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## REBUILDING NIGHT CITY

**Angie Wu 2.0 (AW):** Hi there. My name's Angie and you're tuned into *Rebuilding Night City*, part of the KLIA Garden Patch Network. We highlight the hows, whys, and whats of Night City's agonizingly slow reconstruction. Remember to watch the video all the way to the end and feed the algorithm! Today, I'm talking with Gabriel Yang of Yang's Wheels. He proved manufacturing could thrive here in the Time of the Red. Mr. Yang, welcome to the program.

**Gabriel Yang (GY):** Thanks, Angie. I'm glad we finally have the chance to sit down and talk.

**AW:** I appreciate your time. I know how busy you are. I'm guessing most of our listeners know but why don't you tell us about Yang's Wheels anyway?

**GY:** Sure. Yang's Wheels is a company. We manufacture and maintain bicycles, skateboards, and inline skates. Most of our products are sold in Night City but some go out to other parts of the Pacifica Confederation. Our goal is to provide affordable transportation in an age where most things with wheels are out of reach of the average person. I like to think we're succeeding.

**AW:** You can't go down the street in most parts of Night City without seeing a Yang's Wheels bike, to be sure. How did Yang's Wheels get started?

**GY:** I was born into the second generation of the Yang Family, a Nomad Pack and part of the Snake Nation. The Pack was born in the aftermath of the Chicago Bioplague. Our founder, Yang Mi-sun was an adjunct professor so her job hit the chopping block early on during the crisis. Seeing what was coming, she organized a group of fellow educators. They left the city and began following the Nomad path as wandering teachers. In 2031, they rolled up into Night City.

**AW:** Tell me about what your Pack did in Night City?

**GY:** The older members of the Pack worked as teachers in the Aldecaldos Camp. The younger members, me included, joined the crews working construction in the city. By 2035, though, the members of my Pack started feeling less like Nomads and more like statics. Too long in one place. So, they pulled up stakes and left for parts north.

**AW:** You stayed behind, though. Why?

**GY:** I had an epiphany. I was thirty stories up in Little Europe, spot welding when I took a break and looked out onto the city. I could see vehicles on the street below. Cars. Trucks. Motorcycles. Buses. Maybe a third of the ones I saw belonged to Nomads working various projects and making deliveries. Nomad vehicles have a certain look to them, so I knew. Most of the rest were branded with Corp logos. Only a few belonged to actual citizens of Night City. That made me sad. Vehicles lay at the heart of Nomad society. They're quite literally our freedom. They keep us from being trapped. And I saw, at that moment, how many people were trapped not just in Night City but in tiny little slivers of it. I felt a calling to try to free them. Especially since public transportation was, and still is, a bit of a joke.

**AW:** A noble cause, to be sure. Why bicycles, though?

**GY:** I mentioned the first Yangs were university students. That was bred into the Pack culture. Some Packs like to tell stories or play music around the campfire. My Pack liked to give academic lectures. I remembered one an auntie gave just after we arrived in Night City. She said, we all think of cars as having changed the world but bicycles did it first. They provided a cheap, reliable source of transportation you didn't have to feed or stable or breed. She went on to talk about how bicycles redefined transportation, industry, and even the military. Did you know Switzerland had a bicycle cavalry at least until the end of the 4th Corporate War? They even managed to outmaneuver a Militech unit camping in the Swiss Alps without permission and push them back to the border.

**AW:** I didn't!

**GY:** So, yes. Bicycles. It took time. Years. Any existing plans I could find were unreliable, thanks to the DataKrash, so I had to work with a few different Techs to come up with blueprints not just for the bicycle itself but for inexpensive manufacturing. Eventually, Edith worked out a reliable, all-purpose bicycle we could make quickly and with local supplies provided by salvage crews.

**AW:** That would be Edith Lamarr, the Chief Engineer of Yang's Wheels?

**GY:** Exactly. She picked the title herself. Something about an old flatscreen show she enjoyed as a kid. We started in an abandoned garage in Santo Domingo. When we grew large enough, we rented

out a warehouse in Rancho Coronado. Eventually, we hit critical mass and refurbished a small, decommissioned factory in the Heywood Industrial Zone into a combination manufacturing plant and headquarters.

**AW:** Demand's been good, then?

**GY:** It has been. Sometimes I think back to my younger self, on the thirtieth story of that building in Little Europe and I say, "Don't worry, Gabriel. Someday you'll see just as many bicycles on the street as cars. Maybe even more! You'll achieve your dream."

**AW:** That explains the bicycles. Why inline skates and skateboards, though?

**GY:** Honestly, it happened by chance. One of the salvage crews we work with discovered the back room of an old skate shop beneath the wreckage of a building. There were boxes full of old parts and I bought them on a whim. I asked Edith if she could do anything with them and, a week later, we had two new products to sell.

**AW:** We're almost out of time, so let me ask, what's next for Yang's Wheels?

**GY:** We are working on something new but I'm afraid I can't really talk about it.

**AW:** Please? Maybe a hint for our audience?

**GY:** Fine. Fine. I'll just say this. One of the advantages of bicycles is their size. They can travel through spaces cars can't. I want to bring that same idea to public transportation. Mind you, this isn't a new idea. Just like bicycles, I'll be adapting an old idea to Night City's needs.

**AW:** I'm sure our audience can't wait to find out more! For now, though, I'm Angie Wu 2.0 and you've been listening to Rebuilding Night City. Subscribe for more content and we'll talk to you next time.

## BICYCLES IN NIGHT CITY

You know the old saying. "The Street finds a way". In Night City, where car costs haven't come down in decades and the banks only give out loans to people who don't need them, one of the key things The Street needs to find is reliable transportation. Enter bicycles. They're relatively inexpensive, fairly reliable, and can squeeze through construction, wreckage, and war zones faster than most cars.

Of course, they're also easier to steal, more strenuous to operate, and inferior when it comes to hauling both passengers and cargo but, hey, everything can't be all sunshine and rainbows. Sometimes the world throws a little blood rain your way, too.

## BICYCLES AS A VEHICLE

Bicycles are vehicles and generally follow the same rules as other vehicles in **Cyberpunk RED** (SEE CP:R PAGE 191). Some differences exist, however, due to their unique form of locomotion.

- Bicycles have SDP 15, a single seat, a cost of 100eb (Premium), and their Speed is dependent upon the rider's BODY as noted below.

### BICYCLE SPEED

BODY	Speed (Combat)	Speed (Narrative)
BODY <4	8 MOVE	12 MPH /19 KPH
BODY 4 to 7	10 MOVE	20 MPH/32 KPH
BODY 8+	15 MOVE	30 MPH/48 KPH

- A rider with BODY 11 or higher is too heavy for a standard bicycle and cannot ride it properly without a Reinforced Frame upgrade.
- Bicycles can't be acquired or upgraded using a Nomad's Moto Role Ability.
- Bicycles are ridden using the Athletics Skill instead of Drive Land Vehicle and they're repaired using Basic Tech instead of Land Vehicle Tech.
- Bicycles cannot be controlled via Interface Plugs. Manual control only.
- When riding a bicycle you use your Initiative. You don't go to the top of the queue.
- Damage for crashing/ramming is 3d6 for the bicycle and the target struck, instead of 6d6. In addition to suffering the Whiplash Critical Injury, the rider is thrown off the bike and considered Prone (SEE CP:R PAGE 169).
- If a defender dodges a ramming attack from a bicycle, they do not have the option of landing on top of it.

### DATA

See CP:R means check the **Cyberpunk RED** core rulebook.



# SPINNING YOUR WHEELS

- At the GM's discretion, performing a physical task not related to riding while operating a bicycle, such as shooting a firearm, can count as a Complex Task (**SEE CP:R PAGE 130**) and impose a -2 modifier to Checks.
- Riding a bicycle takes physical effort. If the GM deems it appropriate, they can ask for an Endurance Check based on the Riding Fatigue table at the end of a long ride. If the Character fails the Check, consider them fatigued, as if they had slept uncomfortable the night before (**SEE CP:R PAGE 130**) for the rest of the day.

## ▶ RIDING FATIGUE

Hours Spent Riding	Endurance DV
1	DV 13
3	DV 15
5	DV 17
6+	DV 21

## UPGRADING YOUR BICYCLE

You aren't limited to the stock model when it comes to your bicycle. You can choose to upgrade it right at purchase or take it back to Yang's Wheels or your local Tech for an upgrade further down the line. The following upgrades are available. **A bicycle can only benefit from one of each type of upgrade.**

### ▶ BOTTLE DYNAMO

**Cost:** 20eb (Everyday)

A generator attaches to the wheels, allowing you to generate enough electrical power to charge a single battery pack, of the sort used to power Microwavers and similar weapons, with an hour's ride.

### ▶ BULLETPROOF GLASS

**Cost:** 50eb (Costly)

Upgrade your trike's plastic windows with glass, serving as Thin Cover with 7 HP (see CP:R page 182). **Requires the Enclosure upgrade.**

### ▶ CYCLE ARMOR

**Cost:** 100eb (Premium)

Plating and reinforcement is added to your bicycle, making it more resistant to damage. It now has 7 SP. **Requires the Reinforced Frame upgrade.**

### ▶ ELECTRIC PEDAL ASSIST

**Cost:** 100eb (Premium)

A small motor is added to the bicycle, making it almost effortless to pedal. Increase the bicycle's Speed (Narrative) to the next BODY tier or add 5 MPH (8 KPH) to Speed (Narrative) if it is at the highest tier. In addition, the rider gains a +4 to Endurance Checks made to resist exhaustion after long rides.

### ▶ ENCLOSURE

**Cost:** 100eb (Premium)

The bicycle is upgraded to a trike and adds a frame and enclosing fiberglass and plastic walls around the rider to keep out the weather. If you have the Cycle Armor upgrade it extends to the enclosure walls. **Incompatible with the Folding Frame upgrade.**

### ▶ EXTENDED SEAT

**Cost:** 20eb (Everyday)

A longer-than-normal seat is mounted onto the bicycle, allowing the bicycle to carry a passenger behind the rider.

### ▶ FOLDING FRAME

**Cost:** 100eb (Premium)

The bicycle can now be folded into an easy-to-carry/stow package roughly the size of a large briefcase. **Incompatible with Enclosure, the Reinforced Frame, and Smuggling Compartment upgrades.**

### ▶ GUN MOUNT

**Cost:** 100eb (Premium)

A mount for an Assault Rifle, Heavy SMG, or Shotgun is attached to the bicycle's handlebars, complete with a trigger button on the grip. You do not need a free hand to fire the weapon but it can only shoot forward. You cannot reload while in transit. Attaching and detaching a weapon takes an Action.

## ► NEON LIGHTING

**Cost:** 20eb (Everyday)

Battery-powered fiber-optic neon lighting is integrated into your bicycle's frame and wheels to add some serious style to its substance. This counts as 1 installation of a Light Tattoo when riding, sitting on, or being near your bike, for the purposes of the +2 Wardrobe and Style bonus.

## ► REINFORCED FRAME

**Cost:** 100eb (Premium)

The bicycle's frame is reinforced with additional cross-sections and bracing. This adds 5 SDP and allows those with a BODY of 11 or higher to ride.

**Incompatible with the Folding Frame upgrade.**

## ► SECURITY SYSTEM

**Cost:** 500eb (Expensive)

When activated by an app on your Agent, the bicycle is electrified. Anyone attempting to grab it must succeed at a DV13 Resist Torture/Drugs Check or release the bike immediately.

The bicycle is also registered with a nano-VIN and Yang's Wheels guarantees they'll call you and return it, at no charge, should someone steal it and attempt to sell it to them. They'll even rebuild it, free of charge, if someone brings it in as parts.

## ► SMUGGLING COMPARTMENT

**Cost:** 50eb (Costly)

A small, cleverly concealed storage space is built into the frame. It can hold objects up to 1 inch x 6 inches (2.54cm x 15.24cm). Discovering it requires a DV 17 Conceal/Reveal Object Check. **Incompatible with the Folding Frame upgrade.**

## ► STUNT FRAME

**Cost:** 100eb (Premium)

Modifications are made to make the bicycle lighter and more agile. The rider gains +2 to Athletics Skill Checks made to perform maneuvers while on the bicycle.

## ► TRAILER

**Cost:** 50eb (Costly)

A small trailer you can hook onto your bicycle with a cargo area measuring 5 feet (1.5 meters) long and 1.5 feet (.46 meters) wide. It can be attached or detached from the bicycle with an Action.

If the bicycle has the Folding Frame upgrade, the trailer must be detached before it is folded.

## OTHER OFFERINGS

Bicycles are Yang's Wheels main product but they aren't the only thing the company sells. It is also Night City's leading supplier of wheeled recreational items like inline skates and skateboards.

## ► INLINE SKATES

**Cost:** 50eb (Costly)

A pair of roller skates with four wheels arranged in a single line.

*Inline Skates increase movement by 4 m/yds when using the Run Action. Pulling the skates on or taking them off requires an Action. Any options stored in a Cyberleg or meat leg are inaccessible while the skates are worn.*

*At the GM's discretion, performing a physical task involving the legs or balance while wearing skates might count as a Complex Task (SEE CP:R PAGE 130) and impose a -2 modifier to Checks.*

## ► SKATEBOARDS

**Cost:** 50eb (Costly)

A deck, two trucks, and four wheels and a staple of extreme sports enthusiasts the world over.

*In addition to allowing the rider to perform sick tricks, skateboards increase movement by 4 m/yds when using the Run Action so long as it is being used on level or downward sloping ground.*

*At the GM's discretion, performing a physical task involving the legs or balance while on a skateboard might count as a Complex Task (SEE CP:R PAGE 130) and impose a -2 modifier to Checks.*

# SPINNING YOUR WHEELS

## SICK TRICKS FOR BICYCLES, INLINE SKATES, AND SKATEBOARDS

Since bicycles are vehicles, they can perform maneuvers during combat. And, of course, there's an entire culture of cyclists and skaters who use their wheels less for transportation and more for extreme sports competitions.

### BICYCLE TRICKS

Maneuver	DV
Swerve	13
Sharp Turn	13
Emergency Stop	13
Bootleg Turn	17
Do a Jump	17
Simple Trick (Examples: 180, Barspin, Bunny Hop, Drop, Wheelie)	13
Advanced Trick (Examples: 360, Nothing, Tabletop, Wallride, Walltap)	15
Pro Trick (Examples: 540, Backflip, Flair, Footjam 360, Tailwhip)	17

### INLINE SKATE TRICKS

Trick	DV
Simple Trick (Examples: Backwards Skating, Fishtail, Heel-Toe, One Foot, Wavers)	13
Advanced Trick (Examples: 360 Flat Spin, Forward Crossover, Jump, Two-Footed Spin, U-Turn)	15
Pro Trick (Examples: Air Transfer, Grind, Ramp Jump, Rotating Jump, Stall)	17

### SKATEBOARD TRICKS

Trick	DV
Simple Trick (Examples: Boneless, Drop In, Manual, Ollie, Shuvit)	13
Advanced Trick (Examples: Disaster, Grind, Heelflip, Kickflip, Nollie)	15
Pro Trick (Examples: Blunt, Gazelle Flip, Hardflip, Indy Backflip, Laser Flip)	17

## COSTS AND INFORMATION

### BICYCLES

Name	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost
Bicycle	15	1	BODY Dependent	BODY Dependent	100eb (Premium)

### OTHER ITEMS

Name	Cost	Name	Cost
Inline Skates	50eb (Costly)	Skateboard	50eb (Costly)

#### DATA

Check each item's full description for additional rules and information.

# SPINNING YOUR WHEELS

## BICYCLE UPGRADES

Upgrade	Description	Cost
<b>Bottle Dynamo</b>	Charge a battery with your bicycle.	20eb (Everyday)
<b>Bulletproof Glass</b>	Thin Cover with 7 HP. Requires Enclosure upgrade.	50eb (Costly)
<b>Cycle Armor</b>	7 SP. Requires Reinforced Frame upgrade.	100eb (Premium)
<b>Electric Pedal Assist</b>	Increases bicycle's Speed (Narrative) and makes less tiring to ride.	100eb (Premium)
<b>Enclosure</b>	Adds a third wheel and encloses the bicycle in fiberglass and plastic. Incompatible with Folding Frame upgrade.	100eb (Premium)
<b>Extended Seat</b>	Increases number of seats to 2.	20eb (Everyday)
<b>Folding Frame</b>	Bicycle can be folded for ease of carry. Incompatible with several upgrades.	100eb (Premium)
<b>Gun Mount</b>	A mount for a firearm, complete with trigger button.	100eb (Premium)
<b>Neon Lighting</b>	Add some glow-in-the-dark style to your bicycle. Counts as a Light Tattoo.	20eb (Everyday)
<b>Reinforced Frame</b>	Adds 5 SDP. Allows those with BODY 11+ to ride. Incompatible with Folding Frame upgrade.	100eb (Premium)
<b>Security System</b>	Anyone attempting to grab your bicycle must succeed at a DV13 Resist Torture/Drugs Check or release it immediately.	500eb (Expensive)
<b>Smuggling Compartment</b>	1 inch x 6 inch (2.54cm x 15.24cm) compartment hidden in bicycle frame. DV17 Conceal/Reveal Object Check to find. Incompatible with Folding Frame upgrade.	50eb (Costly)
<b>Stunt Frame</b>	+2 to Athletics Skill Checks to perform maneuvers.	100eb (Premium)
<b>Trailer</b>	5 foot x 1.5 foot (1.5 meter x .46 meter) trailer hooked up to the bicycle.	50eb (Costly)

### DATA

Check each item's full description for additional rules and information.

**SICK OF MISSING THE BUS? OR THE SUBWAY BEING OFFLINE MORE OFTEN THAN ON? HERE'S A TIP. BUY A BICYCLE. UPGRADE IT WITH ELECTRIC PEDAL ASSIST AND AN ENCLOSURE. WHAT YOU END UP WITH IS BASICALLY A TINY, ONE PERSON CAR FOR THE CHEAP AS HELL PRICE OF 300EB. IT WON'T WIN YOU ANY RACES BUT IT'LL BE YOUR'S AND THAT'S MORE FREEDOM THAN MOST PEOPLE HAVE IN NIGHT CITY.**

**— 3-PIECE**

HOST OF HUSTLING WITH 3-PIECE