

DIGITAL DATING IN THE DARK FUTURE

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DIGITAL DATING IN THE DARK FUTURE

DATEPATH? WHAT IS THIS?

In this document you'll find a system custom made for going on first dates in Night City in **Cyberpunk RED**! The Datepath is a roleplaying prompt and a Minor NPC generator all in one. You can play it at your table as a downtime activity to give you a break from the consequences of survival in the Dark Future or work through it between sessions to add a bit of extra spice to a Character's life!

WHY SHOULD I LET MY PLAYERS DATEPATH?

Esteemed Gamemaster, have you run out of relationships to reference from the Lifepaths your players rolled during Character Generation? Well, it may be time for those Characters to forge some new relationships! The Datepath also creates an opportunity for Characters who rolled no friends or enemies to become more connected to the world through a potential significant other (or terrible date!). Don't worry, the Datepath won't break your game. For a seasoned Gamemaster like you, your Player Characters having more allies (or, at the very least, new acquaintances!) just means they have more second hand enemies and more potential adventure hooks for you to mine to create even more fun at your game table.

Best of luck in the dating scene,
James Hutt
Mayor of Balance Town

THE Garden Dating

Are you **lonely**? **HOT** Edgerunners
in Night City want to meet **you!!!**

Using our monopoly on NET data
The Garden Dating makes finding
weekend plans as simple as 1-2-3!

1. Our algorithm matches you using your datacrawl history!

2. Our keyword optimized profiles have minimal text for easy dating!

3. Connect to your ideal input or output today!



ZIGGURAT
Our monopoly on data
is your monopoly on love

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THE DATEPATH

YOU'VE MADE A MATCH!

► Keywords ◀

**What two keywords did your Match use to describe themselves in their profile?
Roll 1d100 twice.**

1d100	Keyword
1-2	Adorable
3-4	Adventurous
5-6	Affectionate
7-8	Ambitious
9-10	Athlete
11-12	Baking
13-14	Brave
15-16	Caring
17-18	Charming
19-20	Cooking
21-22	Courageous
23-24	Creative
25-26	Drinking
27-28	Elflines Online
29-30	Exec
31-32	Fishing
33-34	Fixer
35-36	Foodie
37-38	Funny
39-40	Gardening
41-42	Hard Working
43-44	Hiking
45-46	Hopeful
47-48	Hunting
49-50	Independent

1d100	Keyword
51-52	Insightful
53-54	Intelligent
55-56	Lawman
57-58	Loving
59-60	Loyal
61-62	Media
63-64	Medtech
65-66	Modest
67-68	Netrunner
69-70	Nomad
71-72	Optimistic
73-74	Passionate
75-76	Patient
77-78	Physically Fit
79-80	Quiet
81-82	Rational
83-84	Respectful
85-86	Rockerboy
87-88	Running
89-90	Solo
91-92	Spontaneous
93-94	Sports
95-96	Tabletop RPGs
97-98	Tech
99-100	Virtuous

Now give this your Match a first name! You don't know anything else about them. That's what the first date is for! [Go to Where is Your Date?]

DATA

Gamemasters, feel free to change, add, or remove Keywords as you see fit to better match your campaign.

DATA

The Garden by Ziggurat is the biggest media sharing platform on the Night City Data Pool.

The Garden Dating is the latest addition to the lineup. After you create your profile you can cruise other profiles, aided by Ziggurat's patented algorithms, seeking a match or let other curious users pick you out of the crowd!

For more information about Ziggurat SEE CP-R 290.

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► Where is Your Date? ◀

Roll Evens or Odds, then 1d10 to find your Date's location!

DATA

You'll can find more information about these areas of Night City in the core rulebook. See **CP:R PAGE 295.**

EVEN

1d10	Location
1	Norcal Military Base (GO TO PAGE 4)
2	Watson Development (GO TO PAGE 5)
3	New Westbrook (GO TO PAGE 5)
4	Morro Rock (GO TO PAGE 5)
5	Executive Zone (GO TO PAGE 6)
6	Heywood Industrial Zone (GO TO PAGE 6)
7	Heywood (Santo Domingo) (GO TO PAGE 6)
8	Rancho Coronado (GO TO PAGE 7)
9	Outskirts (GO TO PAGE 7)
10	Reclaimed Perimeter (GO TO PAGE 7)

ODDS

1d10	Location
1	Little Europe (GO TO PAGE 8)
2	Upper Marina (GO TO PAGE 8)
3	University District (GO TO PAGE 8)
4	Little China (GO TO PAGE 9)
5	Old Japantown (GO TO PAGE 9)
6	The Glen (GO TO PAGE 9)
7	Old Combat Zone (GO TO PAGE 10)
8	South Night City (GO TO PAGE 10)
9	Hot Zone (GO TO PAGE 10)
10	Pacifica Playground (GO TO PAGE 11)

[Go to What is Your Date?]

WHAT IS YOUR DATE?

Different locations in Night City offer different dating experiences! Roll on the appropriate table to determine what the Date will be!

► NorCal Military Base Date ◀

Your Date probably has a connection to Militech. Roll 1d6.

1d6	Date
1	Shoot off those first date jitters at the gun range.
2	Something about a rope course? Sounds interesting.
3	Apparently the food is pretty good on base.
4	Watch a live training exercise together.
5	Go see a movie at the base's theater.
6	Bring your A game for the wildest paintball game of your life.

[Go to How Does Your Date Go?]

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▶ Watson Development Date ◀

Your Date may have a connection to Petrochem of SovOil. Roll 1d6.

1d6	Date
1	Party in the unfinished lobby of a megabuilding construction site.
2	Museum date at SovOil's Museum of Petroleum.
3	Corporate picnic lunch in a park near Watson Central Cubelife.
4	Izakaya date in the Kabuki district.
5	It's a surprise! They'll meet you at the Watson entrance to the High-Security Monorail.
6	Attend a demonstration organized by local Rockerboy Lucius Rhyne.

[Go to *How Does Your Date Go?*]

▶ New Westbrook Date ◀

Your Date may have a connection to Rocklin Augmentics or Network 54. Roll 1d6.

1d6	Date
1	Be a part of a live audience on a Network 54 show.
2	Attend a Skate Foot race near Night City Firestation #1.
3	A Gala hosted by Rocklin Augmentics on their campus.
4	Rock climbing on the cliff below the WorldSat Offices.
5	Track down an elusive food truck in the area.
6	Grab a drink at an Executive Bar.

[Go to *How Does Your Date Go?*]

► **Morro Rock Date** ◄

You've got a ferry to catch! Roll 1d6.

1d6	Date
1	Watch a test of the Orbital Massdriver's giant steel doors.
2	The perfect place to watch the fireworks.
3	Lunch date at the Orbital Air Massdriver's employee cafeteria.
4	They say they have a boat docked on Morro Rock.
5	Double date with someone from their Family.
6	Ringside seats to a pit fight hosted underground at the Massdriver construction site.

[Go to *How Does Your Date Go?*]

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► Executive Zone Date ◀

Your Date is loaded. Might be a high ranking Exec, too. Roll 1d6.

DATA

Need inspiration or new ideas for bars, clubs, and restaurants? Check out the 20 Hotspots in Night City list, located in the *Cyberpunk RED Data Pack*.

1d6	Date
1	Golf, anyone?
2	Fancy a round of tennis on a real organic grass court?
3	Brunch at your Date's favorite spot.
4	Pool Party at a Beaverville McMansion
5	Drinks in the business lounge of the Country Club.
6	Masquerade Party in the mansion of a rather recently deceased Exec.

[Go to How Does Your Date Go?]

► Heywood Industrial Zone Date ◀

Your Date might have a connection to Zhirafa. Roll 1d6.

1d6	Date
1	They want to show you their latest piece of urban art.
2	Laser tag at the Zhirafa Office Park.
3	Somebody welded a stack of cargo containers into a speakeasy.
4	An industrial music concert in an industrial zone.
5	There's this really good teriyaki place I always eat at.
6	Experience the carnage of drone fighting. Those poor GRAF3s...

[Go to How Does Your Date Go?]

► Heywood (Santo Domingo) Date ◀

Your Date likely has Nomad friends. Roll 1d6.

1d6	Date
1	A street festival is coming up, and everyone is going.
2	Let's get drunk on Smash at Metalstorm.
3	The Aldecaldos are having a barbecue.
4	Want to race Roadbikes together?
5	My grandma makes the best mole poblano.
6	There's a party tonight at the East Cargo Village.

[Go to How Does Your Date Go?]

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► Rancho Coronado Date ◀

Your Date may be a mid to low level Corporate. Roll 1d6.

1d6	Date
1	Breakfast date at a pancake house.
2	Meet me and my totally real dog in the park.
3	Let's grab a drink at my local pub.
4	Mani-pedi date at the neighborhood market.
5	Have you ever LARPed before?
6	Roast weenies at a company cookout.

[Go to *How Does Your Date Go?*]

► Outskirts Date ◀

Your Date is probably a Nomad! Roll 1d6.

1d6	Date
1	Let's go on a hike!
2	My Family let me borrow our Gyrocopter.
3	Foraging for mushrooms is fun, I promise!
4	Have you ever tried archery?
5	Let's go off-roading in the badlands!
6	Your Date says they know where to find a secret waterfall.

[Go to *How Does Your Date Go?*]

▶ Reclaimed Perimeter Date ◀

Your Date is probably a Reclaimer! Roll 1d6.

1d6	Date
1	Bowling in an abandoned building.
2	Let's go urban spelunking.
3	A couple of my friends were going to get together, do you want to come?
4	We found some old fireworks. Want to fire them at abandoned cars?
5	Let's get tacos at my friend's truck.
6	Meet me at the all night diner.

[Go to *How Does Your Date Go?*]

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► Little Europe Date ◀

Your Date may have a connection to Continental Brands or Danger Gal. Roll 1d6.

1d6	Date
1	Attend a Cooking with Kibble class at the Oasis Megamart.
2	Pray with them at the Holy Angels Church.
3	Have a wild night at the Short Circuit.
4	Race hot pink go-karts at the Danger Gal Offices.
5	Enjoy a beautiful Italian dinner.
6	A glass of wine overlooking Night City from Camden Court's rooftop lounge.

► [Go to How Does Your Date Go?] ◀

► Upper Marina Date ◀

Your Date might have a connection to Ziggurat. Roll 1d6.

1d6	Date
1	Go to a game at the McCartney Field Stadium.
2	Rent a jetski and enjoy the bay.
3	Attend a press conference/fashion show hosted by Ziggurat.
4	Get a Johnny Silverhand at the Afterlife.
5	Spend a day riding the streetcar and being a tourist. It won't break down. Probably.
6	Go fishing!

► [Go to How Does Your Date Go?] ◀

► University District Date ◀

Your Date might work or study at Night City University or be connected to Biotechnica. Roll 1d6.

1d6	Date
1	A wild party off campus, at the University Cargo Bay.
2	How about a charming nature walk through Lake Park?
3	Tour Biotechnica's living museum in their only publicly accessible geodesic greendome.
4	Your Date wants to show you their new research project.
5	Group eating competition. Can you handle the Mega Kibbledog platter and win t-shirts?
6	Attend a concert being held on campus by the music department.

► [Go to How Does Your Date Go?] ◀

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► Little China Date ◀

It's a Combat Zone! Come prepared! Roll 1d6.

1d6	Date
1	Grab a drink at the Forlorn Hope.
2	Window shopping and street food.
3	Get a massage together.
4	Go thrift shopping.
5	It's Sunday morning, time for dim sum.
6	Go to a Night Market together.

[Go to How Does Your Date Go?]

► Old Japantown Date ◀

Might want to wear Armorjack to this date. Roll 1d6.

1d6	Date
1	Enjoy a picnic overlooking the Hot Zone.
2	Get conveyor belt "sushi".
3	Sing karaoke in an all concrete building – great acoustics!
4	Your Date wants you to meet their best friend.
5	Attend a large parade and enjoy the atmosphere.
6	Your Date's father wants to meet you.

[Go to How Does Your Date Go?]

► The Glen Date ◀

Your Date is probably an Exec or a Lawman. Roll 1d6.

1d6	Date
1	Go clubbing at Club Atlantis.
2	Take a guided tour of City Hall.
3	Enjoy happy hour at an Excellent Bar
4	Score fresh baked goods at a local bakery. This shit is real!
5	Attend a political fundraiser.
6	A night at the opera.

[Go to How Does Your Date Go?]

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► Old Combat Zone Date ◀

This might not be such a good idea... Roll 1d6.

1d6	Date
1	The Jessie James Kosher Deli is worth the risk.
2	Climb up to an abandoned rooftop to enjoy the view.
3	Romantically fire Grenade Launchers into piles of rubble.
4	Bring your own spray cans for a graffiti date.
5	Help weed your Date's rooftop garden.
6	Hang out in an abandoned mall.

► [Go to How Does Your Date Go?] ◀

► South Night City Date ◀

Your Date might be in a gang. Or have friends that are. Roll 1d6.

1d6	Date
1	Grab lunch with your date after their tattoo appointment.
2	Soak up the sun at the beach!
3	Sneak into Playland by the Sea by boat.
4	Your Date wants to introduce you to the whole gang.
5	Grab a drink at a rowdy Sea Nomad bar.
6	Enjoy live music in an abandoned gymnasium.

► [Go to How Does Your Date Go?] ◀

► Hot Zone Date ◀

Ever wanted to date a Scavver? Now's your chance! Roll 1d6.

1d6	Date
1	Take a historic tour of the ruins!
2	You're in for a wild night at the Totentanz.
3	Break into an old Corporate building.
4	Help your Date scavenge a classic piece of tech.
5	Attend a slightly radioactive street race.
6	Dine on expired MREs under the beautiful red sky.

► [Go to How Does Your Date Go?] ◀

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► Pacifica Playground Date ◀

The most fun you can have without leaving Night City! Roll 1d6.

1d6	Date
1	Your Date wants to share their favorite braindance with you.
2	Picnic lunch in the Playland by the Sea parking lot.
3	A backstage tour of the Playland by the Sea Holostravaganza Concert Hall.
4	Shell (and shell casing!) hunting on the beach.
5	Ride the rides and dine on the unique Playland by the Sea Pineapple Madness Kibble.
6	Drag racing down by the pier.

[Go to How Does Your Date Go?]

HOW DOES YOUR DATE GO?

The time has come for your date but will it be a good one or a weird one? Roll 1d10.

On a 1 to 4, you have a Good Date. [Go to Good Date: Beginning]

On a 5 to 8, you have a Weird Date. [Go to Weird Date: Beginning]

*On a 9 to 10, you've been ghosted. They don't show up and you never learn why.
Either go back to the beginning or give up dating for a while.*

► Good Date: Beginning ◀

Things are starting off well! You've got a good feeling about this one. Roll 1d6.

1d6	What Happens?
1	You learn something new about them. Roll on the Keywords Table (SEE PAGE 3) until you get a new keyword for your Date.
2	They tell you about one of their friends. Roll on the Your Friends Table (SEE CP:R PAGE 51).
3	They tell you about their Edgerunner job. Use the appropriate Role-Based Lifepath (SEE CP:R PAGE 53).
4	You immediately discover something you have in common.
5	They have a positive trait of your choice that was not apparent from their profile.
6	They are very attractive. Possibly Bodysculpted.

[Go to Good Date: Middle]

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► Good Date: Middle ◀

Everything's going well. Keep up the momentum! Roll 1d6.

1d6	What Happens?
1	You learn something new about them. Roll on the Keywords Table [SEE PAGE 3] until you get a new keyword for your Date.
2	They vent about one of their enemies. Roll on the Your Enemies Table [SEE CP:R PAGE 51] .
3	They tell you about a previous relationship. Roll 1d10. On Evens, the relationship ended well. On Odds, roll on the Your Tragic Love Affairs Table [SEE CP:R PAGE 52] .
4	You learn about their family. Roll on the Your Original Family Background Table [SEE CP:R PAGE 49] .
5	They surprise you with a 20eb (Everyday) gift of the GM's choosing.
6	They stay quiet and spend the entire time listening to you talk.

► [Go to Good Date: End] ◀

► Good Date: End ◀

What a great date! How does it end? Roll 1d6.

1d6	What Happens?
1	They confide in you, talking about their life's goal. Roll on the Your Life Goal Table [SEE CP:R PAGE 53] .
2	They give you a helpful piece of advice of the GM's choosing.
3	You learn about their values and outlook on life. Roll on the Your Motivations and Relationships Table [SEE CP:R PAGE 48] .
4	They are really into you and want another date. Skip the Do They Say They Want Another Date? and Aftermath sections.
5	You learn about one of their great talents (GM's choice). They have a Base 16 in the appropriate Skill.
6	The date ended too soon to learn anything more!

► [Go to Good Date: One... Weird... Thing] ◀

WHAT HAPPENED LAST WEEKEND? SO, SHE SHOWED UP, RIGHT—WHICH WAS A **PLUS**, OF COURSE, BUT IT WASN'T THE GAL FROM THE PROFILE. NO, NO, NOT AT ALL. TURNS OUT SHE HAD JUST GONE IN FOR **EXOTIC** BODYSCULPTING, WHICH WAS A REAL SHAME. I'M **ALLERGIC** TO CATS.

— MARK FROM LITTLE EUROPE

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► Good Date: One... Weird... Thing ◀

Even the best Dates can have their quirks. Roll Evens or Odds.

On Evens, there's nothing weird. [Go to The Post-Date Review?]

On Odds, roll 1d10.

1d10	What Happens?
1	Your Date ate their food in a strange way.
2	Your Date's parent called them twice during the span of the date.
3	Your Date talked about their ex. A lot.
4	Your Date's clothing was quite stained, and they didn't seem to care.
5	Your Date's Agent went off several times during the date.
6	Your Date didn't tip.
7	Your Date lied about a piece of information you learned about them (your choice what).
8	Your Date showed up a half an hour late.
9	Your Date thought you were someone else at the beginning of the date.
10	Your Date was recovering from a bullet wound during the date.

[Go to The Post-Date Review]

► Weird Date: Beginning ◀

Something's off about the vibe, here. Roll 1d6.

1d6	What Happens?
1	They tell you about three of their most recent tragic romances. Roll three times on the Your Tragic Love Affair Table (SEE CP:R PAGE 52).
2	Your Date is not the person from the pictures on their profile.
3	Your Date brought their friend along for the occasion. To see who, roll on the Your Friends Table (SEE CP:R PAGE 51).
4	Your Date is wearing something quite strange, even by Night City standards.
5	Your Date has a gang affiliation of the GM's choosing, and shows up in Gang Colors.
6	Your Date has a lot of cybernetics. A dangerous amount. They might be sparking.

[Go to Weird Date: Middle]

DIGITAL DATING IN THE DARK FUTURE

► Weird Date: Middle ◀

What's the hell is going on here? Roll 1d6.

1d6	What Happens?
1	Your Date excuses themselves to go to the bathroom, and never returns. Either start at the beginning with a new Date or stop dating for a while.
2	Your date starts a fight, and then quickly finishes it. They have a Base 16 in a combat-related Skill of the GM's choice.
3	You learn nothing because your Date spent the middle of the date on their Agent.
4	Your Date likes Smash. A lot. Possibly also Synthcoke, but you aren't sure.
5	They tell you about three of their most hated enemies. Roll three times on the Your Enemies Table [SEE CP:R PAGE 51] .
6	They talk about their family the entire time. You learn a lot. Roll on the Your Original Family Background Table [SEE CP:R PAGE 49] and on the Your Family Crisis Table [SEE CP:R PAGE 50] .

► [Go to Weird Date: End] ◀

► Weird Date: End ◀

This is one for the history vids! How does it end? Roll 1d6.

1d6	What Happens?
1	They are really into you and want another date. Skip the Do They Say They Want Another Date? and Aftermath sections.
2	You learn about their values and outlook on life. Roll on the Your Motivations and Relationships Tables [SEE CP:R PAGE 48] .
3	They insist on showing you their "good luck charm". Roll on the Most Valued Possession You Own Table [SEE CP:R PAGE 48] .
4	They give you a helpful piece of advice of the GM's choosing.
5	They give you 50eb (Costly) worth of Street Drugs and/or Ammunition of the GM's choosing as a gift.
6	The date ended too soon to learn anything more!

► [Go to The Post-Date Review] ◀

WHAT HAPPENED LAST WEEKEND? WELL, I WENT ON THAT DATE WITH MARK, AND IT STARTED OUT WELL, BUT THERE WAS THIS ONE **WEIRD** THING, HE WAS MUCH SHYER THAN I EXPECTED, AND I SWEAR, REDDER THAN A BIOTECHNICA SYNTH-TOMATO. HE KEPT **SCRATCHING** HIMSELF THE WHOLE DATE—AND I WAS JUST THINKING THE WHOLE TIME—SAVE SOME FOR ME BABE. I DON'T KNOW SIS, I JUST THOUGHT HE'D BE MORE INTO MY **NEW** LOOK.

— TORA FROM THE UNIVERSITY DISTRICT

DIGITAL DATING IN THE DARK FUTURE

THE POST-DATE REVIEW

~~Your date has come to an end. Time to see how things go after!~~

▶ Do They Say They Want Another Date? ◀

Roll Evens or Odds.

If Evens, they say they want another date at the end of your first and promise to contact you.

[Go to *Aftermath*]

If Odds, they're just not that into you and beg off. Either start over with a new Date or stop dating for a while.

► Aftermath ◀

Roll 1d10.

On 1 to 8, you haven't been ghosted and they'll contact you again.

[Go to *The Start of a New Romance?*]

On a 9 or 10, you've been ghosted. You won't hear from them again, at least regarding a second date... but be warned, Night City can be a frighteningly small space when it wants to be!

► The Start of a New Romance? ◀

What happens next we leave for you and your GM to decide!

Does your new romance bloom? Or wither?

Whatever it may be: Happy Valentine's Day, choomba!

