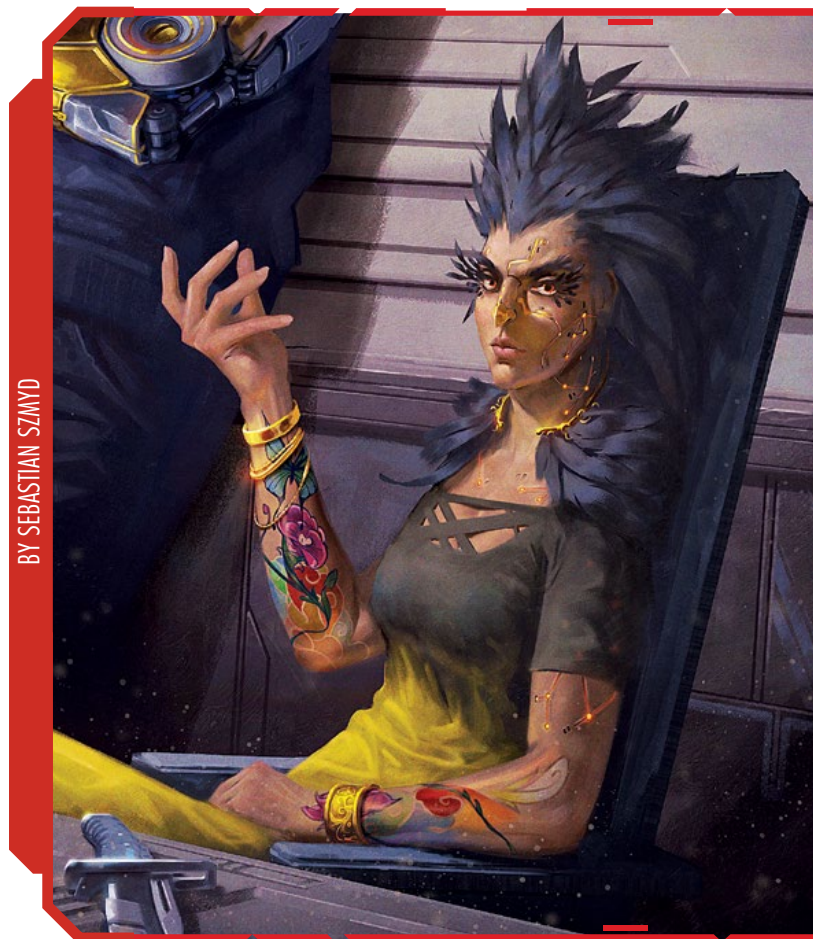
Take the time to give Key Characters a full voice. This usually includes generating a background and a stat block. You can do this the old-fashioned way, using character creation rules from the **Cyberpunk RED** core rulebook (including a Lifepath), or you can grab an

existing NPC from **Danger Gal Dossier** or one of our other books and DLCs. Feel free to tweak and change them. They're there for you to use however you please.

For Key Characters, we want to run a full social challenge. Interacting with a Background Character might be a single line in a movie. Interacting with a Supporting Character might add up to a few lines. Interacting with a Key Character in a meaningful way is an entire scene. This is you and them, sitting across a coffee shop table. There's some back and forth. In a way, this is a battle. Someone has to win. Someone has to lose. So, we need a bit of structure around this challenge.

► Step 1: Set a Goal ◀

What does your Edgerunner want out of the interaction? Money? Information? A favor? Whatever it is, make sure you have the goal firmly planted in your mind. The goal should always be reasonable. Convincing a billionaire to hand over their fortune isn't possible under most circumstances.



BY SEBASTIAN SZMYD

SOLO PLAY CORE TOOLS

► Step 2: Number of Checks ◀

Social interactions on this level are like a game of catch, but style matters. The ball is passed back and forth, and everyone pays attention to which player catches it with the most panache. Decide how many Skill Checks your Edgerunner (or Edgerunners if multiple members of your Crew are participating) will be making during the interaction. To accomplish their goal, your Edgerunner(s) must win the majority of the Checks made. For example, if the interaction consists of 5 Skill Checks, your Edgerunner(s) must win 3 or more.

► Step 3: Make the Checks ◀

Each roll is an Opposed Skill Check: your Edgerunner against the Key Character. Decide how and what your Edgerunner is communicating and which Skill matches that style. Don't be afraid to bring in unusual Skills. Maybe your Edgerunner overwhelms with *Wardrobe & Style*. Maybe they confuse and confound with *Bureaucracy*. Maybe they dazzle with trivia thanks to *Education*. Traditional Social Skills may be the backbone of interactions, but anything goes when it comes to verbal melee. Vary your approach and imagine it as a scene playing out in a film. Your Edgerunner won't just say the same thing over and over, so why not think outside the box?

Feel free to mark an Explosion (rolling a 10 on the die) as two successes instead of one if you like.

► Step 4: Successes and Failures ◀

Determine the success and failure of each Check, and how they work together to create a full scene.

Success: If the Crew passes enough Checks, they accomplish their goal. Plain and simple.

Failure: If the Crew fails enough Checks, they don't accomplish their goal. If they have other ways to advance the story, they'll need to move on to those. If they've hit a roadblock, consider finding a way to fail forward via additional complications, much as you would in an Investigation (**SEE PAGE 15**).

► Step 5: Narrate the Outcome ◀

Time to bring it all home.

Following up on the clue provided by Oscar the Bartender, Racer approaches Officer Dennis "Golden Boy" Gant, who is currently drowning his sorrows at the

*far end of the bar. Peter decides this will be a 3 Check interaction. Racer begins by trying to impress, playing off her tough nomad image. Peter rolls *Wardrobe & Style* for Racer and *Human Perception* for Golden Boy. Racer fails, and Peter marks off one Check made, zero successes.*

Golden Boy looks up, frowns, and mutters, "What's a nomad doin' here?"

*Peter decides Racer needs a different tactic. Racer motions to Oscar and buys Golden Boy a drink. As bribes go, this is a cheap one, but it is still a bribe. Peter marks 10eb off of Racer's sheet and then makes a *Bribery* Check versus Golden Boy's *Concentration*. Racer wins. Two Checks made. One success.*

"Thanks ... this is just what I need to forget how crap my job is."

*With Golden Boy closer to plastered, Racer tries to pry out some information with *Conversation*. Peter decides *Conversation* is the perfect opposed Skill for Golden Boy as well and assigns him a -2 penalty because he's pretty tipsy right now. On this final Check, Racer beats the cop by 1. Three Checks made. Two successes.*

Golden Boy mumbles through his woes. His superiors have decided he's "reckless" and put him on desk duty. He wants back in the spotlight, dammit! Could be worse, though. He could be Pitbull. The department grapevine says Pitbull was supposed to roust some couriers who stole merchandise from a shipment for Sarge, but got overzealous. Beat the crap out of the couriers and arrested them. Now everyone's worried the courier's people are gonna come looking for payback.

Or maybe things didn't work out ...

*Say Racer failed that *Bribery* Check. That's two failed Checks out of three. Peter doesn't think Golden Boy is going to turn down the drink, but he's already had a few, so he passes out before Racer can question him further. The challenge was a failure, but now the Crew has a new opportunity. Maybe the *Sightseers* can escort the poor, drunk cop home and search his cube for the information they need. They might not find direct information on Pitbull, but perhaps they'll discover a file on a NET Architecture mentioning Pitbull owes money to a Fixer named Ms. Mynah. That's a new way forward—and a new NPC to add to the story!*

COMBAT

On the surface, combat seems like the simplest of the possible story challenges to do in solo play. Our anti-heroes get into a situation, it turns violent, you plop down a map and some minis, and the dice decide who wins. As a solo player, though, there are a few complications you should consider—things that can feed the combat into your story and make it meaningful.

Firstly, what's the purpose of this combat? Running any combat takes time—not just setting up the table, but prepping the enemy and playing it all out. That can eat into your game session, so before you roll for Initiative, ask yourself: why? Is this important for the story? Or do you just want to flex and roll some dice?

If you're just in the mood for combat, go for it—there's some advice later in this section on how to play out a full battle. But sometimes, you might not be in the mood. Or you might feel the story doesn't demand it, or maybe you've already been playing out the same fight for what feels like hours and want a way out.

So ask yourself, do you need this combat to happen? Is the outcome important to the story? Can you resolve it another way—maybe with a Skill Check, or a Facedown? If you do feel combat is important, do you want to play it out Round by Round, or can you settle it using the Quick and Dirty Combat rules (**SEE PAGE 21**) instead?

Racer, Glare, and Gaze are on their way to meet with Ms. Mynah, hoping to find information on an NCPD officer who goes by the handle Pitbull. They need to find the cop in order to locate their missing friends, Endo and Swirl. Peter decides to roll a random encounter to see if anything happens during the trip across Night City. They come upon a group of Inquisitors ripping apart some poor FBC.

Peter decides the Sightseers want to help, but isn't interested in spending too much time on the fight, so he's using the Quick and Dirty rules to adjudicate the outcome. Peter does take a moment to quickly make some rolls and decide who the FBC is—this could be a new contact or ally to use later!

BY EDDIE MENDOZA



SOLO PLAY CORE TOOLS

Sometimes... yeah, you want to fight. Maybe it's the big set piece. The mid-season cliffhanger. Or you're just itching for some tactical action. The painted minis are on the table and you've got the map you love. This is the major moment in the campaign. Play it out.

Later that night, thanks to Ms. Mynah, the Crew finally tracks down Pitbull and a few of her cop buddies as they roust a homeless camp in South Night City. This is a major thematic moment. The Sightseers have spent the entire session looking for this asshole, so Peter wants to give this climactic event the mechanical gravitas it deserves. He sets up his map, drops some tokens for the cops, places miniatures for the Sightseers, and rolls Initiative. Time to fight!

Just keep in mind: running both sides of combat in solo play is a different beast. There are some hidden challenges that you don't notice when a GM is controlling the enemies. So here's a question you should always ask. It is often overlooked but critical to solo play: Why is the opposition fighting? What do they want?

Unless you've picked a fight with a bunch of cyberpsychos tripping on Black Lace, the opposition probably wants something other than to just watch your Edgerunners go down in a hail of bloody gunfire. Think about what that is.

If a squad of NCPD bruisers wants to arrest one of your Crew, then once they've got them, they'll try to leave. They're not going to hang around and fight to the last body. Almost no one does. Use Morale (**SEE PAGE 21**) and play the opposition with goals in mind to serve the story.

Do the bads care who they attack, or are they targeting someone specific? Keep that in mind when running their Turns.

Don't overscale or underscale the fight. It's easy to accidentally throw your characters at a paper-thin challenge—or overcorrect and pit them against something way too strong. If it's an important battle and you want to leave some uncertainty, prep three potential enemy teams: one weak, one average, one strong. Roll to see who shows up.

Use a Solo Play Clock (**SEE PAGE 25**) if there's a risk of reinforcements or another significant event occurring due to the fight. At the start of each Round, roll the dice

pool—when it runs out, the backup arrives. Suddenly, it's a race: can you end the fight before more cops arrive and everything spirals out of control?

The key thing: Use combat as a story tool. Think of it like a fight scene in a film or show. It's there to do something. Progress a plot. Raise stakes. Deliver a twist. Sure, you don't need a stunt team or CGI. You don't need a safety officer checking all the blanks. But you do still need to ask yourself, as the writer and director of the story, do you need this fight? Or is it just violence for its own sake?

And hey, if it is just a bit of gratuitous ultraviolence? Fair enough. Just be careful. This is **Cyberpunk RED**. It's a deadly world—and your favorite character might be on the wrong end of the dice.

MORALE

Not everyone wants to go out in a blaze of glory and end their life face down in a puddle of blood. Maybe they're just a warehouse guard who really wishes they'd taken that desk job. Maybe they'll throw up their arms, drop their gun, and start praying to whoever's listening. Sometimes people surrender. Sometimes they run. Not every enemy sticks around for the ultimate finale to life.

This is where morale kicks in.

At the beginning of combat, decide on the stress point for the opposition. Maybe the group as a whole might run once more than half of their number are incapacitated or dead. Each enemy may run as soon as they reach Seriously Wounded. Maybe they're more likely to run once combat hits Round 5.

Once the opposition reaches their stress point, roll 1d10 and consult the Morale table. Decide where the enemy's headspace is—a boosterganger hopped up on Black Lace is less likely to run than some work-a-day warehouse guard—and check the results.

If your roll falls within a specific range of numbers, the enemy bolts or gives up. If it's higher, they grit their teeth and stay in the fight—ready to join the bloody puddle brigade.

And yeah, some of the big corps run with private armies that don't scare easy. Those elite security teams—kitted out, trained up, and loyal to the last eb on the payslip—aren't likely to drop their guns just because someone yelled

► MORALE

Mentality	End Fight	Keep Fighting
Lost to violence/Fully dedicated (raging cyberpsycho, ganger hopped up on combat drugs, Boss making a last stand)	1-2	3-10
Experienced combatant with a mission or a deathwish (hardened ganger or elite security, Mini-Boss)	1-4	5-10
Trained combatant (experienced ganger or regular security, Lieutenant)	1-6	7-10
Inexperienced combatant (newbie ganger or security, Hardened Mook)	1-8	9-10
Unsure streetrat (cannon fodder, mook)	1-9	10

"boo." Treat them like what they are: the nightmare version of professionalism. Still, ask yourself the question: what serves the story? Even elite Militech squads are capable of tactical retreat when it is in their best interest or they receive orders from above.

QUICK AND DIRTY COMBAT

Some encounters devolve into combat but don't warrant the time and energy of a full fight. That's where the Quick and Dirty Combat system comes in. It doesn't provide the nuance and shock surprises of a Friday Night Firefight, but the system does allow for satisfying scuffles in a fraction of the time. Consider it a collection of montage moments instead of a full replay of a battle scene.

Here's how you do it.

► Step 1: Know Your Combatants ◀

Gather your Crew's sheets and their opponents' stat blocks. You'll want to know the level (Mook, Lieutenant, Mini-Boss, or Boss) of the NPCs. You'll also want to know if any of your Crew or their enemies are Hardened. An Edgerunner is Hardened when they meet any of the following criteria:

- A REF of 8 with an Evasion Skill Rank of 6 or higher.
- Ability to attack with STAT + Skill + Mod of 15 or higher.
- WILL + BODY of 16 or higher.

- They own a weapon with a value of Luxury or higher.
- A DEX of 8 combined with a MOV of 8.
- Autofire or Martial Arts Skill Rank of 6 or higher.
- Solo Rank 4 or higher.

In general, we mark when NPCs are Hardened on their stat block.

Peter decides to use the Quick and Dirty Combat system to play out an encounter between the Sightseers and a trio of Inquisitors. Examining their sheets tells him Gaze and Glare are both Hardened, but Racer isn't. He makes a quick note on Gaze and Glare's sheets for future reference, then checks the Inquisitors. They all share the same stat block, and all three are Hardened.

► Step 2: Make a Tactics Check ◀

Few fights in Night City come down to a simple exchange of blows. Smarts matter. It is important to know which side has the tactical advantage. Is the Crew better at teamwork? Do their opponents know how to better utilize the terrain?

Pick an Edgerunner and someone from the enemy group and make an Opposed Tactics Check. Note the winner.

Gaze has the highest Skill Base for Tactics, so Peter uses him for the Opposed Tactics Check. The Inquisitors don't have the Tactics Skill, so he uses their base Intelligence. Dice are rolled, and Gaze wins.

SOLO PLAY CORE TOOLS

► Step 3: Count the Attacks ◀

The next step is counting how many Attack Checks each side gets to make. We're including rules for adding Mini-Bosses and Bosses to Quick and Dirty Combats, but we don't recommend adding combatants of that level to the table using this system often. Enemies of that caliber deserve a full fight.

Your Edgerunning Crew gains Attack Checks as follows:

- +1 per member present. This includes NPC helpers, such as an Exec's Team Member.
- +1 for each member who is Hardened.
- +1 for each member who has Speedware implanted.
- +1 if a member of the Crew won the Tactics Check.

The opposition gains Attack Checks as follows:

- +1 per Mook present.
- +2 per Lieutenant present.
- +3 per Mini-Boss present.
- +4 per Boss present.
- +1 for each member who is Hardened.
- +1 for each member who has Speedware implanted.
- +1 if a member of the opposition won the Tactics Check.

Total up the number of Attack Checks for both sides, then move on to the next step.

The Sightseers have three members present. Two (Gaze and Glare) are Hardened. One (Gaze) has speedware in the form of a Sandevistan. Racer won the Tactics Check. That's a total of seven Attack Checks.

There are three Inquisitors. They are all Mooks. All are Hardened. None have Speedware. That's a total of six Attack Checks.

► Step 4: Make the Attacks ◀

Make an Attack Check for each combatant present. You choose which Skills and weapons to use. Note, a combatant might make multiple Checks if they meet

the requirement (if they are a Lieutenant, Hardened, or have Speedware, for example). Attack Checks are always made by the Character who generated them in Step 3. If a combatant rolls a 1 when making an Attack Check, they complete the attack but lose their next Attack Check, if they have one. Record the data so you can determine how the fight ends!

Peter starts with the Sightseers. Gaze makes three Attack Checks (one for being present, one because he's Hardened, one because he has a Sandevistan) using the Autofire mode on his Assault Rifle: 30 (he rolled a 10!), 20, and 14. Glare makes two Attack Checks with his Pneumatic Bolt Gun: 15 and 9 (he rolled a 1 but has no additional Attack Checks to lose). Racer makes two Attack Checks (one for being present, one for winning the Tactics Check) with her Very Heavy Pistol: 15 and 19.

The Inquisitors go next. Two are wielding a Poor Quality Heavy Melee Weapon, one is wielding a Heavy Pistol, and each has two Attacks. Inquisitor 1 rolls totals of 18 and 17. Inquisitor 2 rolls a 1 (for a total of 4) and loses their second Attack Check because of it. Inquisitor 3 rolls a 17 and a 16.

► Step 5: Compare the Results ◀

List the results of the Attack Checks made by your Crew in one column and the results of the Attack Checks made by their opponents in another. Start comparing, highest to highest, next highest to highest, and so forth. If a Character is capable of dodging bullets, they can negate one Ranged Attack Check made against them. Count the total number of hits per side. As always, ties go to the defender. An unopposed Attack Check automatically wins.

Peter compares the results of the Sightseers' Attack Check against the Inquisitor's.

Sightseer	Result	Inquisitor	Result
Gaze	30	Inquisitor 1	18
Gaze	20	Inquisitor 1	17
Racer	19	Inquisitor 3	17
Glare	15	Inquisitor 3	16
Racer	15	Inquisitor 2	4
Gaze	14	-	-
Glare	9	-	-

The Sightseers scored 6 hits. The Inquisitors scored 1. Specifically, Inquisitor 3 (the one with the gun) hits Glare. Since Glare can't dodge bullets, he can't negate the attack. He'll take the hit.

► Step 6: Determine the Outcome ◀

Whichever side scores more hits wins the fight. It is up to you to decide if the losers surrender, flee, or flatline. Go with the outcome that makes sense for the story. In general, you don't need to worry about how much damage is dealt to the NPCs. Even if they flee or surrender, chances are they won't show up again ... or if they do, it'll be after they have a chance to heal.

What does matter is how much damage the opposition dealt to your Crew. For each hit, make a damage roll based on who won and who lost in the specific comparison. Note, all attacks in the Quick and Dirty Combat system made against human opponents are against the Body. Normal rules apply. That includes Armor SP and Critical Injuries. Record the damage and move on.

Inquisitor 3, wielding a Heavy Pistol, scored a lucky hit on Glare. Peter rolls damage for the weapon: 6, 2, 6 for a total of 14 points. That's enough to bypass Glare's Light Armorjack. Worse, those two 6s mean the Inquisitor dealt him a Critical Injury! After consulting the Critical Injury table in the **Cyberpunk RED** core rulebook, Peter drops Glare's HP by 8 (3 for the initial damage after SP reduction and 5 bonus damage from the Critical Injury). He also deals him a Broken Leg from the Trauma Deck and knocks his Light Armorjack's SP down to 10.

NARRATING FAILURE

Storytelling success in combat is easy. Your Crew might be a little worse for wear, but they won the day and move on with the story. Narrating failure is harder. How do you end a fight they've lost?

The simplest and most obvious answer, especially in **Cyberpunk RED**, is death. If your Edgerunners all hit 0 HP and fail their Death Saves, they've gone out in a blaze of glory ... but that isn't the only way a fight can end.

Maybe your Crew is captured. Maybe they run like hell and escape. Maybe something interrupts the fight before the enemy can administer killing blows.

If a TPK feels like a good ending for your story, go for it. Otherwise, consider failing forward. Keep the story going even in the face of defeat. You can make up the fail state out of whole cloth, or you can use the Oracle (**SEE PAGE 12**) to randomly generate the finale. This is your party, choomba. How it ends is up to you.

Let's pretend the Inquisitors rolled well and the Sightseers rolled poorly. Our plucky nomads scored fewer successes than the wicked cultists and lost the fight. Peter has dealt damage and determined that, while the Racer, Gaze, and Glare are banged up bad, they aren't dead. How does the fight end? Maybe it was interrupted?

*Peter rolls on the Factions table (**SEE PAGE 44**) and come up with Gang. Then he slips over to the Gangs list (**SEE PAGE 49**) and rolls up the Piranhas. It turns out a large shoal of Piranhas is leaving a party nearby and happens upon the scene. The party-gangers drive off the Inquisitors on general principle. Are they feeling helpful towards the broken FBC and the Sightseers after? Peter gives it 50/50 odds and rolls on the Closed Oracle. 69! The Piranhas are in a good mood tonight. They scoop up the injured and hustle them off to their hangout.*

QUICK AND DIRTY NETRUNNING

In most sessions of solo play, you're the only one at the table. That means taking a little spotlight time to really explore a Netrun doesn't inconvenience anyone! Still, just like with combat, you might not want to fully play out every NET Architecture your Crew encounters. Here's a Quick and Dirty system for faster Netruns.

We don't recommend using this method for Netruns with strong narrative impact. By abbreviating and simplifying the rules, you remove some of the tension, surprises, and dramatic consequences of a full-scale Netrun.

► Step 1: Set a Goal ◀

Every Netrun has a point: take over a Control Node, retrieve a file ... whatever it is, know the goal.

The Sightseers don't find any clues to Pitbull's location in Golden Boy's apartment, but (thanks to a few rolls using the Oracle) they do find a portable NET Architecture. They drop the unconscious Golden Boy on his bed, grab the NET Architecture, and haul it to Firewall, a Netrunner who owes Gaze a favor.

SOLO PLAY CORE TOOLS

► Step 2: Determine the Size ◀

Much like with Social Challenges (SEE PAGE 16), Quick and Dirty Netrunning works by setting a specific number of Skill Checks. The goal is for the Netrunner to succeed at a majority of those Checks. The number of Skill Checks depends on the size of the NET Architecture.

# of Floors	# of Skill Checks
3-6	3 Checks
7-12	5 Checks
13+	7 Checks

The NET Architecture from Golden Boy's apartment is only 4 Floors. That's 3 Checks.

► Step 3: Make the Checks ◀

Once you have determined how many Checks will be needed, determine if any programs are providing bonuses and set the Difficulty Value (DV) of the Action (SEE CP:R PAGE 129). Some Actions may be Opposed Checks rather than against DVs. This is especially true

with Black ICE. In Quick and Dirty Netrunning, we boil Black ICE interaction down to a single Opposed Check. If the Netrunner is trying to Slide past, it is a Slide vs the Black ICE's Perception. If the Netrunner is fighting it out, each should make an Attack Check.

Peter determines the Checks for Firewall's Quick and Dirty Netrun.

- **First Skill Check:** A DV6 Password blocks the way. Firewall needs to Backdoor through it.
- **Second Skill Check:** An Asp blocks further process. Firewall decides to Slide past it.
- **Third Skill Check:** There's a File. Is it important? Firewall must beat a DV8 Eye-Dee to find out.

► Step 4: Successes and Failures ◀

Determine the success and failure of each Check, and how they work together to create a full scene.

Success: If the Netrunner passes enough Checks, they accomplish their goal. Note, even if they succeeded, if they failed a Check against Black ICE, they take one hit per failure. Don't get hung up on "would this work" scenarios. Remember, this is a truncated version of Netrunning. We're seeing a montage of the action instead of the whole scene. For example, if your Netrunner fails the first Check against a Password, but succeeds at the rest of the Checks, we can assume they "tried again" and beat the Password between montage moments.

Failure: If the Netrunner fails, they are unsafely jacked out of the NET Architecture. Not only do they take a hit from any Black ICE (if they failed against it in the initial set of Checks), but they are hit again on their way out.

► Step 5: Determine the Results ◀

No matter if your Netrunner succeeds or fails, you need to figure out the results and weave them into your story.

Example of Success: Firewall passes the first and third Skill Checks, but fails a Slide against the Asp. He scores enough successes to accomplish his goal, but is hit by the Asp. Peter plugs Firewall's six programs into the Random Things (6) table (SEE PAGE 85) and rolls to see which is deleted. Looks like Firewall lost a Nervescrub.



BY SEBASTIAN SZMVD

Example of Failure: Firewall passes the first Skill Check, but fails the other two. First, he is hit by the Asp due to the initial failure against it. Because he failed the full Netrun, he's unsafely jacked out and takes a second hit from the Asp. Peter rolls twice on the Random Things (6) Table. Firewall loses a Nervescrub and a DeckKRASH.

SOLO PLAY CLOCKS

Solo Play Clocks allow you to introduce an unknown element to a planned story point. In a standard game, the GM might create a Clock to track a scene. They know X event will happen at the bottom of Round Y, adding an element of change and chaos to the Beat.

Solo Play Clocks do something similar, but replace the certainty of the GM with an element of randomness. This allows you to create an element of uncertainty beyond your control. Remember, uncertainty is often where the story shines, forcing you to think your way out of interesting situations.

HOW THEY WORK

Setup: Define the event or consequence the Clock is tracking. For example, maybe a bomb is ticking down to an explosion, or someone has called NCPD and the cops are on their way.

Dice Pool: Choose a pool of d6s based on the expected timing.

- **Smaller Pool:** Shorter time frame (3 to 4 d6s for quick events).
- **Larger Pool:** Longer suspense (5 to 8 d6s for extended tension).

Set Triggers: Determine when you roll the Dice Pool. Triggers should be key and dramatic moments. It could be based on time—such as at the top of each Round (or another time interval); based on mechanical considerations—such as when someone fails a Skill Check; or based on specific narrative concepts—such as whenever the GM decides the Crew makes too much noise. There can be multiple triggers for a single Clock. Whenever you hit a trigger, roll the dice pool and remove any dice that come up as a 1. This shrinks the dice pool and brings the Outcome that much closer.

Outcome: The defined consequence or event that occurs once all dice are removed. The bomb explodes. NCPD arrives. The hostage dies.

EXAMPLE SOLO PLAY CLOCKS

► Bomb! ◀

The Crew has found a bomb in their hideout. Unlike a movie bomb, this one doesn't have a visible timer!

Dice Pool: 3d6 (short-term suspense)

Roll the Dice Pool ...

- Every time an Edgerunner fails a Check related to defusing or removing the bomb.
- Whenever a member of the Crew rolls a 1 while in the same room as the bomb.

Event: The bomb explodes, doing 8d6 damage to everyone in the room and destroying the Crew's HQ.

► Corporate Heist ◀

The Crew is infiltrating a corporate building in an attempt to steal important data from a CEO's office.

Dice Pool: 5d6 (Beat-length suspense)

Roll the Dice Pool ...

- Every time an Edgerunner fails a Stealth or Electronic/Security Tech Check.
- Whenever the Crew spends more than 1 in-game minute in a single room.

Event: When all dice are removed, a security squad arrives and demands the Crew surrender.

► Strike Team Stalkers ◀

In retaliation for an earlier job, an Exec has sent out a strike team to hunt down and kill the Crew.

Dice Pool: 8d6 (multi-Beat suspense)

Roll the Dice Pool ...

- Every time an Edgerunner fails a Perception Check.
- Whenever an Edgerunner engages in a loud, public display.
- Once per in-game hour.

Event: The strike team finds the Crew and attacks.

SOLO PLAY CORE TOOLS

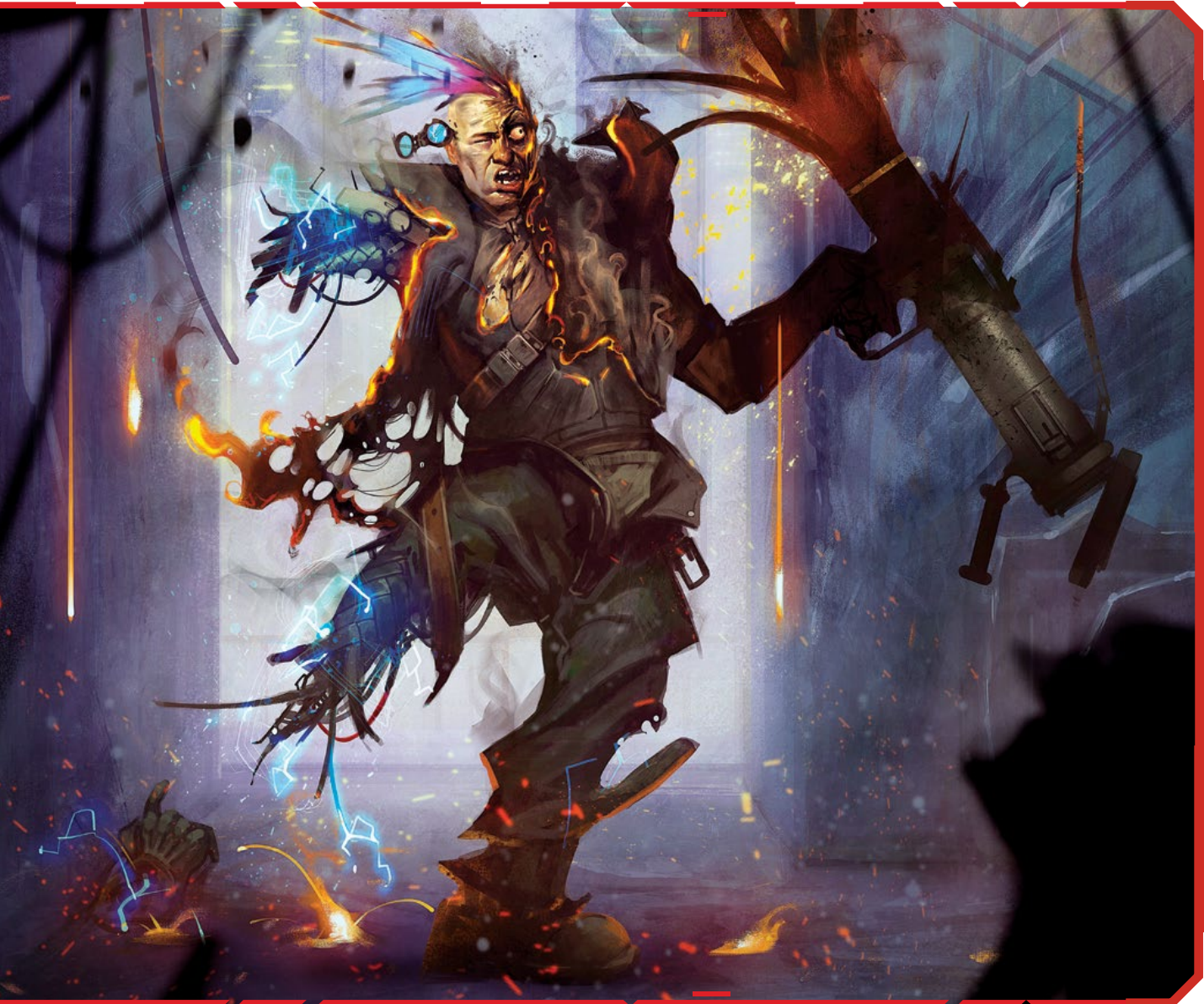
SOLO PLAY CLOCK VARIATIONS

Need to ramp up the tension or change the stakes? Here are a few ideas.

- **Scale up the Difficulty:** Instead of removing d6s from the Dice Pool on a 1, remove them on a 1 or a 6.
- **The Devil's Luck:** An Edgerunner can remove a d6 from the Dice Pool to refresh their Luck Pool. Consider limiting this to one time per Clock.
- **Reclaiming Their Time:** Allow an Edgerunner to add a d6 back to the Dice Pool if they succeed at a difficult and risky Skill Check, such as hacking the bomb to add a few seconds back to the timer.

- **Degrees of Consequence:** Probability suggests a Dice Pool is most likely going to empty one d6 at a time. Probability can surprise you, though. If the dice pool empties because two or more d6s roll a 1, the severity of the threat might ramp up. For example, say there are two d6s left in the Strike Team Stalkers dice pool. The Crew triggers a roll, and both d6s come up as 1s. Peter decides the strike team not only finds the Crew, it arrives in an armored vehicle with a rocket-launching turret.

And remember ... you aren't limited to one Solo Play Clock at a time. You can run multiple Clocks at once. Whatever works for your story.



BY SEBASTIAN SZMYD



MISSIONS AND CAMPAIGNS

TELLING STORIES WITH SINGLE PLAYER MODE

At its simplest, solo play is just your crew and a job. That's the classic game play loop for **Cyberpunk RED**, after all!

Get hired. Do the mission. Get paid.

You can invent the job yourself, either entirely from your imagination or with inspiration from the show you watched yesterday, or you can use the Mission Builder to put it all together.

MISSIONS AND CAMPAIGNS

MISSION BUILDER

Your Crew needs work. Rent needs to be paid, their bad habits are growing more expensive, and the cost of bullets isn't going down. So here we have a mission builder. Here's how it works.

Remember, you can always disregard a roll or skip it entirely. How much (or how little) you use the Lists is up to you.

1. **Who's Hiring?** Determine who needs something done by rolling on the People of Night City tables (**SEE PAGE 50**).
2. **What's the Mission?** The person shelling out eb has a specific goal for your Crew. What is it? Roll on the Mission Types table (**SEE PAGE 72**) to find out what it is.
3. **Define the Focus:** You know the general concept of the mission. What are the specifics? Use all the Lists and Tables (**SEE PAGE 31**) at your disposal to work it out. Keep rolling until you're satisfied you've got the data you need to proceed. Remember the big questions: Who? What? When? Where? and Why?
4. **Determine Payment:** Check the information on payments in the **Cyberpunk RED** core rule-book (**SEE CP:R PAGE 381**) and assign a number based on how difficult you think the mission will be. Remember, payment doesn't always have to be money. Sometimes, it can be given in the form of information, favors, or inventory instead.
5. **Add a Twist:** No job ever runs smooth. Near the mission's completion (or sooner, if it fits the narrative), consider rolling on the Plot Twists table (**SEE PAGE 75**). Do this if you feel the story needs more dramatic tension, more action, or just a shake-up. Not every mission should end in a twist, but in Night City, plenty do.

Peter's Crew, the Sightseers, are looking for a cop named Pitbull, hoping that finding her will lead them to their missing comrades, Endo and Swirl. They know Pitbull owes a Fixer named Ms. Mynah money ... and she is willing to give Pitbull's marker to the Crew if they first pull a quick job for her. Now, all Peter needs to do is generate that job.

*He already know who's doing the hiring (Ms. Mynah), so Peter move on to the Mission. He rolls a 81: Secure Package. Immediately, he has questions. What package? Where is it? Who has it? Why does Ms. Mynah need it secured? Peter rolls on the Night City Districts table and determines that the package is in North Heywood. Then he rolls on the Specific Locations tables and comes up with an R&D Facility. Peter recalls from reading the **Night City Atlas** (a **Cyberpunk RED** DLC available for free online!) that Dynalar, a cyberware manufacturer, has a campus in North Heywood.*

Obviously, the package is in a research lab on that campus. Finally, he checks to see who has the package currently. He skips right to the Street/Combat Zone table for Night City people and rolls an Edgerunner. Peter's Crew obviously isn't the first group Ms. Mynah sent in ... and they need to rescue this choomba from Dynalar's lab to secure the package.

Peter has already determined payment: Ms. Mynah will transfer Pitbull's debt to the Sightseers. He decides to skip the Twist this time around. This is a side story, not the main Mission, and Peter wants to reserve the twist for the big story.

BEAT CHARTS AND SOLO PLAY

The **Cyberpunk RED** core book does an amazing job of explaining how to build a mission using the Beat Chart system (**SEE CP:R PAGE 395**), but as presented, it works best for a more traditional table with a GM who plans the story and moderates the action.

Solo players can use the Beat Chart system to plan out their missions, too, but to preserve the mystery and make the game more enjoyable, a degree of randomness must be introduced.

Now, being upfront here: some of the results you roll will have a very narrow use case and might not fit your current story at all. If you can't work it into the narrative with a few minutes of thought, roll again or just pick what fits. Remember: serve the story, not yourself or your Crew. More than anything—have fun!

To start a Mission, first roll on the Hooks table (**SEE PAGE 74**) if you need to. There will be times when you already have a Hook set and just need to know what comes next.

Next, roll a d6 or flip a coin. If it comes up odds (heads), go to the Cliffhangers table (SEE PAGE 74). If it comes up evens (tails), go to the Developments table (SEE PAGE 74). Use the Oracle and the Lists and Tables in **Single Player Mode** to fill in any blanks.

From here, keep alternating between Cliffhanger and Development, rolling at the end of the previous Beat, until it feels like time for the Climax (SEE PAGE 75) and Resolution (SEE PAGE 75). Three cycles of Cliffhanger and Development are usually enough. You can go with fewer cycles, but we don't recommend more than three—it can become complicated to keep track and your inspiration well might run dry.

You can roll your ending Beats randomly, or you might find the story demands a specific Climax and Resolution. Do what works best for you. Another option is to create a Solo Play Clock (SEE PAGE 25). At the end of each Beat, roll the Dice Pool. When it empties, go to the Climax.

A SOLO PLAY BEAT CHART IN ACTION

Throughout **Single Player Mode**, we've used examples of Peter's campaign featuring the Sightseers. It began with Endo and Swirl on the run from the cops, but how did he decide on that path? The answer? First, inspired by **Danger Gal Dossier**, Peter decided to focus his game on the Sightseers, a group of nomads operating out of Night City. Then, he rolled up a Beat Chart. Let's go back to the beginning and see how it all played out.

Peter is starting his first solo play session of **Cyberpunk RED**, and he needs a Hook. He rolls a 7. Murder. That feels wrong, but he notices Kidnapped two rows above it on the table. Now that is much better, so he grabs that one.

Evens on a d6 gives Peter a Development. He rolls up a Puzzle next. At this point, he isn't sure how it all fits together, so he thinks about the Hook. The Sightseers have five members ... what if two of them were kidnapped and the remaining three had to find them? Obviously, then, the Puzzle involves looking for clues as to who nabbed a couple of nomads. Peter makes a note to go back and run a separate session as a "cold opening" to play the kidnapping out—that'll be fun as a "bonus episode."

Peter decides Endo and Swirl were kidnapped, then plays through the investigation as Racer, Gaze, and Glare, making rolls with the Oracle to figure out who took them ... and why.

Next comes a Cliffhanger. The Crew spent quite some time searching for clues during the previous Development and learned Endo and Swirl were kidnapped by a cop named Pitbull. Now, Peter is itching for a bit of action. Not a lot. Just something to pump up his blood.

He rolls up a Skirmish. A few Open Oracle rolls, and Peter rolls a random encounter ... the Crew comes across a trio of Inquisitors ripping apart an FBC. He uses the Quick and Dirty Combat system to play out the fight, then moves on to the next Development ... this time, he rolls Revealed Weakness. Peter isn't sure what the weakness is, but he reckons he'll figure it out as he tell the story.

At a bar, the Crew chats first with Oscar the Bartender and then Golden Boy the benched cop. Unfortunately, Racer fails the social challenge. That's okay. Peter will keep going and find out what happens. In theory, the next Beat should be a Cliffhanger ... an Obstacle, according to the roll. Where is the Obstacle? What is the Obstacle? To inspire him, Peter rolls on through the Specific Locations tables. Housing Facility. He is, indeed, inspired. What if the Crew finds the Obstacle in Golden Boy's apartment?

Peter has wanted to play with the Quick and Dirty Netrunning system, so ... maybe the obstacle is a portable NET Architecture? This also allows him to bring in a new Character: a Netrunner named Firewall. Not a member of the Sightseers, but good for the occasional Netrun. Best to establish Firewall in the first session, so future use makes sense.

Thanks to a successful Netrun, the Sightseers gain information, and the Obstacle is overcome. Pitbull owes money to a Fixer named Ms. Mynah. What next? According to a roll on the Development table, a Hazardous Quest. Peter runs a Social Challenge first, to be sure the Sightseers earn it, but in the end, they convince Ms. Mynah to trade them Pitbull's debt in exchange for pulling a job. That's the hazardous quest.

That ends the session. Next session, Peter will interrupt the main Beat Chart and create a second one to play out the side quest given by Ms. Mynah as part of the Hazardous Quest Development.

Once that's done, he will return to the main Beat Chart and work his way towards a Climax and Resolution.

FUTURE BEATS

If you want more structure and less surprise, roll for the next Beat at the beginning of the current Beat. This gives you guidance on where to steer the story so the connection from one Beat to the next feels solid and logical.

For example, say Peter begins the bar scene (a Revealed Weakness Development) and immediately rolls up the next Beat (an Obstacle Cliffhanger). Consulting the Oracle, he learns the Revealed Weakness involves a Fixer and the Obstacle is some sort of data file. As he plays, Peter realizes the two Beats blend together—information from Golden Boy will lead to the data file, which exposes Pitbull's weakness. After determining the data file is in a portable NET Architecture in Golden Boy's cube hotel apartment, he decides the goal of the current Beat is to gain access without alerting the the cops (and therefore, Pitbull) and plays through accordingly. By looking ahead a little, Peter created a loose roadmap to follow and a tighter story.

A FULL CAMPAIGN

So, you've played your first solo play mission and had quite the adventure. What now?

You can call it a one-off or a one-shot and move on, but chances are you have more stories to tell. Loose ends to tie up. Maybe ... you want to turn this mission into a campaign.

For example, take Peter's first session with the Sightseers. There's quite a few hooks there to hang further story on.

- The FBC the Crew rescued from the Inquisitors might invite the Sightseers out for a drink at MetalStorm.
- Perhaps Golden Boy is looking for revenge against the Crew who stole his NET Architecture.
- The Crew owes Firewall for his help in cracking the NET Architecture. What does the Netrunner ask for in return?
- Maybe Oscar the Bartender or Ms. Mynah have more work for the Sightseers.
- It could well be the Sightseers aren't content with just bringing down Pitbull ... they want to bring down Sarge, the cop who kicked this whole mess off.

That's five different story hooks generated from a single session—and Peter hasn't even touched the Crew's Lifepath and all the hooks hiding there.

The existing story always provides a framework for your expanding a campaign. This is how you build the bigger story arc. Be sure to make a list as you go. Future-you will send thanks when gamer's block sets in.

What happens when the Beat Chart rolls and Oracle consultations lead the campaign in a wildly different direction from your main plotline thus far? Our advice is to

go with the randomized flow. Take the new situation and make it work for you. As long as you're having fun, that's what matters.

Peter had planned for a series of missions where the Sightseers go up against the Sarge and his cronies at NCPD but the rolls in the last session threw a major Bozoz presence at him, so he decides to pick up a circus-themed side quest for a while, plays through a mission or two of it, and then steers the story back to the NCPD when it makes sense.

Think of it like an on-going show. Each mission is a couple of episodes. Your campaign might represent a single season or maybe the entire run of the show, but either way side stories and parallel story arcs shouldn't be uncommon. Just look at any modern ongoing drama and you'll find examples to inspire you.

Remember: you're here to express your creativity, tell your story, roll some dice, and have fun. There's no right or wrong, and no matter what anyone says, the Solo Play Police aren't going to come kick down your door if you're running your game differently from how you see it done on the internet.

Enjoy.



BY PEDRAM MOHAMMADI



LISTS AND TABLES

RANDOM IDEA GENERATORS

Throughout **Single Player Mode**, we've referenced different lists and tables you can use with the Oracle to answer Open Questions. Here they all are!

The following collection is far from complete. As you experiment with solo play, you might discover an insatiable hunger for collecting additional lists to expand your collection and give you more options ... and we encourage that hunger. You'll find other useful lists and tables tucked away here and there in various **Cyberpunk RED** products. Heck, look beyond books from *R. Talsorian Games*! Grab from any game, any book, any random blog that catches your fancy. You may even want to make your own! Go for it!



LISTS AND TABLES

We're starting off this chapter by reprinting the Closed Question and Morale tables presented earlier in this book, so they're all in one convenient place.

► CLOSED QUESTION ORACLE

Probability	No	No with Complication	Complicated	Yes with Complication	Yes
Certain	1–5	6–10	11–15	16–40	41–100
Likely	1–15	16–25	26–35	36–55	56–100
50/50	1–20	21–30	31–40	41–60	61–100
Unlikely	1–40	41–55	56–65	66–75	76–100
Impossible	1–75	76–85	86–90	91–95	96–100

► MORALE

Mentality	End Fight	Keep Fighting
Lost to violence/Fully dedicated (raging cyberpsycho, ganger hopped up on combat drugs, Boss making a last stand)	1–2	3–10
Experienced combatant with a mission or a deathwish (hardened ganger or elite security, Mini-Boss)	1–4	5–10
Trained combatant (experienced ganger or regular security, Lieutenant)	1–6	7–10
Inexperienced combatant (newbie ganger or security, Hardened Mook)	1–8	9–10
Unsure streetrat (cannon fodder, mook)	1–9	10



BY SEBASTIAN SZMYD

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LISTS AND TABLES

VERBS, NOUNS, AND ADJECTIVES

The **Verbs** list provides action-oriented words, a spark—perfect for naming a move, building a scene, or just punching up a moment, think of it like flavor for the action: do you hack, corrupt, or extract?

Makes a difference, yeah?

▶ VERBS

1d100	Verb	1d100	Verb	1d100	Verb	1d100	Verb
1	Alert	26	Dose	51	Interrogate	76	Scan
2	Autofire	27	Drink	52	Leak	77	Scramble
3	Bluff	28	Drive	53	Loot	78	Seize
4	Bolt	29	Eat	54	Monitor	79	Sell
5	Brawl	30	Eavesdrop	55	Murder	80	Shoot
6	Breach	31	Eject	56	Netrun	81	Signal
7	Break	32	Encrypt	57	Operate	82	Skulk
8	Bribe	33	Exploit	58	Order	83	Slam
9	Browse	34	Extract	59	Override	84	Slice
10	Build	35	Fire	60	Pay	85	Smash
11	Burn	36	Flatline	61	Perform	86	Smuggle
12	Buy	37	Fly	62	Persuade	87	Spark
13	Bypass	38	Forge	63	Pierce	88	Speak
14	Call	39	Frame	64	Play	89	Spot
15	Carry	40	Fuck	65	Plug	90	Spy
16	Chill	41	Gamble	66	Pose	91	Steal
17	Corrupt	42	Glitch	67	Read	92	Strike
18	Crack	43	Groom	68	Record	93	Stuff
19	Create	44	Hack	69	Remember	94	Surge
20	Decode	45	Harass	70	Repair	95	Swallow
21	Deface	46	Heal	71	Research	96	Swim
22	Demolish	47	Hide	72	Rewire	97	Trace
23	Detonate	48	Hijack	73	Ride	98	Track
24	Disarm	49	Infiltrate	74	Ruin	99	Watch
25	Dive	50	Install	75	Salvage	100	Wear

Verbs are the action, but the **Nouns** list is a flavor bomb. Each word's a fragment of the world: something you see, hear, steal, plug in, or fear. Use it to name things, inspire locations, frame a twist, or just to make a scene pop out of your imagination.

► NOUNS

1d100	Noun	1d100	Noun	1d100	Noun	1d100	Noun
1	Agent	26	Criminal	51	Information	76	Rifle
2	Alley	27	Cube Hotel	52	Input	77	Rockerboy
3	Armor	28	Cyberdeck	53	Instrument	78	Safe
4	AI	29	Cyberware	54	Kibble	79	Safehouse
5	AV	30	Data Pool	55	Lawman	80	SCOP
6	Blade	31	Data Term	56	Legend	81	Screamsheet
7	Boat	32	Drink	57	Light	82	Shadow
8	Bodega	33	Drone	58	Mainline	83	Shotgun
9	Camera	34	Drugs	59	Mask	84	Signal
10	Camp	35	Edgerunner	60	Meatspace	85	Siren
11	Car	36	Exec	61	Media	86	Skyline
12	Cargo Container	37	Exotic	62	Medtech	87	Sprawl
13	Choomba	38	Explosion	63	Memory Chip	88	Street
14	Chrome	39	Fashionware	64	Midnight Market	89	Tech
15	Circuit	40	Fire	65	Minion	90	Television
16	Clinic	41	Firefight	66	Music	91	Tool
17	Clothing	42	Fixer	67	NET Architecture	92	Trash
18	Club	43	Flicker	68	News	93	Truck
19	Concert	44	Food	69	Night Market	94	Vault
20	Conspiracy	45	Gang	70	Nomad	95	Vendit
21	Contract	46	Gear	71	Operative	96	Void
22	Cop	47	Graffiti	72	Output	97	Warehouse
23	Corporation	48	Grenade	73	Patch	98	Weather
24	Corpse	49	Grid	74	Pistol	99	Workshop
25	Crime Scene	50	Heist	75	Radio	100	YoGanger

LISTS AND TABLES

The **Adjectives** list throws down the visual tone—grim, sleek, or straight-up glitchy. Use them to paint the world around your character or to add flavor to loot, enemies, or tech.

▶ ADJECTIVES

1d100	Adjective	1d100	Adjective	1d100	Adjective	1d100	Adjective
1	Abstract	26	Dark	51	Isolated	76	Rugged
2	Augmented	27	Dazzling	52	Jagged	77	Rusted
3	Autonomous	28	Deadly	53	Kind	78	Salvaged
4	Blinding	29	Decaying	54	Loud	79	Saturated
5	Broken	30	Deceptive	55	Luminous	80	Secure
6	Brutal	31	Dense	56	Metallic	81	Seedy
7	Caring	32	Dilapidated	57	Neon	82	Severed
8	Chained	33	Electrified	58	New	83	Shimmering
9	Chaotic	34	Empty	59	Nocturnal	84	Sizzling
10	Chromed	35	Encased	60	Obsolete	85	Sleek
11	Cloaked	36	Encrypted	61	Oily	86	Slow
12	Cloying	37	Engineered	62	Old	87	Sparse
13	Cluttered	38	Explosive	63	Ominous	88	Stolen
14	Compromised	39	Fast	64	Overclocked	89	Subterranean
15	Concealed	40	Flickering	65	Overloaded	90	Surreal
16	Connected	41	Fragmentary	66	Pristine	91	Surviving
17	Corporate	42	Glitchy	67	Pulsing	92	Synthetic
18	Corrupted	43	Gritty	68	Quantum	93	Tangled
19	Cracked	44	Hacked	69	Quiet	94	Transparent
20	Creative	45	Hazy	70	Radiant	95	Twisted
21	Crowded	46	Hidden	71	Recycled	96	Unstable
22	Crumbling	47	Hollow	72	Red	97	Urban
23	Crystalline	48	Holographic	73	Redundant	98	Veiled
24	Cutting Edge	49	Infiltrated	74	Remote	99	Virtual
25	Cyberpsychotic	50	Iridescent	75	Repaired	100	Worn

SIGHTS, SOUNDS, AND SMELLS

Does your story need a nudge of color—a flash of light, a distant echo, or the stink of something awful to make the world feel alive? The Sights, Sounds, and Smells lists give you just that. Roll and inject a detail into the scene. Do it once, twice, maybe three times. Toss out what doesn't fit. What's left is flavor. A cracked neon sign, a scream cut short, the reek of burnt plastic—each one a thread in the city's fabric, waiting for you to pull.

► SIGHTS

1d100	Sight
1–5	A shattered neon sign flickering wildly.
6–10	An alley strewn with scrap and trash.
11–15	A towering hologram pushing ads.
16–20	A cracked window reflecting the skyline.
21–25	Shadows of drones flitting across the sky.
26–30	A wall covered in faintly glowing graffiti.
31–35	A street vendor with a cart, selling SCOP.
36–40	Rain-slick pavement reflecting neon signs.
41–45	A cybernetically enhanced beggar.
46–50	A pristine AV, black and chrome, takes off.
51–55	Boostergangers inhaling drugs.
56–60	An open manhole spewing steam.
61–65	A broken billboard strobing erratically.
66–70	A shattered drone sparking on the ground.
71–75	A sleek Exec flanked by bodyguards.
76–80	A wary Solo leaning against a street lamp.
81–85	A warehouse door with keypad locks.
86–90	A corporate tower shrouded in storm clouds.
91–95	A bloodstain smeared on the ground.
96–100	A Tech arguing with a customer.

► SOUNDS

1d100	Sound
1–5	A faint hum of a distant generator.
6–10	The crackle of malfunctioning neon signs.
11–15	Gunfire echoing from somewhere else.
16–20	A robotic voice advertising new cyberware.
21–25	A scream from the other end of an alley.
26–30	The whoosh of a maglev train overhead.
31–35	A sizzling wire sparking nearby.
36–40	The low thrum of a passing AV.
41–45	The dripping of water into a toxic puddle.
46–50	A street vendor hawking their wares.
51–55	A tinny radio playing distorted rock.
56–60	Police sirens wailing and fading away.
61–65	The cheerful voice of someone's Agent.
66–70	The buzz of a drone hovering close by.
71–75	The hiss of steam vents opening suddenly.
76–80	A crowd applauding a street performer.
81–85	The buzzing sound of a chainblade.
86–90	A growling engine revving aggressively.
91–95	The deafening blast of an explosion.
96–100	A voice begging for help.

SETTING IS IMPORTANT BECAUSE IT DEFINES THE PERSONALITY OF YOUR WORLD THE SAME WAY CLOTHES AND ATTITUDE DEFINE THOSE OF YOUR NPCs. IS THE DAYTIME SKY BLUE OR RUST COLORED? DO THE PLAYERS EVER GET TO SEE THE DAY?

— LISTEN UP YOU PRIMITIVE SCREWHEADS!!!!

LISTS AND TABLES

▶ SMELLS

1d100	Smell	1d100	Smell
1–5	The acrid tang of burning plastic.	51–55	The floral scent of high-end cologne.
6–10	The oily stench of overheated machinery.	56–60	Intense body odor in a crowded space.
11–15	A faint whiff of decaying garbage.	61–65	Damp, moldy concrete.
16–20	Metallic blood mixed with acid rainwater.	66–70	The faintly nauseating scent of Kibble.
21–25	Freshly welded chrome.	71–75	The scent of the ocean on the breeze.
26–30	The sharp scent of disinfectant.	76–80	KoffPop “brewing” in a rundown café.
31–35	Stale cigarette smoke clinging to the air.	81–85	Fresh food. God, it has been so long ...
36–40	A faintly sweet chemical aroma.	86–90	CHOOH ² mixed with burnt rubber.
41–45	Synthetic perfume, strong and artificial.	91–95	The stench of industrial chemicals.
46–50	Greasy SCOP frying on open burners.	96–100	The unforgettable scent of burning flesh.

LOCATIONS

Knowing where the action takes place is important. Sometimes you need to start wide, with a district, and drill down to a specific location.

▶ NIGHT CITY DISTRICTS

For more information about these districts, check out the **Night City Atlas**, a free download from the RTG website.

1d100	District	1d100	District
1–4	NorCal Military Base	49–52	Rancho Coronado
5–8	Watson Development	53–56	Upper Marina
9–12	Kabuki	57–60	Hot Zone
13–16	New Westbrook	61–64	Downtown
17–20	Charter Hill	65–68	University District
21–24	Exec Zone	69–72	South Night City
25–28	Heywood Docks	73–76	Port of Night City
29–32	North Heywood	77–80	Reclamation Zone
33–36	Heywood Industrial Zone	81–84	The Glen
37–40	Santo Domingo	85–88	Old Combat Zone
41–44	Little Europe	89–92	Little China
45–48	Pacifica Playground	93–96	Old Japantown
		97–100	Outskirts and the Badlands

► SPECIFIC LOCATIONS

Need a specific type of location? These tables will help you fill the streets of Night City.

Id10	Category
1-3	Corporate/Upscale
4-6	Moderate/Community
7-9	Street/Combat Zone
10	Outskirts

► CORPORATE/UPSCALE

Id100	Location Type
1-5	Back Alley
6-10	Bank/High-Security Vault
11-15	Business Hub
16-20	Boardroom
21-25	Corporate Asset Storage
26-30	Corporate Headquarters
31-35	Corporate Housing Facility
36-40	Corporate Security Office
41-45	Data Center
46-50	Entertainment Venue
51-55	Exclusive Restaurant
56-60	Executive Offices
61-65	Executive Tower
66-70	High-end Shop
71-75	Luxury Housing Complex
76-80	Luxury Nightclub
81-85	Plaza
86-90	R&D Facility
91-95	Training Facility
96-100	Transit Hub

► MODERATE/COMMUNITY

Id100	Location Type
1-5	Bodega
6-10	Braindance Den
11-15	Community Park/Center
16-20	Day Market
21-25	Daycare
26-30	Educational Facility
31-35	Fixer's Office
36-40	Food Truck
41-45	Hotel
46-50	Housing Facility
51-55	Local Pub
56-60	Local Store
61-65	Office Building
66-70	NCART Station
71-75	Neighborhood Cafe
76-80	Parking Lot
81-85	Police/Security Station
86-90	Tech Workshop
91-95	Ripperdoc Clinic
96-100	Vendit Plaza

NCART PROVIDES SUBWAY, MAGLEV RAIL, AND BUS SERVICES THROUGHOUT THE NIGHT CITY AREA. AS OF 2045 IT IS OWNED BY THE NC GOVERNMENT BUT MANAGED AND OPERATED BY THE DORADO FAMILY, A GROUP OF RECLAIMERS.

LISTS AND TABLES

► STREET/COMBAT ZONE

1d100	Location Type	1d100	Location Type
1–3	Abandoned Subway Station	53–55	Gang Mural
4–6	Abandoned Warehouse	56–58	Gang Stronghold
7–10	Bar	59–61	Gang Turf Battle
11–13	Braindance Den	62–64	Homeless Camp
14–16	Brothel	65–67	Local Graffiti Spot
17–19	Cargo Container Plaza	68–70	Local Shop
20–22	Chop Shop	71–73	NCPD/Security Checkpoint
23–25	CitiNet Junction Box	74–76	Nightclub
26–28	Cube Hotel	77–79	Pawn Shop
29–31	Day Market	80–82	Payday Loan Business
32–34	Drug Den	83–85	Protest March
35–37	Fashionware/Hair Salon	86–88	Rave
38–40	Fight Pit	89–91	Riot
41–43	Fixer's Office	92–94	Ripperdoc Clinic
44–46	Food Cart Cluster	95–97	Safehouse
47–49	Gambling Den	98–99	Sewer
50–52	Gang Checkpoint	100	Stickball Game

► OUTSKIRTS

1d100	Location Type	1d100	Location Type
1–5	Air Vehicle Crash Site	51–55	Natural Feature
6–10	Ambush Point	56–60	Nomad Camp
11–15	CHOOH ² Station	61–65	Nomad Work Site
16–20	Convoy Rest Stop	66–70	Reclaimer Village
21–25	Dump Site	71–75	Roadside Food Stand
26–30	Fortified Diner	76–80	Shanty Town
31–35	Gang Checkpoint	81–85	Solar Panel Station
36–40	Ghost Town	86–90	Trading Post
41–45	Highway Patrol Checkpoint	91–95	Vehicle Graveyard
46–50	Land Vehicle Crash Site	96–100	Wind Turbine

PLACES TO LIVE

Need to know where a Character hangs their hat? Use these tables for Cube Hotels, Cargo Container Communities, Corporate Conapts, and Apartment Buildings.

▶ CUBE HOTELS

2d6	Name	Description
2	Cube-A-Rama	A cube hotel with a brick exterior in Little Europe.
3	McCartney Cubes	A cube hotel near McCartney Stadium in the Upper Marina.
4	TravelStay CityCenter	A cube hotel with paper-thin walls in the Upper Marina.
5	University Cubes	Cheap cube rooms for students in the University District.
6	Seafoam	A cube hotel near Club Atlantis in The Glen.
7	Unnamed Cube Hotel	No cameras. No questions. In Old Japantown.
8	Watson Center Cubelife	A bog standard cube hotel in the Watson Development.
9	Evergreen Apartments	A former big box store transformed into a cube hotel. In New Westbrook.
10	Zolletta	A cube hotel in a tight-knit neighborhood. In New Westbrook.
11	Cubeland by the Sea	A shoddy cube hotel near Playland by the Sea. In Pacifica Playground.
12	Scenic Cubes	A cube hotel covered in graffiti. In Pacifica Playground.

▶ CARGO CONTAINER COMMUNITIES

2d6	Name	Description
2	Bridgetown	Cargo containers beneath an underpass in Little China.
3	The Precipice	A community near Crisis Medical Center in Old Japantown.
4	South Cargo Village	Just on the wrong side of the South Night City/Glen border.
5	University Cargo Bay	A community for university students in South Night City.
6	Dock Cargo Community	A waterfront community in the Port of Night City.
7	Ionic Semiconductor Building	Factory-turned-cargo container community in the Old Combat Zone.
8	North Cargo Village	Cargo containers stacked in a parking lot in New Westbrook.
9	The Palms	Part of the Woodland Park neighborhood in North Heywood.
10	Old Ironworks Building	Cargo containers stacked up on a roof in the Heywood Industrial Zone.
11	East Cargo Village	On the city's edge in Santo Domingo.
12	Eagle Rock Stadium	A football field piled with cargo containers. In Rancho Coronado.

LISTS AND TABLES

▶ CORPORATE CONAPTS

2d6	Name	Description
2	Vertical Neighborhood	Home to Continental Brands employees. In Little Europe.
3	Danger Gal Facility	Home to Danger Gal employees. In Little Europe.
4	Hanging Gardens	Home to Ziggurat employees. In the Upper Marina.
5	Habitation Sphere A	Home to Biotechnica employees. In the University District.
6	Corporate Ops Housing	Home to Militech employees. On the NorCal Military Base.
7	Joint Temp Housing	Home to Petrochem employees. In Watson.
8	Joint Temp Housing	Home to SovOil employees. In Watson.
9	Corporate Living Center	Home to Trauma Team employees. In Watson.
10	Westbrook Acres	Home to Net54 employees. In New Westbrook.
11	Innovation Hub	Home to Rocklin Augmentics employees. In New Westbrook.
12	Zhirafa Microvillage	Home to Zhirafa employees. In the Heywood Industrial Zone.

▶ APARTMENT BUILDINGS

2d6	Name	Description
2	Camden Court	Secure apartment complex in Little Europe.
3	Marina FloatHomes	Small houseboats for rent in the Upper Marina.
4	Parkside Living	Apartments rented mostly by NCU students in the University District.
5	Glenlife Perfected	Looks good on the outside ... not the inside. In The Glen.
6	Silverhand Studios	Populated mostly by musicians and artists. In South Night City.
7	Dock 14 Apartments	Apartments on the waterfront. In the Port of Night City.
8	L'Ermitage	A high-end apartment complex. In Charter Hill.
9	The Shark	An apartment complex in Woodland Park, a neighborhood in North Heywood.
10	Old Ironworks Building	Converted apartments for factory workers. In the Heywood Industrial Zone.
11	Heywood Suites	Apartments under a noisy overpass. In Santo Domingo.
12	Coronado Heights	Apartments close to but not part of Pacifica Playground. In Rancho Coronado.

SO, ONE OF MY OLD CHARACTERS, **HORNET**, WAS A **FIXER** TURNED **BIOTERRORIST** AND HE HAD THIS **HOUSE** IN THE SUBURBS. IT WAS A LITTLE TWO-STORY WITH A PICKET FENCE AND IT WAS THE **ONLY** THING **HORNET** HAD TO REMEMBER HIS FAMILY. WHEN THE **FOURTH CORPORATE WAR** CAME AND **HORNET** THREW IN WITH **ARASAKA**, HIS HOUSE GOT CAUGHT IN THE CROSSFIRE. LOSING THAT HOUSE TOTALLY **WRECKED HORNET**.

— CODY POND SMITH

► NIGHT CITY HOTSPOTS

Clubs are great for blowing off steam, meeting up for jobs, or picking up information. Need to generate one at random? Here you go.

2d6	Hotspot	Description
2	The Afterlife	The premiere edgerunner bar in Night City. In the Upper Marina.
3	Club Atlantis	A multi-layered club with a disorienting, avant garde style. In The Glen.
4	Delirium	A gothpunk virtuality club. In Downtown.
5	The Forlorn Hope	A venerable edgerunner bar and Night City institution. In either Little China or North Heywood (plot actions dependent).
6	MetalStorm	A seemingly indestructible bar popular with FBCs. In Santo Domingo.
7	Short Circuit	Night City's premiere Tech and Netrunner bar. In Little Europe.
8	The Slammer	Home of the Arena, a no-holds barred combat ring popular with gangers. In South Night City.
9	Smash/Cut	An EDM club where the chromed up go to dance, do drugs, and engage in anonymous sex. In Watson.
10	Totentanz	A chrome metal club and home base for Maelstrom. In the Hot Zone.
11	Xanadu	A roller derby rink and discotech. Home of the Muses. In North Heywood.
12	The XX	A dive punk bar. It serves juice instead of booze. In Pacifica Playground.

► NIGHT CITY BARS

Sometimes, you just want a drink (or whatever) without too much bother.

2d6	Bar	Description
2	Air	An oxygen bar for those who can afford the fresh stuff. In The Glen.
3	Chrome Cross	A dive bar frequented by the Red Chrome Legion. In Little China.
4	Greta's	The best pool hall in Night City. Strong lesbian client base. In Little Europe.
5	Jesse James' Kosher Deli	More of a saloon than a deli. In the Old Combat Zone.
6	Kasim's	Turkish coffee and tobacco bar. Closed on Fridays. In The Glen.
7	Maria's	A family-owned beer tent on the edge of Night City. In Santo Domingo.
8	Rusty's Dive Shack	Rough bar. Built out of an old container sub. In the Port of Night City.
9	Sakura's	An izakaya in Watson.
10	Vargtimmen	A neo-pagan mead bar in Watson.
11	Yewtree	A neo-hipster bar. In the University District.
12	Yum Seng	A host and hostess bar famous for its seafood. In Kabuki.

LISTS AND TABLES

FACTIONS

Control of Night City is a constant struggle of power between various groups. These tables will help you know who your Crew encounters on The Street ... or maybe who is behind the plot to kill them.

1d10	Faction Type
1–2	Company/Corporation
3–4	Criminal Organization
5–6	Law Enforcement/Security Group
7–8	Nomad Group
9–10	Gang

▶ COMPANIES/CORPORATIONS

1d100	Name	Notes
1	Aerocab	AV taxi company.
2	AmeriCar	Economy vehicles.
3	Arasaka	Outlawed Japanese Megacorp.
4	Augmented Optic	Night City screamsheet.
5	Biotechnica	Biotechnology.
6	Brennan Cycles	Motorcycles.
7	BudgetArms	Cheap knockoff firearms.
8	Centurian Essentials	High-concept weapons.
9	Chadran Arms	Indian weapons manufacturer.
10	Combat Cabb	Armed and armored taxi service.
11	Continental Brands	Foodstuffs and daily essentials.
12	Cybermatrix	Minor cyberware manufacturer.
13	Dai Lung	Cheap knockoff firearms.
14	Danger Gal	Private investigation and security.
15	Dayton Aeronautics	Aerial vehicles.
16	Diego Motors	South American vehicle manufacturer.
17	Diverse Media Systems	Music and media producer.
18	Dynalar	Major cyberware manufacturer.
19	EagleTech	Bows and crossbows.
20	EBM	Computer systems.
21	Everest VentureWare	Survival gear.

▶ COMPANIES/CORPORATIONS (CONTINUED)

Id100	Name	Notes
22	Faisal's Customs	Bespoke weapon workshop.
23	Federated Arms	Largest firearms manufacturer in the United States.
24	Fire Brand	Firefighting gear.
25	Gibson Battlegear	Combat-ready fashion and armor.
26	Great Lakes Cutlery	Knives of all sorts.
27	Grundy Salvage	Salvage company and vehicle manufacturer.
28	GunMart	Budget firearms.
29	Hammered Industries	All things related to intoxication.
30	Hydrosubsidium Inc	Ocean exploration, research, and gear.
31	Kang Tao	Mixed quality firearms.
32	Kaukaz	Industrial trucks and military vehicles.
33	Kendachi	Orbital crystal and monoblades.
34	KillStrom Music	Musical gear and instruments.
35	Kiroshi Optics	Visual-based gear and cyberware.
36	KTech	Neo-Soviet weapons and security gear.
37	Laser Light	Gear and fashion with built-in lighting.
38	Magnum Opus	High-powered firearms.
39	Makigai	Low-cost vehicles.
40	Malorian Arms	Night City firearms workshop.
41	Masetto Tech Clothing	High technology fashion.
42	MA&F	World's largest financial and investment group.
43	Midnight Arms	Weapons manufacturer.
44	Militech	PMC and military manufacturing.
45	Montage	Moderate cost fashion.
46	Network 54	Media and broadcasting.
47	NBC Wrestling	Cybernetically enhanced pro wrestling league.
48	NC Death Dealers	Night City combat soccer team.
49	NC Heat	Night City basketball team.
50	NC Nuke	Night City murderball team.
51	NC Slammers	Night City baseball team.
52	Night City Today	Night City screamsheet.

▶ COMPANIES/CORPORATIONS (CONTINUED)

Id100	Name	Notes
53	No/Brainer	App manufacturer. Division of GunMart.
54	Nomad Presents Radio	Continent-wide, nomad-run radio network.
55	Nova Arms	Revolvers and other firearms.
56	Nu-Tek	Fashionable cyberware and clothing.
57	Oasis	A convenience store on every corner. Owned by Continental Brands.
58	Optitech	Optical-based technology.
59	Orbital Air	Air and orbital-based transport.
60	Ortiz Automotives	Central American vehicle manufacturer.
61	Petrochem	Energy and petrochemical products.
62	Playland by the Sea	Pacifica Playground-based amusement park.
63	Pol-Bud	Mining and materials manufacturing.
64	Polska Cybertech	Polish cyberware manufacturer.
65	Puddleforge Games	Tabletop games.
66	Pursuit Security	Less-than-lethal security gear.
67	Quadra	High performance vehicle manufacturer.
68	Raven Microcybernetics	Major cyberware manufacturer.
69	Red Cab	Russian-themed transportation service.
70	REO Meatwagon	Budget paramedic services.
71	Rocklin Augmentics	Major cyberware manufacturer. Known for their unique style.
72	Rostović	Low quality, but oddly innovative weapons.
73	Sanroo	Branded merchandise and cute weapons.
74	SecSystems	Security gear and devices.
75	Segotari	Video games and entertainment.
76	SkidRow	Stylish fashion for edgerunners.
77	SlamDance Inc	Quirky weapon manufacturer.
78	SovOil	Energy and petrochemical products.
79	Stermeyer Ballistics	Military grade weapons.
80	Sycust	Niche and unusual cyberware.
81	Tanson Group	Korean Megacorp.
82	Techtronika Russia	Neo-Soviet military weapons.
83	Telectronics	Sound technology.

▶ COMPANIES/CORPORATIONS (CONTINUED)

1d100	Name	Notes
84	TetraCorp America	Heavy vehicle manufacturer.
85	Tokyo Dynamics	Japan-inspired fashion and gear.
86	Torrell & Chiang	Night City's premiere tailors.
87	Trauma Team	Emergency medical services.
88	Tsunami Arms	High quality, unique concept weapons workshop.
89	Turbo Neon Motors	Night City vehicle customizers.
90	UrbanTech	Heavy weapons.
91	WNS	News and entertainment.
92	Wonderland League	The governing body of Night City's roller derby squads.
93	WorldSat	Long distance and orbital communication.
94	Wyzard Technologies	Elegant and unique cyberware.
95	Yang's Wheels	Bicycles and cheap cars.
96	Zetatech	Technology manufacturing Megacorp.
97	Zhirafa	Construction, drones, and robotics.
98	Zhukova International	Rough and tumble fashion.
99	Ziggurat	Modern communications and data.
100	Zonda	Japanese vehicle manufacturer.

▶ CRIMINAL ORGANIZATIONS

1d10	Name	Notes
1-2	Consortium	Russian mob group with ties to the Thelas nation of nomads.
3	Eastern Tigers Triad	Chinese crime ring, newly arrived in Night City.
4-5	El Norte Cartel	Mexican criminal organization.
6	Kanzaki Family	Only surviving faction of Yakuza left in Night City.
7-8	Skiv Family	Night City's dominant mafia family.
9-10	Weng Fang Tong	Major crime syndicate in Night City. Runs Little China.

**ORGANIZED CRIME IS THE DIRTY SIDE
OF THE SHARP DOLLAR.**

— JAMES CHILES

LISTS AND TABLES

► LAW ENFORCEMENT/SECURITY GROUPS

2d10	Name	Notes
2	6th Street	Gang or security company? You decide.
3	Aldecaldo Peacekeepers	Peacekeepers for the Aldecaldo nation of nomads.
4	Danger Gal	Kawaii private investigation and security company.
5	Edgerunners Inc	Edgerunners acting as security in the Old Combat Zone.
6	Gold Dragons	Gang acting as security in Little China.
7	Interpol	An international police and investigative force.
8	Kimen-Gumi	Mask-wearing security owned and operated by the Tyger Claws.
9	Lazarus	An elite PMC, providing top notch protection.
10	Los Perros Guardianes	Local security in the Reclamation Zone.
11	MAX-TAC	Private cyberpsycho hunters.
12	Militech	The PMC arm of Militech.
13	NCPD	Night City cops.
14	NCU Campus Security	University-employed security in the University District.
15	NorCal Highway Patrol	Marshals patrolling NorCal's highways.
16	NorCal Military Police	Military cops running security on the NorCal Military Base.
17	Scythe Security	Ramshackle security company in South Night City.
18	SK Security	A security company beholden to the mob.
19	Thelas Marines	Peacekeepers for the Thelas nation of nomads.
20	Whitewater Security	Small security firm operating out of Downtown.

► NOMAD GROUPS

1d10	Name	Notes
1-2	Aldecaldos	The largest nomad nation operating in Night City. The majority are involved in construction, transport, and mercenary work.
3	Blood Nation	Focused primarily on traveling entertainment.
4	Folk Nation	Specialists in transport and smuggling. Strong connections with the Highriders.
5	Jodes	Specialists in construction, transport, and agricultural labor.
6	MetaCorp	A corporate-like nomad nation operating from a drift city.
7	Snake Nation	Specialists in infrastructure maintenance and train operation.
8	Raffen Shiv	Outcasts who band into criminal groups.
9-10	Thelas Nation	Specialists in water-based cargo and transport.

▶ GANGS

Id100	Name	Notes
1-3	6th Street	Formed by veterans. Protection gang (in theory).
4-6	Albino Alligators	Party gang operating out of Rancho Coronado.
7-9	Arzin Tynon	Older boostergang operating in the north of Night City.
10-12	The Bozos	Terrifying clown prankster gang.
13-15	DeadWoods	Cowboy-themed protectors of Night City's railways.
16-18	The Dirty Hippies	Guerrilla gardeners and drug dealers.
19-21	Dragula Racers	Monster-themed racing gogang.
22-25	The Enhanced	A cult that believes cyberpsychosis represents the next stage of human evolution.
26-28	Eurotrashers	A party gang operating out of Little Europe.
29-30	G3	A disturbingly violent anime-themed poser gang.
31-33	Generation Red	A yogang operating out of the Old Combat Zone.
34-36	Gold Dragons	A Little China-based guardian gang.
37-39	Inquisitors	A cult. The members believe cyberware is evil.
40-42	Kill Krashers	A new gang that glorifies violence above all else.
43-46	Maelstrom	A combat gang and surprisingly effective criminal enterprise.
47-50	Mudang Gumi	Netrunners and burglars focused on data theft.
51-53	The Muses	A poser gang and roller derby squad with a fusion disco/mythology theme.
54-56	Philharmonic Vampyres	Split between their goth side and their prankster roots.
57-59	Piranhas	Night City's premiere party gang.
60-63	Prime-Time Players	A collection of poser gangs, usually inspired by old sitcoms.
64-65	Princesses of Justice	A poser gang based on an old animated show.
66-67	Rat Kings	A small gang operating out of the still-under-construction H4 Megabuilding.
68-70	Reckoners	A nihilistic cult preaching about the upcoming Harvest of Souls.
71-73	Red Chrome Legion	A neo-nazi hate group.
74-76	The Sinful Adams	A goth poser gang.
77-79	The Shroomers	Part survivalist group, part guerrilla gardening collective.
80-82	The Street Queens	A guardian gang dedicated to protecting queer residents of Night City.
83-85	Tombstone Preservers	A guardian gang dedicated to preserving memorials to the dead.
86-88	Tyger Claws	Controls both security and crime in Old Japantown and Kabuki.
89-91	Undertow	A violent "guardian" gang operating out of Downtown. Does more harm than good.
92-94	Voodoo Boys	Drug dealers who drape themselves in Hollywood-style "voodoo."
95-97	Wild Things	Boostergang. Channels their violent impulses into gladiatorial combat.
98-100	The Zoners	A movement dedicated to improving living conditions in South Night City.

LISTS AND TABLES

PEOPLE OF NIGHT CITY

Allies. Enemies. Friends. Lovers. Employers. Incidental interactions. Your Crew will encounter dozens, perhaps hundreds, of people during their adventures. Here are some tools to help generate them.

1d10	Category
1–3	Corporate/Upscale
4–6	Moderate/Community
7–9	Street/Combat Zone
10	Outskirts

▶ CORPORATE/UPSCALE

1d10	Type of Person
1	CEO/CFO/High Ranking Exec
2	Department Head
3	Junior Exec/Middle Manager
4	AI Entity
5	Security Specialist
6	Corporate Tech/Scientist
7	Corporate Messenger
8	Public Relations Expert
9	Corporate Spy
10	Corporate Dependent (Spouse or Child)

▶ MODERATE/COMMUNITY

1d10	Type of Person
1	Salaryman/Low Level Exec
2	Media/Rockerboy
3	Local Cop/Guard/Private Investigator
4	Merchant/Small Business Owner
5	Fixer
6	Activist/Protester
7	Child
8	Courier/Deliveryperson
9	Freelance Tech
10	Medtech/Ripperdoc

▶ STREET/COMBAT ZONE

2d10	Type of Person
2	Ganger
3	Gang Leader/Boss
4	Street Performer
5	Courier/Streetrat
6	Civilian/Family Member
7	Edgerunner
8	Fixer
9	Street Vendor
10	Netrunner for Hire
11	Homeless Person/Scavver
12	Cyberpsycho
13	Bounty Hunter
14	Nomad/Street Racer
15	Ripperdoc
16	Drug Dealer
17	Slumming Exec
18	Local Tech/Ripperdoc
19	Trauma Team Medic
20	Combat Cabb Driver

**OH, WHO ARE THE PEOPLE
IN YOUR NEIGHBORHOOD? IN
YOUR NEIGHBORHOOD? IN
YOUR NEIGHBORHOOD?**

**SAY, WHO ARE THE PEOPLE IN
YOUR NEIGHBORHOOD? THE PEOPLE
THAT YOU KILL EACH DAY!**

— A NIGHT CITY NURSERY RHYME

▶ OUTSKIRTS

1d10	Type of Person	1d10	Type of Person
1	Nomad Leader	6	Reclaimer
2	Nomad	7	Wanted Criminal
3	Smuggler	8	Survivalist
4	Corporate Long Hauler	9	Farmer
5	Scavver	10	Corporate Scout

▶ RANDOM RELATIONSHIPS

1d100	Relationship
1–5	Acquaintance
6–10	Aunt/Uncle
11–15	Best Friend
16–20	Boss
21–25	Child
26–30	Cousin
31–35	Coworker
36–40	Distant Relative
41–45	Employee
46–50	Enemy
51–55	Family Friend
56–60	Former Friend/Ex-Lover
61–65	Friend
66–70	Lover
71–75	Nemesis
76–80	Niece/Nephew
81–85	Parent
86–90	Rival
91–95	Sibling
96–100	Spouse

▶ VISITORS TO NIGHT CITY

1d100	Visitor
1–5	Corporate Courier
6–10	Criminal on the Run
11–15	Edgerunner on a Job
16–20	Marshal on the Hunt
21–25	Media Pursuing a Story
26–30	Naive Newcomer
31–35	Nomad Looking for Work
36–40	Nomad on a Mission
41–46	Prospective NCU Student
47–50	Real Estate Hunter
51–55	Reclaimer on Supply Run
56–60	Returning Native
61–65	Rockerboy on Tour
66–70	Runaway
71–75	Solo Looking for Work
76–80	Sports Fan
81–85	Tech at a Conference
86–90	Traveling Salesperson
91–95	Visiting Exec
96–100	Visiting Highrider

LISTS AND TABLES

NAMES

It's surprisingly hard, when you're in the flow of a story, to name a character who turns up unexpectedly. Sounds weird if you're new to solo play, but trust us, it happens way more often than you would think.

► MASC NAMES LIST

1d100	Name	1d100	Name	1d100	Name	1d100	Name
1	Adam	26	Haruto	51	Lucas	76	Ryota
2	Akihiko	27	Hendrik	52	Maarten	77	Samuel
3	Akio	28	Henry	53	Mark	78	Satoshi
4	Alex	29	Hideki	54	Martijn	79	Sean
5	Andrew	30	Hideo	55	Masaki	80	Shiro
6	Anthony	31	Hiroshi	56	Masaru	81	Sho
7	Arjan	32	Hugo	57	Matthew	82	Shohei
8	Arthur	33	Isamu	58	Matthias	83	Simon
9	Bas	34	Jack	59	Michael	84	Stefan
10	Benjamin	35	Jacob	60	Minoru	85	Stephen
11	Bram	36	James	61	Nathan	86	Sven
12	Charles	37	Jan	62	Nico	87	Takumi
13	Christopher	38	Jeroen	63	Noboru	88	Takuya
14	Daan	39	Johan	64	Oliver	89	Theo
15	Daiki	40	John	65	Osamu	90	Thijs
16	Daisuke	41	Kaito	66	Oscar	91	Thomas
17	Daniel	42	Kazuki	67	Paul	92	Tim
18	Dirk	43	Kazuo	68	Peter	93	Toshiro
19	Emil	44	Kenji	69	Pieter	94	Victor
20	Ethan	45	Kenta	70	Richard	95	Willem
21	Felix	46	Kevin	71	Rick	96	William
22	Frank	47	Klaas	72	Riku	97	Yoshiaki
23	Frederik	48	Koen	73	Rowan	98	Yoshio
24	Gabriel	49	Koji	74	Ruben	99	Yuki
25	George	50	Lars	75	Ryo	100	Yuta

► FEMME NAMES LIST

1d100	Name	1d100	Name	1d100	Name	1d100	Name
1	Abigail	26	Emily	51	Leah	76	Rin
2	Aiko	27	Emma	52	Lieke	77	Rina
3	Akemi	28	Erika	53	Lotte	78	Roos
4	Alice	29	Esmee	54	Louise	79	Rose
5	Amber	30	Eva	55	Lucy	80	Sakura
6	Amelia	31	Faith	56	Maartje	81	Samantha
7	Anna	32	Femke	57	Marieke	82	Sanne
8	Annabelle	33	Fleur	58	Marlies	83	Sarah
9	Anouk	34	Gaby	59	Mayumi	84	Saskia
10	Asami	35	Grace	60	Megumi	85	Satsuki
11	Ayaka	36	Hana	61	Mia	86	Sayuri
12	Ayano	37	Hannah	62	Midori	87	Shiori
13	Azumi	38	Haruka	63	Milou	88	Sophie
14	Britt	39	Hikari	64	Misaki	89	Sophie-Anne
15	Celine	40	Hitomi	65	Miyuki	90	Sophie-May
16	Charlotte	41	Ilse	66	Naomi	91	Tessa
17	Chieko	42	Iris	67	Natalie	92	Tomoko
18	Chloe	43	Isabel	68	Natsumi	93	Vera
19	Claire	44	Isla	69	Noa	94	Victoria
20	Danielle	45	Jessica	70	Nora	95	Yara
21	Daphne	46	Jolien	71	Olivia	96	Yoshiko
22	Elin	47	Julia	72	Pauline	97	Yuki
23	Eline	48	Kana	73	Petra	98	Yumiko
24	Eliza	49	Kaori	74	Rebecca	99	Zara
25	Emi	50	Kumiko	75	Rika	100	Zoe

ONLY THE **RIGHT** NAME GIVES BEINGS
AND THINGS THEIR **REALITY**.

— MICHAEL ENDE

LISTS AND TABLES

► NONBINARY NAMES LIST

1d100	Name	1d100	Name	1d100	Name	1d100	Name
1	Alec	26	Devon	51	Kai	76	Riley
2	Alex	27	Drew	52	Kelly	77	River
3	Alexi	28	Elliot	53	Kennedy	78	Robin
4	Andy	29	Ellis	54	Kieran	79	Rory
5	Arden	30	Emerson	55	Kit	80	Rowan
6	Ariel	31	Emery	56	Landry	81	Sage
7	Ash	32	Finley	57	Lane	82	Sal
8	Ashton	33	Flynn	58	Lennon	83	Sam
9	Aspen	34	Francis	59	Logan	84	Sawyer
10	August	35	Ghost	60	London	85	Seven
11	Avery	36	Gray	61	Lou	86	Shiloh
12	Ayo	37	Harper	62	Lucha	87	Sidney
13	Bailey	38	Hawi	63	Max	88	Sky
14	Blair	39	Hayden	64	Micah	89	Skyler
15	Blake	40	Hollis	65	Mike	90	Spenser
16	Bliss	41	Indigo	66	Morgan	91	Summer
17	Blue	42	J.P.	67	Nico	92	Tatum
18	Blue	43	Jahni	68	Oakley	93	Taylor
19	Cameron	44	Jamey	69	Parker	94	Teagan
20	Casey	45	Jamie	70	Phoenix	95	Tobi
21	Casey	46	Jayden	71	Quinn	96	Tuesday
22	Cruz	47	Jayne	72	Red	97	Twist
23	Dakota	48	Jo	73	Reese	98	Vick
24	Dani	49	Jordan	74	Remy	99	Winter
25	December	50	Jules	75	Ren	100	Zo

A CHARACTER'S NAME IS A LOT LIKE A STEERING WHEEL ON A CAR. SURE, YOU CAN BUILD MOST OF A CAR AHEAD OF TIME, BUT UNTIL YOU BOLT ON THE STEERING WHEEL YOU CAN'T REALLY DRIVE IT ANYWHERE.

— J GRAY

▶ HANDLES

Every good edgerunner has a Handle: a professional name they're known by on The Street. Use this table to generate one if you need it. Don't be afraid to roll multiple times on this and other tables to form compound or multi-word Handles. Play with variations on the words and ideas!

1d100	Handle	1d100	Handle
1–2	Any Animal	51–52	Demon
3–4	Any Color	53–54	Diver
5–6	Any Divination Technique	55–56	Final
7–8	Any Drug	57–58	Fire
9–10	Any Emotion	59–60	Flare
11–12	Any Feature of Nature	61–62	Glow
13–14	Any Gemstone	63–64	Go
15–16	Any Greek Letter	65–66	Hound
17–18	Any Insect	67–68	Keeper
19–20	Any Military Rank	69–70	Knight
21–22	Any Mythological Creature	71–72	Lucky
23–24	Any Natural Disaster	73–74	Nomad
25–26	Any Number	75–76	Pistol
27–28	Any Playing Card	77–78	Punish
29–30	Any Tool	79–80	Rider
31–32	Any TTRPG Class	81–82	Shred
33–34	Any Weapon	83–84	Slick
35–36	Breacher	85–86	Speed
37–38	Bright	87–88	Stick
39–40	Bullet	89–90	Top
41–42	Cold	91–92	Trauma
43–44	Crash	93–94	Vengeance
45–46	Dark	95–96	Warlock or Witch
47–48	Data	97–98	Wheels
49–50	Dead	99–100	Any Color + the word "Hand"

HANDLE: A NICKNAME; A WORKING NAME YOU ARE KNOWN BY ON THE STREET.

— CYBERPUNK RED CORE RULEBOOK

LISTS AND TABLES

NPC Moods

We all have our emotional moments. What mood is an NPC in when your Crew meets them?

1d100	Mood	1d100	Mood
1-3	Afraid	52-54	Frustrated
4-6	Amused	55-57	Giddy
7-9	Angry	58-60	Happy
10-12	Anxious	61-63	Hateful
13-15	Appreciative	64-66	Hopeful
16-18	Aroused	67-69	Impatient
19-21	Belligerent	70-72	Kind
22-24	Bitter	73-75	Manic
25-27	Bored	76-78	Miserable
28-30	Brooding	79-81	Motivated
31-33	Calm	82-84	Perturbed
34-36	Carefree	85-87	Sad
37-39	Curious	88-90	Stressed
40-42	Depressed	91-93	Tense
43-45	Desperate	94-96	Unbalanced
46-48	Distracted	97-98	Wary
49-51	Exhausted	99-100	Whimsical

ROLES

Most people who are part of the edgerunning community have a Role. Pick one or roll at random. Need an already existing edgerunner of a certain role? Keep reading!

1d10	Role	1d10	Role
1	Exec	6	Netrunner
2	Fixer	7	Nomad
3	Lawman	8	Rockerboy
4	Media	9	Solo
5	Medtech	10	Tech

NPCs BY ROLE

If you don't have time to roll on multiple tables to create an NPC, maybe this set of tables will help. Feel free to cross off names and add your favorites!

▶ EXECs

1d10	Name	Notes
1	Chanda Mishra	Mid-level Exec at Rocklin Augmentics.
2	Corpse Reviver	Boss of the Piranhas.
3	Fenton Miranda	Kiroshi Optics Chief Actuary, Night City branch.
4	Gabriel Yang	CEO of Yang's Wheels. Former nomad.
5	Jules Lung	Mid-level Exec for Continental Brands.
6	Oscar "Bubba" Steele	Petrochem Production Manager.
7	Saber	Freelance Troubleshooter.
8	Sizzle Jams	Talent agent.
9	Theresa Valentino	City Manager of Santo Domingo.
10	Veronica Stiles	Freelancer wrangler for Militech.

▶ FIXERS

1d10	Name	Notes
1	3-Piece	Has his own Garden Patch. Co-owns Short Circuit.
2	Flasher	Hawking cheap goods on the street corner.
3	Grease	Street-level Fixer. Still making a name for himself.
4	Lowball	Specializes in Corporate clients.
5	Mister Kernaghan	Night City's most powerful Fixer.
6	Molly Anderson	Leader of the Andersons, an aging yogang.
7	Ms. Mynah	Avian Exotic Fixer who specializes in fashion.
8	Rex Royale	Casino-themed Fixer. Sells weapons and combat gear.
9	Willy Maze	Freelance street marketing guru and seller of random goods.
10	Woodchipper	Noted nomad Fixer in Night City.

FIXERS HAVE MANY ROLES IN THE "LEGITIMATE" WORLD, MANAGING THE CAREERS OF BIG-NAME **ROCKERS, ACTING AS POLITICAL FAVOR **BROKERS**, HIRING THEMSELVES OUT AS MEDIA TALENT **SCOUTS** AND EVEN BEING YOUR LOCAL AVON LADY!**

— WILDSIDE

LISTS AND TABLES

► LAWMEN

Id10	Name	Notes
1	Arbiter	Leader of 6th Street's Davis Squad.
2	Bill Mauser	Aka Hellhound. Hunter of cyberpsychos and serial killers.
3	Dan Renzer	Netwatch agent based out of Night City.
4	Dennis Gant	Aka Golden Boy. Media darling and risk taker.
5	Judy "Pitbull" Warren	New cop. Likes hurting people.
6	Marsha Lanz	NCPD training officer.
7	Maxime Raunche	Leader of the Street Queens.
8	Elena "Shepard" Korda	NCPD canine unit officer.
9	Tearjerker	Runs a volunteer fire department in South Night City.
10	Titus "Sarge" Malloy	Veteran cop with contacts everywhere.

► MEDIAS

Id10	Name	Notes
1	Angie Wu 2.0	Interviews focused on Night City history and people.
2	Crasher	Freelance videographer. Keeps a secret stash of file footage.
3	Fiona Hayes	Beloved Net54 reporter. Might not be the original Fiona Hayes.
4	Jackie McGee	Runs the Corporate beat for Night City Today.
5	Jericho Hunt	Freelancer. Secret subversive.
6	Jumpshot	Freelance combat zone journalist.
7	Kelly Oddmeyer	Covers entertainment and music for Night City Today.
8	Philip Escobar	Interpol Agent.
9	Trace Santiago	Investigative journalist. Connections to Rogue and the Aldecaldos.
10	Ziggy "Front" Page	An all around journalist. Reliably published.

WHETHER SHE'S INTERVIEWING GRUNT SOLDIERS IN THE JUNGLE AS THE JETS SCREAM OVERHEAD, HOLDING A COZY ONE-ON-ONE CHAT WITH A POLITICIAN, SPILLING THE LATEST GOSSIP ON A CELEBRITY, OR RECAPPING THE GAME'S HIGHLIGHTS AS THE TEAM DOUSES EACH OTHER WITH CHAMPAGNE IN THE LOCKER ROOM, THE MEDIA IS DEFINATELY THE STAR OF THE SHOW.

— LIVE AND DIRECT

► MEDTECHS

Id10	Name	Notes
1	Doc Mittens	Medtech for Danger Gal's Puma Squad.
2	Doc Stoic	House doctor at The Forlorn Hope.
3	Doc Salvage	FBC Medtech in a Trauma Team Kildare body.
4	Leila Amani	Assistant coroner working out of NCPD Precinct #3.
5	Organ Grinder	Former surgeon, current Bozo.
6	The Other Doctor Bob	Freelance surgeon. Hates poser gangs.
7	Phoenix Redwyne	Owner of From the Ashes, a clinic in the Old Combat Zone.
8	Stick	Trauma Team meat specialist. Member of Squad NC4-2.
9	Twist	Trauma Team metal specialist. Member of Squad NC4-2.
10	Vesper	Tattoo artist and fashionware installer.

► NETRUNNERS

Id10	Name	Notes
1	Bobby Tables	Freelance Netrunner. Does anti-Corp work.
2	Crunch	Netrunner working for WorldSat.
3	Drummer	Data sorting specialist.
4	Cereal	Erratic but brilliant Netrunner. Member of Team Monster.
5	CrABlord	A bit of an urban legend with a flock of CrAB drones.
6	Darius	Undercover Arasaka agent working in Night City.
7	Firewall	Light/sound rigger for the Digital Divas.
8	Flenser	Infiltration specialist and Maelstrom lieutenant.
9	Freefall	Leader in the Zoner movement.
10	The Upload	Sells decks and hardware. Netrunning snuff fetishist.

FOR I DIPT INTO THE **FUTURE**, FAR AS HUMAN EYE COULD SEE,
 SAW THE **VISION** OF THE WORLD, AND ALL THE **WONDER** THAT WOULD BE;
 SAW THE HEAVENS FILL WITH **COMMERCE**, ARGOSIES OF MAGIC SAILS,
 PILOTS OF **PURPLE** TWILIGHT, DROPPING DOWN WITH COSTLY BALES...

— LORD ALFRED TENNYSON

LISTS AND TABLES

▶ NOMADS

1d10	Name	Notes
1	Alberto Sinclair	Organizes civilian transport between cities. Aldecaldo.
2	Bly Harjo	Station manager of 88.9 Nomad Presents Radio.
3	Endo	Kind-hearted big brother type. Member of the Sightseers.
4	Lane Hawk	Aerozep pilot for hire. Folk Nation.
5	Little Chili Pepper	Bicycle courier. Member of Fixie's Couriers.
6	Murphy	Deltajock smuggler. Aldecaldo.
7	Racer Rajavi	Leader of the Sightseers pack. Aldecaldo.
8	Rockabye	Pilot working for Trauma Team. Member of Squad NC4-2.
9	The Skipper	Former sea pilot. Runs the Randy Dandy bar. TheLas.
10	Speed Demon	Smuggler and racer. Helping out the Zoners. Jodes.

▶ ROCKERBOYS

1d10	Name	Notes
1	Etan Sim	Movie star. His ex-husband lives in Night City.
2	Gold	PopMedia sensation. Star of Tom & Gold.
3	Grace Steel	Retired Solo. Leader of The Forlorn Hope's house band.
4	Jester	Fire-twirling member of the Bozos.
5	Lucius Rhyne	Community organizer and City Manager of the Watson Development.
6	Mister Studd	Artistic porn BD star. Member of the Zoners.
7	Nox	Alien synth-pop artist. Member of Team Monster.
8	Pat Rezin	Leader singer for the Digital Divas.
9	Regan "Pro" Halley	Lead singer of Protocon.
10	Velvet Lux	Model and fashion designer.

... I IMPROVISED, **CRAZED** BY THE MUSIC... EVEN MY TEETH AND EYES **BURNED** WITH FEVER. EACH TIME I LEAPED I SEEMED TO TOUCH THE SKY AND WHEN I REGAINED **EARTH** IT SEEMED TO BE **MINE** ALONE.

— JOSEPHINE BAKER

► SOLOS

Id10	Name	Notes
1	Adorable	Leader of the Princesses of Justice. Sword wielder.
2	Alexander Marconi	Aka Caliber. NCPD sniper. Might be a vigilante.
3	Hammer	Low-level Solo.
4	Derby	Freelance Solo and roller derby jammer.
5	Father Kevin	Head priest of the Holy Angels Church.
6	Ophelia	War leader of the Sinful Adams.
7	Quake	Maelstrom lieutenant.
8	Petra David	Martial artist. Head of security for The Forlorn Hope.
9	Tia Puño	Freelance combat engineer.
10	Tomfool	Bozo and bloodsport fighter.

► TECHS

Id10	Name	Notes
1	Apex	Leader of Generation Red. Distrusts adults.
2	Backhand	House Tech at The Forlorn Hope.
3	Edith Lamarr	Chief Engineer at Yang's Wheels.
4	Faisal Farah	Bespoke weaponstech wunderkind.
5	Franklin M'bolu	Works for Orbital Air. In charge of Morro Rock spaceport project.
6	Jacqueline Sawyer	Goes by Jack. Independent gunsmith and pool shark.
7	Joe Pitt	Handyman and Tech for Maelstrom.
8	Patches	Freelance Tech from Georgia.
9	Spooky Sue	Street drug vendor. Looks like a Korean movie ghost.
10	Stefan Eklund	Doctorate candidate at NCU. Specializes in bio-electrical programming.

► NO ROLE

Id6	Name	Notes
1	Bug	Adopted daughter of 3-Piece and Brain.
2	Dawn Davis	Inquisitor. Writers editorials about the dangers of everything.
3	Oliver Riddle	Personal assistant to movie star Etan Sim.
4	Finale	Bozo. His mouth is stitched shut.
5	Ghoul	Newbie Maelstrom member.
6	Randi K	Sex worker.

LISTS AND TABLES

THINGS

Need a quick item? A bit of fashion to help clothe an NPC, random junk found on a corpse, or an object to center a gig on? Use these tables and lists.

▶ FASHION

1d10	Fashion Type
1	Asia Pop
2	Bag Lady Chic
3	Bohemian
4	Businesswear
5	Gang Colors
6	Generic Chic
7	High Fashion
8	Leisurewear
9	Nomad Leathers
10	Urban Flash

▶ FASHIONWARE

1d10	Fashionware
1	Biomonitor
2	Chemskin
3	EMP Threading
4	Kill Display
5	Light Tattoo
6	Mood Eye
7	Shift Tacts
8	Skinwatch
9	Techhair
10	Turn-On Show-Off Nails

▶ BLACK ICE

1d10	Black ICE Type
1	Asp
2	Dragon (evens) or Kraken (odds)
3	Giant
4	Hellhound
5	Killer
6	Liche
7	Raven
8	Sabertooth
9	Scorpion
10	Skunk (evens) or Wisp (odds)

▶ FIREARMS

1d10	Firearm Type
1	Medium Pistol
2	Heavy Pistol
3	Very Heavy Pistol
4	SMG
5	Heavy SMG
6	Shotgun
7	Assault Rifle
8	Sniper Rifle (evens) or Grenade Launcher (odds)
9	Bow (evens) or Crossbow (odds)
10	Rocket Launcher (evens) or Exotic (odds)

► KIBBLE FLAVORS

Id100	Flavor	Description
1-5	Fizzy	Don't worry. The bubbling on your tongue is normal.
6-10	Chili Lime	Acid and spice and everything nice.
11-15	Protein Kibble	Do you even lift, choomba?
16-20	Kibble SportFlakes	They'rreeeeee great (at clogging up your bowels)!
21-25	Extra Fluffy Pancake	Just add Continental Brands maple syrup.
26-30	Kibble SportMix	The official Kibble of the Night City Heat.
31-35	Fruit Fantasy	The world's most solid fake fruit salad.
36-40	Popcorn	With original "butter" flavor.
41-45	Caramel Crunch Popcorn	If you squint it looks like the real thing!
46-50	BacChed Dumpburger	Surprisingly popular!
51-55	Kiwi	Taste the tropics!
56-60	Cheese	Yes, they're supposed to glow in the dark like that.
61-65	Lemon Ginger	Don't need to spend fancy to eat fancy!
66-70	Aromatic Beef	We said it smelled. We didn't say like what.
71-75	Paprika	The reddest Kibble yet!
76-80	Pineapple Pizza	Does pineapple belong on pizza in a Kibble bag?
81-85	Collagen Boost	Give yourself a lift.
86-90	Kibble XXL	For when you wanna eat Kibble the size of a golf ball.
91-95	Mystery	What's the flavor? We don't know and you won't either!
96-100	Adobo	Let's pretend there's real garlic, vinegar, and salt on these things.

► TRITI-FIZZ FLAVORS

Id10	Flavor	Description
1	Blood Rain	The thickest flavor yet.
2	Bubble Crunch	The hard bits are just extra flavor.
3	Cherry Choomba	Paint your tongue scarlet.
4	Elflines Elixir	Nothing heals your Elf Points faster.
5	Lightning	A tingle on your taste buds!
6	Mystery	Don't know what it is? Neither do we!
7	National Anthem	Patriotism in a can.
8	Pancake Dinner	Drink your breakfast.
9	Rainbow Rally	Seven distinct flavors for your belly.
10	Solar Flare	A satisfying burn in your mouth.

LISTS AND TABLES

▶ ADVERTISEMENTS (1d10)

1-2



7

3



8-9

4



5



10



6



CORPSE LOOT

Your Crew just flatlined a doomba and now they're looting the corpse. Sure, you can hand over the inventory from their stat block, but you want to include something interesting in the haul. We've got your back.

▶ STREETRAT CORPSE ITEMS

1d100	Item(s)	1d100	Item(s)
1	1d10 blank Memory Chips.	26	A damaged cybereye.
2	1d10 rare bottlecaps, worth 10eb each.	27	A deck of playing cards.
3	1d100 poorly counterfeited eurobucks.	28	A dose of Boost in pill form.
4	3d10 Basic Ammo bullets for a VHP.	29	A dummy grenade.
5	A 50eb Oasis gift card.	30	A hand-made PQ Medium Pistol.
6	A bag of Kibble.	31	A family photograph.
7	A baggie of synth gems worth 100eb.	32	A flashlight.
8	A spiked baseball bat.	33	A flask of cheap booze.
9	A blood-soaked NCPD badge.	34	A clip of AP rounds for a Heavy Pistol.
10	A Body Lotto ticket.	35	A gang emblem.
11	<i>An Exec's Guide to Making Minions</i>	36	A gang-themed fake gold chain.
12	A bottle of cheap headache medicine.	37	A half empty can of Glow Paint.
13	A Bozo's nose. Just the nose.	38	A half-full bottle of perfume.
14	A broken Poor Quality Cyberdeck.	39	A half-written suicide note.
15	A broken Segotari RUSH Revolution.	40	A hand drawn map.
16	A burnt letter warning of betrayal.	41	A propeller wrapped in barbed wire.
17	A can of Smash.	42	A jacket marked with gang colors.
18	A charred photograph of a Fixer.	43	A jailbroken Agent w/ a cracked screen.
19	A child's toy covered in dried blood.	44	A key. No clue what it goes to.
20	A 50eb Cyberdeck program.	45	A Lockpick Kit.
21	A coded message written on a napkin.	46	A love letter.
22	A compact with a cracked mirror.	47	A Memory Chip containing a letter.
23	A completely destroyed credstick.	48	A bootleg copy of Roach Race.
24	A Corporate ID.	49	A Memory Chip with naked photos.
25	A credstick with 100eb on it.	50	A Memory Chip marked "Evidence."

LISTS AND TABLES

▶ STREETRAT CORPSE ITEMS (CONTINUED)

1d100	Item(s)	1d100	Item(s)
51	A Memory Chip marked with a logo.	76	A slowly thawing PrePak meal.
52	A menu for a high-end restaurant.	77	A small plastic trophy.
53	A message written in blood on a photo.	78	A Standard Cyberfinger with a ring on it.
54	An NCART pass.	79	A map with several locations circled in red.
55	A necklace crudely carved from bone.	80	A ticket stub for last month's NC Heat game.
56	A neon pink cyberdeck case.	81	A ticket to tonight's fight at the Redline.
57	A pair of Binoculars.	82	A torn note: Meet at the docks at midnight.
58	A pair of boots with a secret compartment.	83	A Vial of Poison disguised as a pen.
59	A pair of novelty shades with blinking LEDs.	84	An Agent belonging to a missing Exec.
60	A pair of stolen Leisurewear shoes.	85	An airhypo loaded with Synthcoke.
61	A party mask.	86	An Armor Piercing Grenade.
62	A pass for an underground Piranha-run rave.	87	An Elflines Online key chain.
63	A patched up backpack.	88	An empty airhypo covered in dry blood.
64	A plastic vial full of colored sand.	89	An empty medkit.
65	A Poor Quality Shotgun.	90	An invitation to a local Night Market.
66	A pouch of cooking spices worth 50eb.	91	An IOU signed by a known Fixer.
67	Printed-out of pages from a Screamsheet.	92	Chewing gum.
68	A Puma Squad gatcha toy.	93	Math homework.
69	A roll of duct tape.	94	Nomad Leather mirrorshades.
70	A rubber duck dressed as a samurai.	95	Smashed drone parts.
71	A scrap of cloth with a gang logo on it.	96	Some loose Kibble.
72	A scuffed credstick with 50eb on it.	97	Somebody's thumb.
73	A self-storage locker key.	98	The battery for a Stun Baton.
74	A Skinwatch turned into a wearable watch.	99	The elbow joint of a broken cyberarm.
75	A patch containing one dose of Black Lace.	100	The pack patch from a nomad's jacket.

WOAH. A BRAND NEW ZITACHI-ZENDAFLEX! I ALWAYS WANTED ONE OF THESE; FRACK, EVER SINCE I WAS A LITTLE PUNK. IT'S REAL NICE OF THIS DEAD GUY HERE TO GIVE ME HIS!

— RIPPERJACK

▶ EDGERUNNER CORPSE ITEMS

1d100	Item(s)	1d100	Item(s)
1	1d10 batteries for a Microwaver.	26	A credstick with 500eb on it.
2	1d100 Incendiary Shells for a Shotgun.	27	A napkin with a meeting time and place.
3	1d6 Disposable Cell Phones.	28	A designer cyberdeck case.
4	1d6 doses of Synthcoke in a bottle.	29	A diary page recounting a betrayal.
5	1d6 Radio Communicators.	30	A digital map w/ three buildings circled.
6	1d6 Smoke Grenades.	31	A disassembled Very Heavy Pistol.
7	1d6 Techtools.	32	A disassembled Sniper Rifle.
8	500eb worth of chips for a local casino.	33	A full clip of Armor-Piercing Ammunition.
9	500eb worth of Cyberdeck programs.	34	A functional cybereye.
10	A badly scrawled "treasure map."	35	A chain embedded with holographic images.
11	A bag of seeds worth 500eb.	36	A Grapple Gun.
12	A bag of socks (none matching).	37	A half-burned map of a Combat Zone.
13	A Biotoxin Grenade.	38	A hotel keycard.
14	A blank SIN card, ready for forging.	39	A house key.
15	A bloodstained letter addressed to a Fixer.	40	A janitor's access badge for a building.
16	Medium Armorjack helmet w/ 10 SP left.	41	A key chain that plays music from ELO.
17	A blueprint for a factory somewhere in the city.	42	A Light Armorjack helmet. Never worn.
18	500eb worth of cyberware parts.	43	LAJ body armor w/ only 2 SP remaining.
19	A box of 1d100 Food Sticks.	44	A Heavy Pistol electroplated in gold.
20	A broken Bug Detector.	45	A list of names with no other context.
21	A coded list of secret meeting spots.	46	A loving note from someone's mother.
22	A coded message with missing pieces.	47	A lovingly-maintained Shoulder Arm.
23	A combat-oriented Skill Chip.	48	A matching set of pearl-handled Heavy Pistols.
24	<i>The Enforcer's Handbook</i>	49	A Medtech Bag, fully loaded.
25	A credstick with 100eb on it.	50	A Media's notes loaded on a Memory Chip.

TWO OPTIONAL HANDS, INCLUDING A TOOL MODEL. CYBERMODEM UP THE BICEP, WITH A POPUP 9MM. JEEZE. GUY'S LEFT ARM LOOKS LIKE A FRACKIN' SWISS ARMY KNIFE ...

— RIPPERJACK

LISTS AND TABLES

▶ EDGERUNNER CORPSE ITEMS (CONTINUED)

1d100	Item(s)	1d100	Item(s)
51	A recording of a preacher's sermon.	76	A ticket for next week's playoff game.
52	A Memory Chip w/ plans for a heist.	77	A page from a diary noting "the safehouse."
53	A Memory Chip loaded w/ music.	78	A vehicle key.
54	A Memory Chip labeled "DANGER."	79	A vial of glowing liquid.
55	A Microwaver disguised as a flashlight.	80	A vial of surgical nanobots worth 500eb.
56	A novelty lighter shaped like a fish.	81	A VIP pass to a long-dead nightclub.
57	A pair of Nomad Leathers boots.	82	A voucher for a free tattoo session.
58	A pair of Smart Glasses with no implants.	83	An Agent in a rugged case.
59	A pair of theater tickets.	84	An Agent, cracked in half.
60	A person's photo. "FIND THEM" written on it.	85	An Air Pistol loaded with Acid Paintballs.
61	A group photo, some faces crossed out.	86	An EMP Grenade.
62	A photo of an Exec and their family.	87	An encrypted Memory Chip bearing a logo.
63	A piece of Businesswear jewelry.	88	A full season of a show on a Memory Chip.
64	A pocket full of mismatched dice.	89	An Excellent Quality VHP.
65	A pouch of gemstones worth 500eb.	90	An ID card belonging to a missing Exec.
66	A private investigator's business card.	91	An Inquisitor's hood.
67	A reservation card for a high quality spa.	92	An uninstalled Cyberarm.
68	A rubber chicken with burn marks.	93	An uninstalled Grapple Hand.
69	A Scrambler/Descrambler.	94	An uninstalled Hidden Holster.
70	A secure but empty portable safe (DV15).	95	An uninstalled Interface Plug.
71	Stylish Light Armorjack Body Armor.	96	An uninstalled Kerenzikov.
72	A signed t-shirt advertising a local band.	97	An uninstalled Sensor Array.
73	A small box containing nothing.	98	An uninstalled set of Wolverers.
74	A starter pack of ELO TCG cards.	99	An uninstalled Smartgun Link.
75	A storage locker key.	100	Directions to a hidden weapon cache.

**SEX. DRUGS. ROCK AND ROLL. FULLY AUTOMATIC WEAPONS WITH
GRENADE LAUNCHERS. WE GOT IT ALL. THIS IS A MODERN CITY ...**

— RIPPERJACK

▶ CORPORATE CORPSE ITEMS

1d100	Item(s)	1d100	Item(s)
1	1d10 pieces of tropical fruit (100eb each).	26	A deactivated panic button.
2	1d10 pieces of Urban Flash jewelry.	27	A gem-studded lighter worth 500eb.
3	1d10 Vials of Biotoxin.	28	A discreet tracer.
4	2d10 doses of Synthcoke in baggies.	29	A dry cleaning ticket.
5	500eb worth of Black ICE.	30	A EMP Grenade disguised as a baseball.
6	500eb worth of uninstalled Fashionware.	31	A family photograph.
7	A 10-year service pin for a Corporation.	32	A flask of booze laced with Biotoxin.
8	A Battleglove with no options installed.	33	A glass figurine with queasy lines.
9	A biometrically locked Kendachi Mono-Three.	34	A gold-plated credstick. 0eb on it.
10	A biometrically locked ring box.	35	A gold-plated Techtool.
11	A blueprint for a Corporate building.	36	A heavily encrypted list of asset transfers.
12	A bottle containing a human tongue.	37	A High Fashion handbag.
13	A bottle of shampoo from a luxury hotel.	38	A homemade pornographic Memory Chip.
14	A bottle of wine worth 500eb.	39	A Light Melee Weapon and a Vial of Poison.
15	A box of condoms, half empty.	40	A lock of hair inside a Bohemian locket.
16	A briefcase sealed with a biometric lock.	41	A luxury vehicle key.
17	A note indicating a safehouse location.	42	An NCART map with a specific spot circles.
18	A Businesswear wristwatch with a logo.	43	A Media's business card.
19	A coded message suggesting a defection.	44	A Memory Chip w/ a Corporate secret.
20	A mug labeled "World's Best Boss."	45	A Memory Chip w/ a half-written apology.
21	A corrupted Agent.	46	A Memory Chip w/ a piece of lost media.
22	A credstick loaded with 1,000eb ... only good at a specific Corporate store.	47	A Memory Chip w/ an Exec's contact list. Several names are struck through.
23	A credstick loaded with 1,000eb.	48	A Memory Chip w/ stockbroker notes.
24	A credstick loaded with 666eb.	49	A Memory Chip w/ meeting notes.
25	A damaged High Fashion hat.	50	A video of someone being beaten.

MILITECH PAYS ITS MIDDLE AND UPPER LEVEL EXECUTIVES WELL, AND IT EXPECTS THEM TO PUT A LITTLE OF THEIR PAYCHECKS INTO APPEARANCE.

— CORPORATE REPORT 2020

LISTS AND TABLES

▶ CORPORATE CORPSE ITEMS (CONTINUED)

1d100	Item(s)	1d100	Item(s)
51	A neatly folded Bodyweight Suit.	76	A torn memo about a failed hostile takeover.
52	A note offering thanks for a "night of wonder."	77	A note. "Meet at the docks at 8 PM."
53	A painting with 1,000eb.	78	A x2 Skill Chip.
54	A phone number written on a napkin.	79	An Air Swarm Drone Cloud in a bottle.
55	A plastic-encased ticket for a Samurai concert.	80	An empty folder labeled "Top Secret."
56	A blood-stained portrait of a family.	81	An empty Torrell & Chiang lingerie box.
57	A book page with random letters circled.	82	An empty, gold-plated airhypo.
58	A prototype energy cell.	83	An Excellent Quality Cyberdeck.
59	A Radio Communicator outfitted with a Scrambler/Descrambler.	84	An Exec's office keycard.
60	Recordings of unreleased songs.	85	An EQ VHP with a Corporate logo carved into the handle.
61	A real leather briefcase.	86	An Exec TT membership card (1 month left).
62	A real leather shoulder holster.	87	An experimental device.
63	A receipt for an expensive purchase.	88	An invitation to a high-end party.
64	A safe passcode.	89	An invite to a high-stakes poker game.
65	The name of a ship on a scrap of plastic.	90	An invite to the VIP section of an exclusive club.
66	A set of blackmail photographs.	91	An uninstalled Pain Editor.
67	An eyeball in a small cryobag.	92	An unusual challenge coin.
68	A set of solid silver dentures.	93	Apartment keys.
69	A sex worker's business card.	94	Auto Level Dampening Ear Protectors.
70	A shipping manifest for a yet-to-arrive ship.	95	High Fashion Mirroshades.
71	A small vial of an unknown liquid.	96	A Skill Chip (actually a cortex bomb).
72	A Stun Gun disguised as a pen.	97	The contract info for a high-end Fixer.
73	A synthetic cactus in a gold-plated pot.	98	The key to an aerial vehicle.
74	A Techscanner.	99	The login code for a NET Architecture.
75	A ticket to an exclusive opera with "Deliver this" scribbled on it.	100	The direct line contact number for an important person's Agent.

EXECUTIVES MAY WEAR IDENTIFYING PINS AND MANY STYLES ARE AVAILABLE, INCLUDING TIE TACKS, LAPEL PINS, AND BROOCHES.

— CORPORATE REPORT 2020

MEDIA

What station is playing on the radio when an Edgerunner jacks a car? What show is on the screen above the bar?

▶ RADIO STATIONS

1d100	Station	Focus
1–7	87.9 Net54	Corporate synth-pop with Net54 news blips.
8–14	91.9 Royal Blue Media	Classic jazz.
15–21	92.9 Night FM	Electronica and dance tracks.
22–28	94.4 NCU Radio	Local bands and experimental music.
29–35	96.1 Fever Dream	Reckoner sermons and melodic techno.
36–42	98.6 Shiv FM	Pop-techno.
43–49	100.0 G3 Gun-Gal	All anime soundtracks and talk shows.
50–56	100.8 WNS	Corporate-owned music and WNS news blips.
57–63	101.1 Killzone	Hard rock, rare singles, and imported music.
64–70	101.9 The Dirge	Hip hop and protest speeches.
71–77	104.3 Sangre y Arena	Spanish-language station.
78–86	106.2 KCP2	Chromatic rock.
87–93	107.3 Morro Rock	Classic rock and Neo-African pop.
94–100	108.0	Counting Station. Different voices listing numbers in various patterns.

▶ WHAT'S ON SCREEN

2d6	Show	Notes
2	Combat Cabb TNG	A new generation of fictionalized drama at Combat Cabb's HQ.
3	Combat Zone	The ultimate battle royale show. 50 people enter. 1 person leaves.
4	Cooking with Kibble	Get the most out of your Kibble!
5	Puma Squad!	The animated adventures of Danger Gal's premiere team.
6	Hot Zone Divers	Watch people risk their lives for junk and treasure! Totally staged.
7	La Pasión Dorada	An over the top telenovela about an Exec on her way up the Corporate ladder.
8	The News	Evens: N54 News • Odds: WNS News
9	The Game	1–25: Combat Soccer • 26–50: Basketball • 51–75: Baseball • 76–100: Murderball
10	Crime and Punishment	Live electrowhipping and executions at the Hall of Justice.
11	The ELO Chronicles	An isekai about a Netrunner reborn into their favorite MMO.
12	Militech Action Hour	An hour-long block of cartoon advertisements.

LISTS AND TABLES

GENERATING MISSIONS AND PLOTS

Whether you're a solo player or a GM looking for help creating a Mission, the following lists and tables will help. Remember, these are intended to be a starting point. How they develop is up to your imagination.

▶ MISSION TYPES

1d100	Mission Type	1d100	Mission Type
1–2	Attend event	51–52	Perform stunt
3–4	Broker deal	53–54	Plant bug or surveillance device
5–6	Cause a distraction	55–56	Plant false data or information
7–8	Cause chaos	57–58	Protect client
9–10	Cause trouble between two sects	59–60	Protect VIP
11–12	Cover exit	61–62	Recover stolen property
13–14	Defend location	63–64	Relay message
15–16	Deliver goods	65–66	Rescue ally
17–18	Demolitions and destruction	67–68	Rescue hostages
19–20	Diffuse tension	69–70	Retrieve information
21–22	Escort client	71–72	Ruin business
23–24	Extract target	73–74	Ruin event
25–26	Fake death	75–76	Ruin reputation
27–28	Gather supplies	77–78	Run errands
29–30	Help with an emergency	79–80	Run race
31–32	Host event	81–82	Secure package
33–34	Hunt down cyberpsycho	83–84	Secure route
35–36	Infiltrate location	85–86	Smuggle goods
37–38	Intercept data transfer	87–88	Smuggle people
39–40	Intercept target	89–90	Steal prototype
41–42	Investigate crime	91–92	Test device
43–44	Investigate occurrence	93–94	Track down target
45–46	Investigate target	95–96	Trick enemy
47–48	Locate asset	97–98	Uncover truth
49–50	Negotiate peace	99–100	Wetwork (assassination)

▶ MISSION ITEMS/MACGUFFINS

1d6	Category
1–2	Corporate/High Tech
3	Moderate/Community
4–5	Street/Combat Zone
6	Nomad/Outskirts

▶ CORPORATE/HIGH TECH

1d10	Item
1	A valuable Exec/Tech
2	Biomedical data
3	Blackmail material
4	Blueprints and schematics
5	Confidential data
6	Designer drugs
7	Luxury vehicle
8	Prototype technology
9	Rare artifact
10	Valuable art

▶ MODERATE/COMMUNITY

1d10	Item
1	A Fixer's notes and information
2	Celebrity memorabilia
3	Cyberware cache
4	Drone
5	Drug stash
6	Food stash
7	Pre-4CW supply cache location
8	Valuable or beloved personal item
9	Vehicle
10	Weapon cache

▶ STREET/COMBAT ZONE

2d10	Item
2	A Media's notes on area Fixers
3	Cache of XBD chips
4	Crashed AV
5	Crashed combat drone
6	Credsticks
7	Drug cache
8	Escaped experiment subject
9	Gang leader's symbol of power
10	Graffiti by a street artist who just went big
11	Kibble cache
12	Kidnapped NCU student
13	Knockoff fashion cache
14	Memory Chip with important data
15	Night Market location
16	Pre-4CW supply cache location
17	Protest/riot
18	Ripperdoc's cyberware stash
19	Slumming Exec
20	Suitcase full of cash

▶ NOMAD/OUTSKIRTS

1d10	Item
1	Corporate convoy
2	Escaped prisoner
3	Lost drone
4	Nomad camp
5	Nomad's lucky charm
6	Pre-4CW cache
7	Reclaimer supply cache
8	Secret meeting
9	Stolen vehicle
10	Unusual natural feature

LISTS AND TABLES

RANDOM BEAT CHART

All page numbers from the **Cyberpunk RED** core rulebook

▶ Hooks

1d10	Hook
1	Coronet Blue (PAGE 397)
2	Crisis (PAGE 397)
3	Discovery (PAGE 398)
4	False Accusation (PAGE 398)
5	Kidnapped (PAGE 398)
6	Looming Threat (PAGE 398)
7	Murder (PAGE 398)
8	Play a Cliffhanger (PAGE 398)
9	Play a Development (PAGE 398)
10	Revelation (PAGE 399)

▶ CLIFFHANGERS

1d100	Cliffhanger
1–7	Ambush (PAGE 399)
8–14	Battle–Mooks (PAGE 399)
15–20	Battle–Lieutenants (PAGE 399)
21–26	Battle–Mini-Boss (PAGE 400)
27–31	Chase (PAGE 400)
32–39	Confrontation (PAGE 400)
40–46	Contest (PAGE 400)
47–53	Dogfight (PAGE 400)
54–60	Duel (PAGE 400)
61–67	Fist Fight (PAGE 400)
68–74	Monster (PAGE 401)
75–81	Obstacles (PAGE 401)
82–88	Pursuit (PAGE 401)
89–94	Race (PAGE 401)
95–100	Skirmish! (PAGE 402)

▶ DEVELOPMENTS

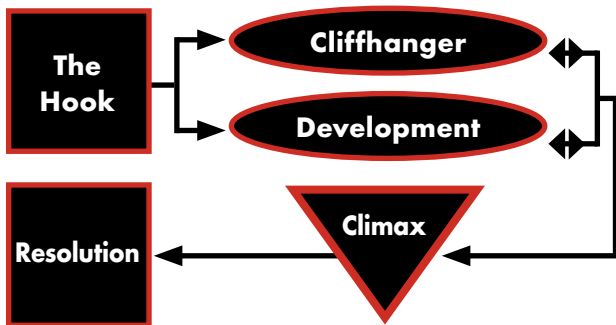
1d100	Development
1–4	Advantage Revealed (PAGE 402)
5–8	Alliance (PAGE 402)
9–10	Back from the Dead (PAGE 402)
11–14	Betrayal (PAGE 402)
15–18	Clue (PAGE 402)
19–21	Foreshadowing (PAGE 403)
22–23	Framed! (PAGE 403)
24–26	Gain Mastery (PAGE 403)
27–28	Hazardous Quest (PAGE 403)
29–31	Hesitation (PAGE 404)
32–35	Lie Revealed (PAGE 404)
36–37	Mistaken Identity (PAGE 404)
38–40	Monologue (PAGE 404)
41–45	Not What it Seems (PAGE 404)
46–49	Obsession (PAGE 404)
50–54	Personal Stake (PAGE 404)
55–57	Puzzle (PAGE 404)
58–61	Rescuers! (PAGE 405)
62–64	Retreat (PAGE 405)
65–67	Revealed Weakness (PAGE 405)
68–71	Revelation (PAGE 405)
72–76	Romance (PAGE 405)
77–80	Sabotage! (PAGE 405)
81–83	Second Chance (PAGE 405)
84–86	Secret Meeting (PAGE 405)
87–90	Strange Bedfellows (PAGE 406)
91–93	Turnabout! (PAGE 406)
94–97	Vengeance! (PAGE 406)
98–100	Warning (PAGE 406)

▶ CLIMAXES

1d10	Climax
1-3	Final Battle (SEE PAGE 406)
4-6	Final Revelation (SEE PAGE 406)
7-10	Final Act (SEE PAGE 406)

▶ RESOLUTIONS

1d10	Resolution
1	Antagonist Escapes (SEE PAGE 407)
2	Antagonist is Killed (SEE PAGE 407)
3	Antagonist Toppled (SEE PAGE 407)
4	Edgerunners Captured (SEE PAGE 407)
5	Edgerunners Escape (SEE PAGE 407)
6	Ending Cliffhanger (SEE PAGE 407)
7	Greater Threat (SEE PAGE 407)
8	Happy Ending (SEE PAGE 407)
9-10	Pyrrhic Victory (SEE PAGE 407)



PLOT TWISTS

If your story's running too smooth, consider giving it a twist to shake things up.

1d100	Plot Twist	Notes
1-2	All-Out Attack	A faction assaults the Crew in broad daylight to stop them.
3-4	Ambush	The Crew walks into a setup.
5-6	Artifact or Virus	The thing they're retrieving has dangerous or unexpected properties.
7-8	Bad Buy	A purchase gone bad. Drugs/food poisoned. Weapons broken, etc.
9-10	Body Snatcher	The target isn't who they seem; someone has taken their place.
11-12	Calling in a Favor	Someone an Edgerunner owes a favor to calls to collect.
13-14	Corporate Intervention	A Corporation gets involved and escalates the situation.
15-16	Corrupted Payment	The reward itself is booby-trapped or causes harm.
17-18	Cyberpsycho	MAX-TAC is hunting down a target right where the job is.
19-20	Decoy Gig	The job was a distraction for a larger heist or attack.
21-22	Double Cross	The person offering the gig betrays the Crew.
23-24	Double Reward	A rival faction offers twice the payment to abandon the job.
25-26	Escalating Threat	Completing the gig leads to bigger, unexpected consequences.
27-28	Ethical Dilemma	Completing the gig will harm innocents.
29-30	False Information	The intel provided is completely wrong.
31-32	Falsified Identity	The person offering the gig isn't who they say they are.
33-34	Gig Already Done	Someone beat the crew to the job.
35-36	Gig Changes Scope	The mission becomes far larger or more dangerous.

► PLOT TWISTS (CONTINUED)

Id100	Plot Twist	Notes
37–38	Gig Gets Leaked	The entire city knows about the job, creating chaos.
39–40	Hidden Agenda	The gig is a cover for something much bigger.
41–42	Hired Muscle	New, heavily armed enemies arrive to protect the target.
43–44	Infrastructure Failure	A building collapses, a pothole opens out, a gas line explodes ...
45–46	Lifepath Complication	Someone from an edgerunner's Lifepath gets involved.
47–48	Mystery Letters	The Crew receives mysterious warnings, telling them to back off.
49–50	No Way Back	The escape route becomes inaccessible, forcing improvisation.
51–52	Objective Interrupted	The objective dies or is destroyed before the gig can end.
53–54	Police Sting	The gig is part of a law enforcement trap.
55–56	Political Fallout	The gig inadvertently disrupts city-wide politics.
57–58	Reported	The Crew's antics are reported in detail by a media outlet.
59–60	Rival Claims Credit	Another group takes the Crew's glory.
61–62	Rogue Edgerunner	An outside edgerunner disrupts the mission for their own gain.
63–64	Secret Admirer	An Edgerunner begins receiving strange and intimate messages.
65–66	Split Objectives	The Crew must decide between two conflicting goals.
67–68	Stolen Vehicle	The Crew's vehicle is stolen.
69–70	Target Changes Sides	The target offers to pay the Crew more to abandon the gig.
71–72	Target Escapes	The target flees, requiring a chase.
73–74	Target is an Ally	The target turns out to be someone the team knows.
75–76	Target is Protected	A powerful faction protects the gig's objective.
77–78	Target Fights Back	The target is far more skilled or powerful than expected.
79–80	Time Limit	The clock is ticking, and there's barely enough time.
81–82	Too Much Heat	The gig attracts unwanted attention from powerful factions.
83–84	Trap Location	The location is rigged with unexpected explosives, defenses, or surveillance.
85–86	Trouble at Home	An Edgerunner's living space is invaded or destroyed.
87–88	Unexpected Ally	A stranger offers help for their own mysterious reasons.
89–90	Unexpected Challenge	An unexpected person throws down the gauntlet.
91–92	Unexpected Detour	A key piece of intel or a location moves mid-job.
93–94	Unexpected Rival	Another crew is after the same target.
95–96	Unexpected Romance	Someone from the gig falls hard for an Edgerunner.
97–98	Unexpected Weather	A storm or environmental hazard complicates the mission.
99–100	Wrong Place, Wrong Time	The gig location is a battleground for a gang war.

RANDOM ENCOUNTERS

Need a random encounter to fill in a Beat? You can use the tables from the **Cyberpunk RED** core rulebook (PAGES 417 TO 425), the following new encounter tables, or make up your own!

The Random Encounter tables in **Single Player Mode** are broken up first by the general security rating of an area, then by the time of day.

▶ CORPORATE/EXECUTIVE THREAT RATING (DAY)

1d100	Event
1–5	A autonomous cleaning drone quietly scrubbing the sidewalk.
6–10	A Corporate secretary, rushing across the plaza, drops something.
11–15	A courier on a high-speed bike weaving through pedestrians, clearly in a rush.
16–20	A delivery drone drops a package on the sidewalk and continues flying on.
21–25	A discreet but obvious exchange between an Exec and a Fixer near a café.
26–30	A group of protesters demonstrating in front of a building. They have their own security.
31–35	A high-end Exec in an expensive suit haggling discreetly with a street vendor.
36–40	A holo-ad malfunctioning, strobing wildly, and attracting the attention of a curious crowd.
41–45	A Lawman (NCPD or private) stops the Crew and demands to see identification.
46–50	A limo door opens, and someone yells for help before being yanked back inside.
51–55	A luxury AV descends from the sky and disgorges someone famous.
56–60	A Media recording footage with the help of a camera drone.
61–65	A Netrunner leans against a wall, trying to look discreet as they infiltrate a nearby NET Architecture.
66–70	A pair of Execs having a heated argument over a huge business deal.
71–75	A private security team escorting an Exec through the area, scanning everyone with suspicion.
76–80	A row of high-end vendits dispensing coffee, noodles, and quality items.
81–85	A squad of Lawmen (NCPD or private) burst out of an armored vehicle.
86–90	A street artist creating a virtuality graffiti piece.
91–95	A suit-clad operative trailing someone discreetly. They notice the Crew noticing them.
96–100	An expensive vehicle nearly runs someone down while driving away from a Corporate building.

RANDOM ENCOUNTERS CAN ADD A BIT OF SPICE, SET A HOOK FOR THE FUTURE, OR CHANGE YOUR ENTIRE STORY.

— J GRAY

▶ CORPORATE/EXECUTIVE THREAT RATING (NIGHT)

1d100	Event
1–5	A Corporate janitor, scrubbing a bloodstain off the sidewalk.
6–10	A drone hovering over the area as it scans, looking for something.
11–15	A heated argument breaks out between two Execs in the middle of the street, drawing a small crowd.
16–20	A busker plays on a street corner. At their feet is a sign listing their corporate sponsor.
21–25	A heavily armed operative patrolling the streets, scanning everyone for threats.
26–30	A high-end holo vid ad projecting a bright and loud advertisement.
31–35	A limousine parked in a dimly lit alley.
36–40	A luxury AV swoops down to pick up a mysterious figure wearing a holographic mask.
41–45	A malfunctioning drone crashes into a parked car, causing a minor commotion.
46–50	A Media tails a cop (NCPD or private), trying to get a story.
51–55	A nearby building goes dark, as if its power has been cut.
56–60	A nightclub queue filled with well-dressed patrons arguing over entry.
61–65	A political demonstration dispersing as security forces approach, but a few stragglers resist.
66–70	A small group of Corporate interns heading to a party, laughing nervously.
71–75	Fashionably dressed patrons queuing up to enter a club for an exclusive event.
76–80	NCPD surrounds a building. Someone on a bullhorn is trying to negotiate with whoever is inside.
81–85	Private security escorts a handcuffed individual into an unmarked vehicle.
86–90	Security for a highrise are subduing a courier who sought entry into the building.
91–95	Someone being carried out of a nightclub by Trauma Team.
96–100	Up above, one AV crashes into another.

▶ CORPORATE/EXECUTIVE THREAT RATING (AFTER MIDNIGHT)

1d100	Event
1–5	A celebrity laughs with their entourage as their guard shoves away an adoring fan.
6–10	A cleaning drone sprays disinfectant over a bloodied alley as two security guards watch.
11–15	A cop patrols their beat, humming softly.
16–20	A famous model argues with security after being denied entry to an exclusive party.
21–25	A food cart owner setting up early.
26–30	A heated argument between two fancy people outside a nightclub.
31–35	A homeless person rummages through a high-end restaurant's dumpster.
36–40	A lone person stands on a rooftop edge, looking down at the city, their intentions unclear.
41–45	A luxury AV parked with its door ajar, its interior glowing with faint, ominous red light.
46–50	A luxury car, speeding through the streets.

► CORPORATE/EXECUTIVE THREAT RATING (AFTER MIDNIGHT - CONTINUED)

1d100	Event
51–55	A police AV hovers near a high-rise, shining a spotlight through a window.
56–60	A rave so loud the building housing it vibrates.
61–65	A security guard, sleeping at their station in front of a building.
66–70	A shadowy figure plants a device on a luxury vehicle before vanishing into the darkness.
71–75	A small nightclub ejects a rowdy Exec, their shouts echoing through the quiet streets.
76–80	A sudden explosion rocks a nearby building, triggering alarms and lockdowns.
81–85	A suspicious looking person accessing a corner Data Term.
86–90	A team of edgerunners flees from a corporate tower, pursued by armed security forces.
91–95	Sirens in the distance, but coming closer with every second.
96–100	Two Ziggurat technicians repair a CitiNet junction box.

► MODERATE THREAT RATING (DAY)

1d100	Event
1–5	A bodega owner advertising freshly made SCOP noodles to passersby.
6–10	A bodega owner and customer arguing over counterfeit eurobucks.
11–15	A broken-down car blocking traffic.
16–20	A courier delivering food to a nearby conapt.
21–25	A crowd of people streaming down into an NCART station.
26–30	A crowd rubbernecking around a car accident.
31–35	A gang member dealing drugs on the corner.
36–40	A gang of kids running through the streets.
41–45	A graffiti artist spray painting a mural on a wall while a few kids watch in awe.
46–50	A Lawman (NCPD or private) arresting a street vendor.
51–55	A neighborhood watch group/guardian gang patrolling the area, eyeing strangers suspiciously.
56–60	A parent trying to convince a crying child to cheer up.
61–65	A pickpocket caught red-handed by a salaryman, leading to a loud argument.
66–70	A street performer juggling LED-lit balls, drawing a small crowd of onlookers.
71–75	A vendit malfunctioning, spewing out cans of soda and snacks to a growing crowd.
76–80	A vendor selling bags of an unusually flavored Kibble.
81–85	A vendor selling electronics from the back of a truck.
86–90	A worker repairing a busted streetlight as pedestrians complain about the obstruction.
91–95	An advertisement on a large, cracked screen.
96–100	An Exec sitting on a bench, talking intensely on a phone about a failed deal.

LISTS AND TABLES

► MODERATE THREAT RATING (NIGHT)

1d100	Event
1-5	A courier carrying a package to a cargo container community.
6-10	A food cart vendor selling Kibble cookies to a line of hungry late-night workers.
11-15	A group of street kids playing with a discarded drone, trying to get it to fly again.
16-20	A karaoke bar spilling music and laughter into the street.
21-25	A late night, spontaneous block party.
26-30	A Lawman vehicle (NCPD or private) parked on the street.
31-35	A minor celebrity arguing with a street vendor about being "recognized."
36-40	A Night Market in a parking lot, bustling with activity.
41-45	A pickpocket working their way through the crowd.
46-50	A rough crowd outside a bar sings off key.
51-55	A small explosion in an alley. People stop, shrug, and move on.
56-60	A street performer busking on the corner, playing a cover of a popular song.
61-65	A suspicious individual scanning the crowd, clearly looking for someone or something.
66-70	A trio of sex workers on a nearby corner.
71-75	An edgerunner pounds on a vendit that ate their money.
76-80	An Exec stumbling home drunk after a few too many.
81-85	Gang members "standing guard" outside a bodega to scare off customers.
86-90	Members from two rival gangs arguing over territory.
91-95	Posters for a local band plastered on a wall.
96-100	Two street vendors brawling in the street.

► MODERATE THREAT RATING (AFTER MIDNIGHT)

1d100	Event
1-5	A building burning.
6-10	A car being jacked by desperate-looking thieves.
11-15	A drug deal going wrong.
16-20	A gang of bikers roaring loudly down the street.
21-25	A gang tagging a wall with graffiti, their scout watching for trouble.
26-30	A group of shadowy figures loading stolen goods into an unmarked van.
31-35	A group of teens trying to break into a building.
36-40	A gunfight breaking out near a warehouse.
41-45	A homeless person trying to sleep in a doorway.
46-50	A lone police drone scanning alleys, its searchlight sweeping through the shadows.

► MODERATE THREAT RATING (AFTER MIDNIGHT - CONTINUED)

1d100	Event
51–55	A loud argument between two individuals escalates into a fight.
56–60	A manhole cover being pried open by someone with a cyberarm.
61–65	A police car speeding past, sirens blaring.
66–70	A preacher on the street corner insists the end is nigh.
71–75	A streetlight flickering ominously as a shadowy figure lingers beneath it.
76–80	A vendit's flamethrower barbecuing a would-be thief.
81–85	An abandoned, overturned food cart.
86–90	An armored person muttering quietly to themselves as they wander through an alley.
91–95	Drunk gangers smashing car windows as they walk down the street.
96–100	Drunk gangers throwing something through a shop window.

► COMBAT ZONE (DAY)

1d100	Event
1–5	A boarded-up store with a few hopeful signs of reopening.
6–10	A gang's enforcer patrolling the street, nodding at locals while keeping an eye out for trouble.
11–15	A graffiti artist tagging a wall with bright, defiant colors while their friend keeps watch.
16–20	A group of locals gathered around a broken vendit, debating how to fix or rob it.
21–25	A group of scavvers ripping cyberware out of a corpse.
26–30	A group of young gangers arguing over turf.
31–35	A group of young punks gathered around a portable speaker, blasting music and showing off gear.
36–40	A local gang leader chatting with a vendor, collecting "protection fees."
41–45	A makeshift repair shop set up on the sidewalk, fixing electronics for small fees.
46–50	A pair of homeless individuals sharing a drink around a barrel fire.
51–55	A police drone flies over the area but doesn't stop, seemingly uninterested in the chaos below.
56–60	A sex worker chatting with a street vendor about last night's antics.
61–65	A sidewalk stall owner chasing a shoplifter through the street.
66–70	A small group of kids using a burnt-out car as their playground.
71–75	A stickball game.
76–80	A street performer juggling knives to entertain a small crowd of disinterested passersby.
81–85	A street vendor laying out cheap, scavenged goods on a blanket.
86–90	A streetrat injecting a drug into their system with an airhyppo.
91–95	Someone from outside the Zone being beaten and robbed.
96–100	Two rival vendors arguing loudly over stall space.

LISTS AND TABLES

▶ COMBAT ZONE (NIGHT)

1d100	Event
1–5	A burnt-out car reeking of CHOOH ² . Charred corpses are still inside.
6–10	A Fixer and their bodyguard walking into a nearby building.
11–15	A gang checkpoint demanding payment or proof of allegiance to pass safely.
16–20	A gang's lieutenant delivering a speech to their crew, rallying them for a night of action.
21–25	A group of sex workers offering their services to anyone within earshot.
26–30	A news drone hovering high overhead, filming the chaos for high-end viewers.
31–35	A pair of locals trying to pry open a parked car with makeshift tools.
36–40	A scavver trying to sell salvaged tech from a makeshift stall, nervously eying the crowd.
41–45	A shop owner pulling down the heavy shutters on their store.
46–50	A street performer balancing on a makeshift stage, trying to keep the crowd entertained and calm.
51–55	A street vendor cooking SCOP in a gutter stove, drawing hungry locals.
56–60	A streetlight flickering ominously as figures move in the shadows nearby.
61–65	A sudden burst of gunfire nearby, followed by gang members scattering into the alleys.
66–70	A trade deal between two gangs going bad.
71–75	A young couple arguing loudly, attracting the attention of nearby gang members.
76–80	A young punk being beaten by older gang members for disrespecting their territory.
81–85	Gang members forming a circle, forcing two naked people inside to battle each other with knives.
86–90	Gangers tagging a wall with their colors, their scouts watching for rival gangs.
91–95	Sparks flying from a makeshift Tech workshop.
96–100	Yogangers being chased by older gang members.

▶ COMBAT ZONE (AFTER MIDNIGHT)

1d100	Event
1–5	A building blowing up.
6–10	A family rushing through the streets, trying to reach their home.
11–15	A family's home under attack by raiders, the sound of gunfire and screams piercing the night.
16–20	A gang checkpoint stopping a nomad-driven truck.
21–25	A gang lieutenant interrogating a captured rival, their crew watching with grim anticipation.
26–30	A group of scavvers arguing over a haul of scrap.
31–35	A heavily armed gang patrolling their turf, eying everyone who crosses their path.
36–40	A heavily chromed individual suffering a cyberpsychotic incident.
41–45	A local gang running through the streets, shooting anything that moves.
46–50	A lone figure in the shadows, trying to sneak through the zone.

▶ COMBAT ZONE (AFTER MIDNIGHT - CONTINUED)

1d100	Event
51–55	A makeshift barricade blocking the street, guarded by heavily armed locals.
56–60	A murder scene. No one seems to care.
61–65	A mysterious art installation in an alley. No one knows how it got there.
66–70	A sparking drone lying on the ground.
71–75	An edgerunner, hand on gun, trying to solve a dispute peacefully.
76–80	An unmarked strike force leaping out of a van, ready to grab individuals off the street.
81–85	Screams. Nothing but screams.
86–90	Trauma Team rocketing into the area, using suppressive fire to drive attackers away from their client.
91–95	Two gang leaders holding an impromptu meeting in the middle of the road, guards surrounding them.
96–100	Two rival gangs clashing in full-on warfare, gunfire lighting up the night.

▶ OUTSKIRTS (DAY)

1d10	Event
1	A crumbling roadside attraction, its faded displays sparking faintly in the sunlight.
2	A dead town, its empty streets echoing with the sound of wind and creaking buildings.
3	A family stranded on the roadside, their vehicle broken down and in need of assistance.
4	A group of scavvers picking through the wreckage of a crashed AV.
5	A lone nomad caravan driving cautiously along the highway.
6	A nomad trader selling salvaged tech and supplies from the back of a heavily modified truck.
7	A road gang blocking the highway, demanding tolls from passing vehicles.
8	A roadside dinner fortified with armored walls, serving as a haven for weary travelers.
9	A temporary town bustling with activity, its residents repairing scavenged equipment and trading.
10	NorCal Highway Patrol Marshals riding their bikes and looking for trouble.

**OKAY, ROB, TIME TO GO TEST SOME WEAPONS IN THE VIDEO GAME.
LET'S HEAD OUT INTO THE BADLANDS SO NO ONE WILL BOTHER US.**

— JAMES HUTT TO ROB BAREFOOT (PROBABLY)

LISTS AND TABLES

▶ OUTSKIRTS (NIGHT)

1d10	Event
1	A bizarre light in the sky, flickering erratically before vanishing without explanation.
2	A camp sends up a flare, pleading for help as night raiders approach.
3	A delta zooms overhead, angling for the airfield outside the city.
4	A fortified roadside diner, offering sanctuary to those willing to pay for it.
5	A lone wanderer walking along the road, their glowing cybernetics casting an eerie light.
6	A makeshift barricade set up by road gangs, demanding a toll to let anyone pass.
7	A heavily armed nomad convoy parked defensively along the road, their crew watching for trouble.
8	A road battle between a pack of nomads and a Raffin Shiv group.
9	A strange animal dashes across the road, before disappearing into the darkness.
10	A vehicle burning as a lone family watches their life go up in flames.

▶ OUTSKIRTS (AFTER MIDNIGHT)

1d10	Event
1	A cyberpsychotic Exotic attacks a vehicle, clawing at its sides before attempting to run off.
2	A fireball explodes up from the ground in the distance.
3	A ghost town's ruins are eerily illuminated by unknown, shifting lights in the sky.
4	A lone nomad fires flares into the air, signaling for help.
5	A massive, heavily modified truck speeding past, pursued by a gang of armed bikers.
6	A violent clash at a roadblock as a convoy attempts to break through.
7	Road spikes force a vehicle to stop; a gang emerges, weapons drawn, demanding everything.
8	Something falls from the sky, crashing on the other side of the horizon.
9	The vehicle is surrounded by shadowy figures wielding makeshift weapons, demanding a toll.
10	The weather turns nasty as a dust storm rolls over the horizon.

I DON'T MIND UFO'S AND GHOST STORIES, IT'S JUST THAT I TEND TO GIVE VALUE TO THE STORYTELLER RATHER THAN TO THE STORY ITSELF.

— ROBERT STACK

▶ RANDOM THINGS

If you solo play long enough, you're bound to need a unique list or table you can't find anywhere else. To help, we're providing a set of blank tables. Just find the one with the correct number of rows, fill in your list, and roll away! Since some numbers don't match perfectly to the dice used in **Cyberpunk RED**, we've even included the probability of rolling each row, just so you know how the tables are weighted.

▶ RANDOM THINGS [3]

1d6	Thing
1-2	Thing 1 (33.34%)
3-4	Thing 2 (33.34%)
5-6	Thing 3 (33.34%)

▶ RANDOM THINGS [4]

1d100	Thing
1-25	Thing 1 (25%)
26-50	Thing 2 (25%)
51-75	Thing 3 (25%)
76-100	Thing 4 (25%)

▶ RANDOM THINGS [5]

1d6	Thing
1	Thing 1 (16.67%)
2	Thing 2 (16.67%)
3-4	Thing 3 (33.34%)
5	Thing 4 (16.67%)
6	Thing 5 (16.67%)

▶ RANDOM THINGS [6]

1d6	Thing
1	Thing 1 (16.67%)
2	Thing 2 (16.67%)
3	Thing 3 (16.67%)
4	Thing 4 (16.67%)
5	Thing 5 (16.67%)
6	Thing 6 (16.67%)

▶ RANDOM THINGS [7]

1d10	Thing
1-2	Thing 1 (20%)
3	Thing 2 (10%)
4	Thing 3 (10%)
5	Thing 4 (10%)
6-7	Thing 5 (20%)
8	Thing 6 (10%)
9-10	Thing 7 (20%)

▶ RANDOM THINGS [8]

1d10	Thing
1-2	Thing 1 (20%)
3	Thing 2 (10%)
4	Thing 3 (10%)
5	Thing 4 (10%)
6	Thing 5 (10%)
7	Thing 6 (10%)
8	Thing 7 (10%)
9-10	Thing 8 (20%)

MOST GODS THROW DICE, BUT FATE PLAYS CHESS, AND YOU DON'T FIND OUT TILL TOO LATE THAT HE'S BEEN PLAYING WITH TWO QUEENS ALL ALONG.

— TERRY PRATCHETT

LISTS AND TABLES

▶ RANDOM THINGS (9)

1d10	Thing
1	Thing 1 (10%)
2	Thing 2 (10%)
3	Thing 3 (10%)
4	Thing 4 (10%)
5–6	Thing 5 (20%)
7	Thing 6 (10%)
8	Thing 7 (10%)
9	Thing 8 (10%)
10	Thing 9 (10%)

▶ RANDOM THINGS (10)

1d10	Thing
1	Thing 1 (10%)
2	Thing 2 (10%)
3	Thing 3 (10%)
4	Thing 4 (10%)
5	Thing 5 (10%)
6	Thing 6 (10%)
7	Thing 7 (10%)
8	Thing 8 (10%)
9	Thing 9 (10%)
10	Thing 10 (10%)

▶ RANDOM THINGS (11)

2d6	Thing
2	Thing 1 (2.78%)
3	Thing 2 (5.56%)
4	Thing 3 (8.33%)
5	Thing 4 (11.11%)
6	Thing 5 (13.89%)
7	Thing 6 (16.67%)
8	Thing 7 (13.89%)
9	Thing 8 (11.11%)
10	Thing 9 (8.33%)
11	Thing 10 (5.56%)
12	Thing 11 (2.78%)

▶ RANDOM THINGS (12)

2d10	Thing
2–5	Thing 1 (10%)
6–7	Thing 2 (11%)
8	Thing 3 (7%)
9	Thing 4 (8%)
10	Thing 5 (9%)
11	Thing 6 (10%)
12	Thing 7 (9%)
13	Thing 8 (8%)
14	Thing 9 (7%)
15	Thing 10 (6%)
16–17	Thing 11 (11%)
18–20	Thing 12 (6%)

**BABY, I CAN'T STAY, YOU
GOT TO ROLL ME
AND CALL ME THE TUMBLIN' DICE
ALWAYS IN A HURRY,
I NEVER STOP TO WORRY
DON'T YOU SEE THE TIME FLASHIN' BY.
— THE ROLLING STONES**

▶ RANDOM THINGS [13]

2d10	Thing
2-4	Thing 1 (6%)
5-6	Thing 2 (9%)
7	Thing 3 (6%)
8	Thing 4 (7%)
9	Thing 5 (8%)
10	Thing 6 (9%)
11	Thing 7 (10%)
12	Thing 8 (9%)
13	Thing 9 (8%)
14	Thing 10 (7%)
15	Thing 11 (6%)
16-17	Thing 12 (9%)
18-20	Thing 13 (6%)

▶ RANDOM THINGS [14]

2d10	Thing
2-4	Thing 1 (6%)
5	Thing 2 (4%)
6	Thing 3 (5%)
7	Thing 4 (6%)
8	Thing 5 (7%)
9	Thing 6 (8%)
10	Thing 7 (9%)
11	Thing 8 (10%)
12	Thing 9 (9%)
13	Thing 10 (8%)
14	Thing 11 (7%)
15	Thing 12 (6%)
16-17	Thing 13 (9%)
18-20	Thing 14 (6%)

▶ RANDOM THINGS [15]

2d10	Thing
2-4	Thing 1 (6%)
5	Thing 2 (4%)
6	Thing 3 (5%)
7	Thing 4 (6%)
8	Thing 5 (7%)
9	Thing 6 (8%)
10	Thing 7 (9%)
11	Thing 8 (10%)
12	Thing 9 (9%)
13	Thing 10 (8%)
14	Thing 11 (7%)
15	Thing 12 (6%)
16	Thing 13 (5%)
17	Thing 14 (4%)
18-20	Thing (6%)

OH, I DON'T CLAIM TO BE NO
GAMBLER PEOPLE
 OH, I DON'T KNOW MUCH
 ABOUT THE **DICE**
 YES, I DON'T CLAIM TO BE
 NO **GAMBLER** PEOPLE
 I TELL YOU I DON'T KNOW
 MUCH ABOUT THE **DICE**
 OH, BUT I WAIT AND MY
 BABY **KNOWS**
 SHE KNOWS I'M NOT THE KIND
 THAT'S GONNA CRAP OUT TWICE.

— B.B. KING

LISTS AND TABLES

▶ RANDOM THINGS (16)

2d10	Thing
2-3	Thing 1 (3%)
4	Thing 2 (3%)
5	Thing 3 (4%)
6	Thing 4 (5%)
7	Thing 5 (6%)
8	Thing 6 (7%)
9	Thing 7 (8%)
10	Thing 8 (9%)
11	Thing 9 (10%)
12	Thing 10 (9%)
13	Thing 11 (8%)
14	Thing 12 (7%)
15	Thing 13 (6%)
16	Thing 14 (5%)
17	Thing 15 (4%)
18-20	Thing 16 (6%)

▶ RANDOM THINGS (17)

2d10	Thing
2-3	Thing 1 (3%)
4	Thing 2 (3%)
5	Thing 3 (4%)
6	Thing 4 (5%)
7	Thing 5 (6%)
8	Thing 6 (7%)
9	Thing 7 (8%)
10	Thing 8 (9%)
11	Thing 9 (10%)
12	Thing 10 (9%)
13	Thing 11 (8%)
14	Thing 12 (7%)
15	Thing 13 (6%)
16	Thing 14 (5%)
17	Thing 15 (4%)
18	Thing 16 (3%)
19-20	Thing 17 (3%)

▶ RANDOM THINGS (18)

2d10	Thing
2	Thing 1 (1%)
3	Thing 2 (2%)
4	Thing 3 (3%)
5	Thing 4 (4%)
6	Thing 5 (5%)
7	Thing 6 (6%)
8	Thing 7 (7%)
9	Thing 8 (8%)
10	Thing 9 (9%)

2d10	Thing
11	Thing 10 (10%)
12	Thing 11 (9%)
13	Thing 12 (8%)
14	Thing 13 (7%)
15	Thing 14 (6%)
16	Thing 15 (5%)
17	Thing 16 (4%)
18	Thing 17 (3%)
19-20	Thing 18 (3%)

▶ RANDOM THINGS (19)

2d10	Thing
2	Thing 1 (1%)
3	Thing 2 (2%)
4	Thing 3 (3%)
5	Thing 4 (4%)
6	Thing 5 (5%)
7	Thing 6 (6%)
8	Thing 7 (7%)
9	Thing 8 (8%)
10	Thing 9 (9%)
11	Thing 10 (10%)
12	Thing 11 (9%)
13	Thing 12 (8%)
14	Thing 13 (7%)
15	Thing 14 (6%)
16	Thing 15 (5%)
17	Thing 16 (4%)
18	Thing 17 (3%)
19	Thing 18 (2%)
20	Thing 19 (1%)

▶ RANDOM THINGS (20)

1d100	Thing
1–5	Thing 1 (5%)
6–10	Thing 2 (5%)
11–15	Thing 3 (5%)
16–20	Thing 4 (5%)
21–25	Thing 5 (5%)
26–30	Thing 6 (5%)
31–35	Thing 7 (5%)
36–40	Thing 8 (5%)
41–45	Thing 9 (5%)
46–50	Thing 10 (5%)
51–55	Thing 11 (5%)
56–60	Thing 12 (5%)
61–65	Thing 13 (5%)
66–70	Thing 14 (5%)
71–75	Thing 15 (5%)
76–80	Thing 16 (5%)
81–85	Thing 17 (5%)
86–90	Thing 18 (5%)
91–95	Thing 19 (5%)
96–100	Thing 20 (5%)

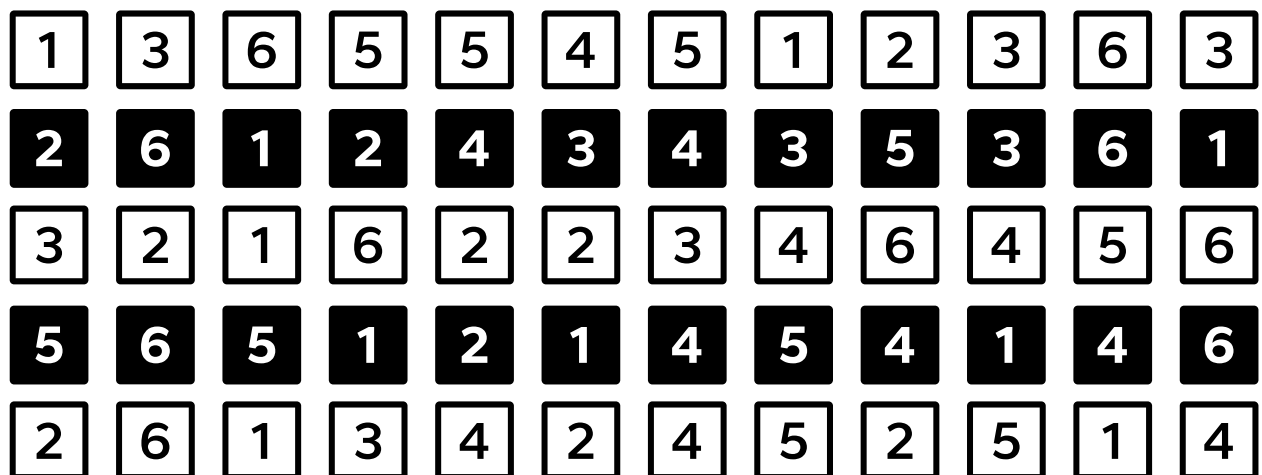
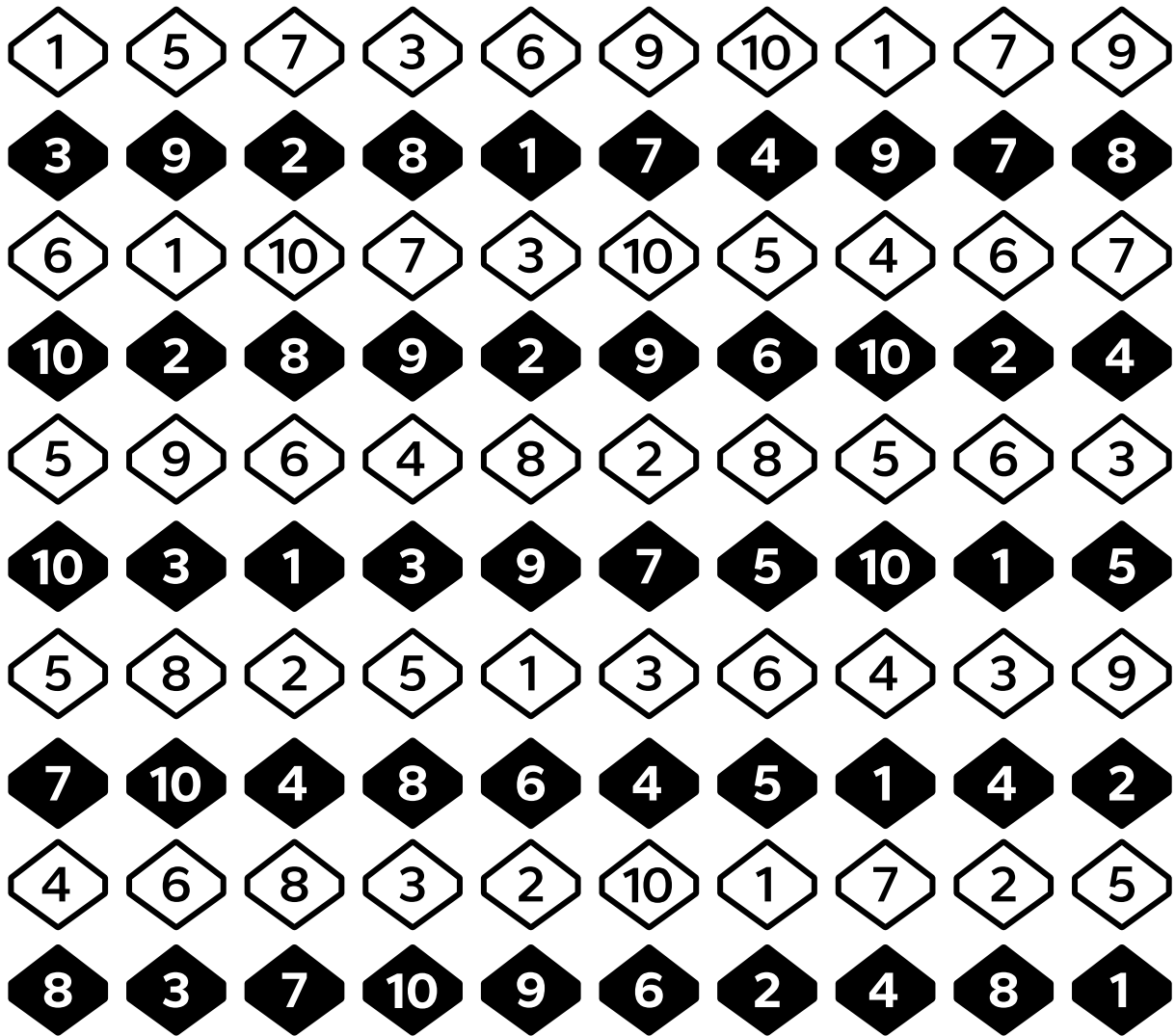
WIN BIG, MAMA'S FALLEN ANGEL
LOSE BIG, LIVIN' OUT HER LIES
WANTS IT ALL, MAMA'S FALLEN ANGEL
LOSE IT ALL, ROLLIN' THE **DICE** OF HER LIFE.

— POISON

BLANK FORMS

▶ DICELESS DICE

Going fully analog but missing your dice? Use this page to help! Just close your eyes and point at random on the page, then use the result generated! D10s are on the top. D6s on the bottom.



NPC FORM 1 (SIMPLE & LANDSCAPE)

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		HP
STATS		REPUTATION:
COMBAT #	INIT	MOVE
IMPORTANT SKILL BASES		
ATTACKS		
ARMOR		
HEAD:		
BODY:		
IMPORTANT GEAR & CYBERWARE		

What do they **look** like?

--

What do they **do**?

--

What is a **quirk** in that makes them distinct?

--

Other Notes

--

		HP
STATS		REPUTATION:
COMBAT #	INIT	MOVE
IMPORTANT SKILL BASES		
ATTACKS		
ARMOR		
HEAD:		
BODY:		
IMPORTANT GEAR & CYBERWARE		

What do they **look** like?

--

What do they **do**?

--

What is a **quirk** in that makes them distinct?

--

Other Notes

--

NPC FORM 2 (SIMPLE & PORTRAIT)

		HP
STATS		REPUTATION:
COMBAT #	INIT	MOVE
IMPORTANT SKILL BASES		
ATTACKS		
ARMOR		
HEAD:		
BODY:		
IMPORTANT GEAR & CYBERWARE		

		HP
STATS		REPUTATION:
COMBAT #	INIT	MOVE
IMPORTANT SKILL BASES		
ATTACKS		
ARMOR		
HEAD:		
BODY:		
IMPORTANT GEAR & CYBERWARE		

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What do they **look** like?

What do they **do**?

What is a **quirk** in that makes them distinct?

Other Notes

What do they **look** like?

What do they **do**?

What is a **quirk** in that makes them distinct?

Other Notes

BLANK FORMS

NPC FORM 3 (COMPLEX)

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NAME		REP	SERIOUSLY WOUNDED	HP				
ROLE			DEATH SAVE					
STATS								
INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
WEAPONS				ARMOR				
				HEAD				
					BODY			
SKILL BASES								
GEAR								
CYBERWARE								

What do they **look** like?

What do they **do**?

What is a **quirk** in that makes them distinct?

Other Notes

NPC TRACKER

NAME

ROLE

FIRST ENCOUNTER

ADDITIONAL NOTES

NAME

ROLE

FIRST ENCOUNTER

ADDITIONAL NOTES

NAME

ROLE

FIRST ENCOUNTER

ADDITIONAL NOTES

NAME

ROLE

FIRST ENCOUNTER

ADDITIONAL NOTES

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BLANK FORMS

SOLO PLAY CLOCKS

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DICE POOL 6 6 6 6 6 6 6 6

ROLL THE DICE

EVENT

DICE POOL 6 6 6 6 6 6 6 6

ROLL THE DICE

EVENT

DICE POOL 6 6 6 6 6 6 6 6

ROLL THE DICE

EVENT

DICE POOL 6 6 6 6 6 6 6 6

ROLL THE DICE

EVENT

Other Notes

INVESTIGATION TRACKER

LOCATION

OF
CHECKS

GOAL

CHECK 1

SUCCESS OR FAILURE

CHECK 2

SUCCESS OR FAILURE

CHECK 3

SUCCESS OR FAILURE

CHECK 4

SUCCESS OR FAILURE

CHECK 5

SUCCESS OR FAILURE

CHECK 6

SUCCESS OR FAILURE

CHECK 7

SUCCESS OR FAILURE

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SOCIAL CHALLENGE TRACKER

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LOCATION	# OF CHECKS
PARTICIPANTS	
GOAL	
CHECK 1	SUCCESS OR FAILURE
CHECK 2	SUCCESS OR FAILURE
CHECK 3	SUCCESS OR FAILURE
CHECK 4	SUCCESS OR FAILURE
CHECK 5	SUCCESS OR FAILURE
OUTCOME	

QUICK AND DIRTY NETRUN TRACKER

LOCATION	# OF CHECKS
GOAL	
CHECK 1	SUCCESS OR FAILURE
CHECK 2	SUCCESS OR FAILURE
CHECK 3	SUCCESS OR FAILURE
CHECK 4	SUCCESS OR FAILURE
CHECK 5	SUCCESS OR FAILURE
CHECK 6	SUCCESS OR FAILURE
CHECK 7	SUCCESS OR FAILURE

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BLANK FORMS

MISSION BUILDER/TRACKER

WHO'S HIRING?

PAYMENT

MISSION SUMMARY

FOCUS AND SPECIFICS

THE TWIST

NOTES

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BEAT CHART TRACKER

THE HOOK

CLIFFHANGER/DEVELOPMENT 1

CLIFFHANGER/DEVELOPMENT 2

CLIFFHANGER/DEVELOPMENT 3

CLIFFHANGER/DEVELOPMENT 4

CLIFFHANGER/DEVELOPMENT 5

CLIFFHANGER/DEVELOPMENT 6

CLIMAX

RESOLUTION

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BLANK FORMS

IP TRACKING SHEET

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EDGERUNNER		IP	SPENT
DATE	SPENT ON		TOTAL
EDGERUNNER		IP	SPENT
DATE	SPENT ON		TOTAL
EDGERUNNER		IP	SPENT
DATE	SPENT ON		TOTAL
EDGERUNNER		IP	SPENT
DATE	SPENT ON		TOTAL
EDGERUNNER		IP	SPENT
DATE	SPENT ON		TOTAL
EDGERUNNER		IP	SPENT
DATE	SPENT ON		TOTAL
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