

SOUL AND THE NEW MACHINE

CREATING A COMPLETE PACKAGE CHARACTER

CMPLT

► #1: Pick a Role ◀

[SEE PAGE 29](#)

**Set your Role's
Role Ability to 4**

**For more about
Role Abilities**

[SEE PAGE 142](#)

► #2: Run Your Lifepath ◀

[SEE PAGE 43](#)

**Make sure to run both the
general Lifepath and your
Role-Based Lifepath.**

**Remember to pick your Cultural
Origin Language. You get that as
a Skill at Rank 4.**

► #3: Buy Your Statistics (STATS) ◀

What are the Statistics?

[SEE PAGE 72](#)

How do you buy STATS?

[SEE PAGE 78](#)

**Remember, no STAT higher
than 8 or lower than 2.**

► #4: Calculate Derived Statistics ◀

What are Derived Statistics?

[SEE PAGE 79](#)

How do you calculate them?

[SEE PAGE 79](#)

► #5: Set Your Skills ◀

What different Skills are there?

[SEE PAGE 81](#)

How do you buy Skills?

[SEE PAGE 90](#)

**Don't forget your Basic Skills have
to be at least Level 2.**

**Remember, no Skill can be
higher than 6.**

► #6: Buy Your Stuff ◀

For a list of Weapons [SEE PAGE 91](#)

For a list of Armor [SEE PAGE 96](#)

For a list of Gear [SEE PAGE 99](#)

For a list of Fashions [SEE PAGE 102](#)

For a list of Cyberware [SEE PAGE 110](#)

**You have 2550eb to spend on any
of the above.**

**You have 800eb to spend specifically
on Fashion and Fashionware.**

What about Lifestyle & Housing?

[SEE PAGE 105](#)

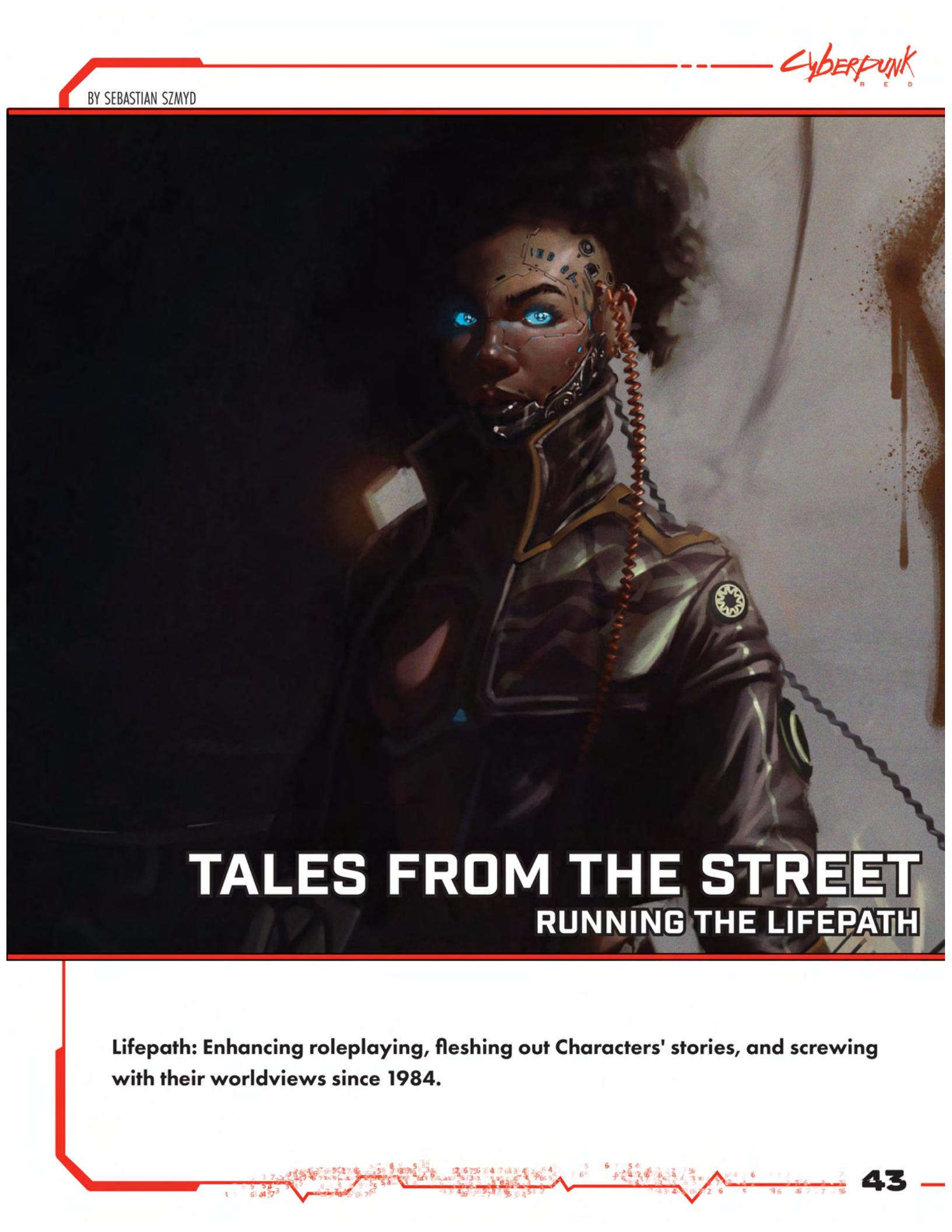
Run out of cash?

To sell your soul for more money

[SEE PAGE 118](#)



BY SEBASTIAN SZMYD



TALES FROM THE STREET RUNNING THE LIFE PATH

Lifepath: Enhancing roleplaying, fleshing out Characters' stories, and screwing with their worldviews since 1984.



TALES FROM THE STREET

LIFE PATH

STREET

Next Step:
STATS

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EDGE

Next Step:
STATS

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CMPLT

Next Step:
STATS

PAGE 78

It's like climbing out of a clone vat. (If cloning worked that way, that is.) You got this half-formed person standing there, dripping with slime. Maybe you've got a vague idea of where you're going with the Character, but nothing else.

So, how do you take this Blank and make them really Cyberpunk? You start with the Lifepath. Lifepath is a flowchart of "plot complications" designed to help you give your **Cyberpunk** Character an authentically Dark Future background. Its sections cover your cultural origins, your family, friends, enemies, personal habits, and even key life events. It's intended primarily as a guide; if you encounter something you don't think fits the Character you've envisioned, feel free to change the path as you see fit. And remember: **Cyberpunk** hinges on roleplaying, so make use of the information in your Lifepath run. It's a guaranteed adventure generator!

"I REMEMBER SHE TOLD ME SHE WAS BORN IN MIAMI,
ABOUT 2004 OR SO... SHE WAS PRETTY SURE,
BECAUSE SHE COULD STILL REMEMBER WHAT IT'D
BEEN LIKE WHEN THE EUROS ROCKED WASHINGTON
AND THE NEAR MISS TOOK OUT TAMPA..."

"SHE HAD THESE INCREDIBLE BLUE EYES—CLEAR
THROUGH AND THROUGH, LIKE CRYSTALS OF LACE, AND
A SMILE FROM A MAGAZINE DREAM. 'COURSE, THE
EYES WERE TEKNICS 2350s, AND THE SMILE
REALLY WAS FROM A MAGAZINE—NICE BIOSCULPT
JOB. IT DIDN'T MATTER HOW MUCH WAS REAL
IN THE END. I STILL FELL HARD FOR HER. FACT, I
STILL THINK ABOUT HER. I'M JUST THAT TYPE."

— JOHNNY SILVERHAND

THE PERSONALS

Now, let's take a look at what's *inside* your punk's head (besides the cybernetics). For each table, you'll be rolling either **1d10** or **1d6** to determine a piece of your Character's history, their style, or their outlook on the world. In some cases you'll be called on to make multiple rolls on the same table. If at any point you roll something you don't think fits with your Character you can feel free to choose an option instead.

► Cultural Origins ◀

The Cyberpunk world is multicultural and multinational. You either learn to deal with all kinds of people from all over a fractured and chaotic world, or you die the first time you look side-eye at the wrong person. Where you come from determines your native language. In *RED*, we assume everyone speaks ***Streetslang***, the pidgin that has evolved to be used by almost everyone in the Dark Future, but you probably also have another primary tongue you learned at your mother's knee. After rolling to determine your general cultural region, choose one of the languages from the list adjacent to your cultural region. **You begin with 4 points in that Language Skill.** There are hundreds of languages spoken around the world but for our purposes here we've listed the most commonly spoken languages in each region during the Time of the Red. If you want your Character to speak a language that isn't represented you can go ahead and choose that language instead of one of the listed languages.

Roll 1d10 or choose one.

Roll	Your (General) Cultural Region	Languages You Might Know (pick one in your group)
1	North American	Chinese, Cree, Creole, English, French, Navajo, Spanish
2	South/Central American	Creole, English, German, Guarani, Mayan, Portuguese, Quechua, Spanish
3	Western European	Dutch, English, French, German, Italian, Norwegian, Portuguese, Spanish
4	Eastern European	English, Finnish, Polish, Romanian, Russian, Ukrainian
5	Middle Eastern/North African	Arabic, Berber, English, Farsi, French, Hebrew, Turkish
6	Sub-Saharan African	Arabic, English, French, Hausa, Lingala, Oromo, Portuguese, Swahili, Twi, Yoruba
7	South Asian	Bengali, Dari, English, Hindi, Nepali, Sinhalese, Tamil, Urdu
8	South East Asian	Arabic, Burmese, English, Filipino, Hindi, Indonesian, Khmer, Malayan, Vietnamese
9	East Asian	Cantonese Chinese, English, Japanese, Korean, Mandarin Chinese, Mongolian
10	Oceania/Pacific Islander	English, French, Hawaiian, Maori, Pama-Nyungan, Tahitian

LIFEPATH EXAMPLE

Victoria's already decided to play a Netrunner. That means her next step is the Lifepath. She starts with Cultural Origins and decides to roll instead of choose. She likes the idea of stringing together a bunch of random results into a comprehensive Character background.

Victoria rolls a 6 on a d10. According to the Cultural Origins table, that means her Character, or her Character's family, was originally from Sub-Saharan Africa. Her GM tells her Africa's in the midst of a technological boom thank to its close association with the Highriders in orbit. Victoria has family in Ethiopia in real life, so she decides her Netrunner comes from there. She's not sure why her Character left home yet, but Victoria's certain the reason will come to her as she continues along the Lifepath.

Finally, Victoria looks over the Language list. She doesn't see Amharic, the official language of Ethiopia, there but the rules say she's free to add to the list if it makes sense. Victoria notes her Netrunner has 4 levels of the Language (Amharic) Skill.

TALES FROM THE STREET

► Your Personality ◀

This is what you're like as a person. Are you the kind of Character that stands away from the pack, aloof and calculating? A party animal who loves to get messed up? The stable and competent professional who always has a plan?

Roll 1d10 or choose one.

Roll	What Are You Like?
1	Shy and secretive
2	Rebellious, antisocial, and violent
3	Arrogant, proud, and aloof
4	Moody, rash, and headstrong
5	Picky, fussy, and nervous
6	Stable and serious
7	Silly and fluff-headed
8	Sneaky and deceptive
9	Intellectual and detached
10	Friendly and outgoing

BY HÉLIO FRAZÃO



► Dress and Personal Style ◀

In Cyberpunk, what you look like is (to The Street) a snapshot of who you are. Your clothes, hairstyles and even personal touches can determine how people will relate to you, for good or for bad. Remember: an Exec wearing Street Casual, a rainbow mohawk, and ritual scars is probably not going to get that promotion they wanted.

Note that your clothing style is more about the style of clothes you favor, not the individual items. You could wear a tailored business suit jacket, a rawhide fringed Nomad jacket, a high-tech light collared urban flash jacket, or even a torn and ripped leather jacket with gang colors all over the back. Each one is the same item of clothing (jacket), but defined by the style of jacket your Character favors.

Roll 1d10 or choose one for each column.

Roll	Clothing Style	Hairstyle
1	Generic Chic (Standard, Colorful, Modular)	Mohawk
2	Leisurewear (Comfort, Agility, Athleticism)	Long and ratty
3	Urban Flash (Flashy, Technological, Streetwear)	Short and spiked
4	Businesswear (Leadership, Presence, Authority)	Wild and all over
5	High Fashion (Exclusive, Designer, Couture)	Bald
6	Bohemian (Folksy, Retro, Free-spirited)	Striped
7	Bag Lady Chic (Homeless, Ragged, Vagrant)	Wild colors
8	Gang Colors (Dangerous, Violent, Rebellious)	Neat and short
9	Nomad Leathers (Western, Rugged, Tribal)	Short and curly
10	Asia Pop (Bright, Costume-like, Youthful)	Long and straight

Roll 1d10 or choose one.

Roll	Affection You Are Never Without
1	Tattoos
2	Mirrorshades
3	Ritual scars
4	Spiked gloves
5	Nose rings
6	Tongue or other piercings
7	Strange fingernail implants
8	Spiked boots or heels
9	Fingerless gloves
10	Strange contacts

LIFEPATH EXAMPLE

Victoria's now knows her Netrunner's Cultural Origins (Sub-Saharan Africa) and her Personality (stable and serious). Next is Dress and Personal Style. There's three categories: Clothing Style, Hairstyle, and Affection.

Victoria rolls 4 for Clothing Style: Businesswear. She rolls 9 for Hairstyle: Short and curly. And she rolls 5 for Affection: Nose rings.

Obviously, Victoria likes to keep things neat and professional. Thinking about it, she decides her Netrunner gets this from her family, who instilled a need to "dress to impress" in her from a young age, especially when dealing with outsiders. "Outsiders rarely look below the surface," her father told her, "Make sure your surface says you mean business". Victoria's Netrunner prefers sharp suits and keeps her hair short but natural. The nose ring is a little touch of home, as it was a gift Victoria's Character received before she left Ethiopia.

TALES FROM THE STREET

► Your Motivations and Relationships ◀

Roll 1d10 or choose one for each column.

Roll	What Do You Value Most?	How Do You Feel About Most People?
1	Money	I stay neutral.
2	Honor	I stay neutral.
3	Your word	I like almost everyone.
4	Honesty	I hate almost everyone.
5	Knowledge	People are tools. Use them for your own goals then discard them.
6	Vengeance	Every person is a valuable individual.
7	Love	People are obstacles to be destroyed if they cross me.
8	Power	People are untrustworthy. Don't depend on anyone.
9	Family	Wipe 'em all out and let the cockroaches take over.
10	Friendship	People are wonderful!

► Things You Value the Most? ◀

Roll 1d10 or choose one.

Roll	Most Valued Person in Your Life?
1	A parent
2	A brother or sister
3	A lover
4	A friend
5	Yourself
6	A pet
7	A teacher or mentor
8	A public figure
9	A personal hero
10	No one

Roll 1d10 or choose one.

Roll	Most Valued Possession You Own?
1	A weapon
2	A tool
3	A piece of clothing
4	A photograph
5	A book or diary
6	A recording
7	A musical instrument
8	A piece of jewelry
9	A toy
10	A letter

YES, THE MIGHTY BOZO, RIPPER-OFFER OF ARMS, CARRIES THEIR FAVORITE TEDDY BEAR EVERYWHERE. ARE YOU MAKING FUN OF THE MIGHTY BOZO, RIPPER-OFFER OF ARMS?

— THE MIGHTY BOZO

RIPPER-OFFER OF ARMS

YOUR BACKGROUND

Now we now know what you're basically like, so it's time to find out how you got there: it's time to explore your Background.

► Your Original Family Background ◀

Who are you and where did you originally come from? Were you born with a silver spoon in your mouth or were you using it to stab your brother so you could steal that extra bite of dead rat you both found?

Roll 1d10 or choose one.

Roll	Original Background	Description
1	Corporate Execs	Wealthy, powerful, with servants, luxury homes, and the best of everything. Private security made sure you were always safe. You definitely went to a big-name private school.
2	Corporate Managers	Well to do, with large homes, safe neighborhoods, nice cars, etc. Sometimes your parent(s) would hire servants, although this was rare. You had a mix of private and corporate education.
3	Corporate Technicians	Middle-middle class, with comfortable conapts or Beaverville suburban homes, minivans and corporate-run technical schools. Kind of like living 1950s America crossed with 1984.
4	Nomad Pack	You had a mix of rugged trailers, vehicles, and huge road kombis for your home. You learned to drive and fight at an early age, but the family was always there to care for you. Food was actually fresh and abundant. Mostly home schooled.
5	Ganger "Family"	A savage, violent home in any place the gang could take over. You were usually hungry, cold, and scared. You probably didn't know who your actual parents were. Education? The Gang taught you how to fight, kill, and steal—what else did you need to know?
6	Combat Zoners	A step up from a gang "family," your home was a decaying building somewhere in the 'Zone', heavily fortified. You were hungry at times, but regularly could score a bed and a meal. Home schooled.
7	Urban Homeless	You lived in cars, dumpsters, or abandoned shipping modules. If you were lucky. You were usually hungry, cold, and scared, unless you were tough enough to fight for the scraps. Education? School of Hard Knocks.
8	Megastructure Warren Rats	You grew up in one of the huge new megastructures that went up after the War. A tiny conapt, kibble and scop for food, a mostly warm bed. Some better educated adult warren dwellers or a local Corporation may have set up a school.
9	Reclaimers	You started out on the road, but then moved into one of the deserted ghost towns or cities to rebuild it. A pioneer life: dangerous, but with plenty of simple food and a safe place to sleep. You were home schooled if there was anyone who had the time.
10	Edgerunners	Your home was always changing based on your parents' current "job." Could be a luxury apartment, an urban conapt, or a dumpster if you were on the run. Food and shelter ran the gamut from gourmet to kibble.

LIFEPATH EXAMPLE

Victoria continues along the Lifepath past what her Character values most (knowledge), how she feels about people (she's neutral), her most valued person (a friend), and her most valued possession (a toy). Her Original Family Background is next.

She rolls a 6 and gets Combat Zoners. Given what Victoria's already decided on for her Netrunner, that makes no sense so she switches to Corporate Technicians instead. Her fathers, she decides, worked in the motorpool for an Ethiopian company that specialized in exporting luxury goods up to the Highriders in orbit. She grew up fairly safe and secure and, while she inherited the family aptitude for technology she's applied it to Netrunning instead of vehicle repair.



TALES FROM THE STREET

► Your Environment ◀

How did you grow up? What kind of places did you and your sibs hang out in? Safe and calm? Crazy dangerous? Massively oppressive? It's possible that something happened in your background and your environment turns out drastically different from your original family background.

Roll 1d10 or choose one.

Roll	Childhood Environment
1	Ran on The Street, with no adult supervision.
2	Spent in a safe Corp Zone walled off from the rest of the City.
3	In a Nomad pack moving from place to place.
4	In a Nomad pack with roots in transport (ships, planes, caravans).
5	In a decaying, once upscale neighborhood, now holding off the boosters to survive.
6	In the heart of the Combat Zone, living in a wrecked building or other squat.
7	In a huge "megastructure" building controlled by a Corp or the City.
8	In the ruins of a deserted town or city taken over by Reclaimers.
9	In a Drift Nation (a floating offshore city) that is a meeting place for all kinds of people.
10	In a Corporate luxury "starscraper," high above the rest of the teeming rabble.

► Your Family Crisis ◀

In the Time of the Red, the world is still recovering from a world war and other disasters. Chances are, something happened to you and your family along the way. What's the story there?

Roll 1d10 or choose one.

Roll	Background
1	Your family lost everything through betrayal.
2	Your family lost everything through bad management.
3	Your family was exiled or otherwise driven from their original home/nation/Corporation.
4	Your family is imprisoned, and you alone escaped.
5	Your family vanished. You are the only remaining member.
6	Your family was killed, and you were the only survivor.
7	Your family is involved in a long-term conspiracy, organization, or association, such as a crime family or revolutionary group.
8	Your family was scattered to the winds due to misfortune.
9	Your family is cursed with a hereditary feud that has lasted for generations.
10	You are the inheritor of a family debt; you must honor this debt before moving on with your life.

BY HÉLIO FRAZÃO



► Your Friends ◀

It's not all grim. Sometimes you link up with people who have your back.

Roll 1d10 and subtract 7 (minimum 0) to see just how many friends you've made so far in your life. For each friend, roll on the table below.

Roll	Friend's Relationship to You
1	Like an older sibling to you.
2	Like a younger sibling to you.
3	A teacher or mentor.
4	A partner or coworker.
5	A former lover.
6	An old enemy.
7	Like a parent to you.
8	An old childhood friend.
9	Someone you know from The Street.
10	Someone with a common interest or goal.

► Your Enemies ◀

Enemies are a big part of life in the Cyberpunk world. You're going to get in someone's face sooner or later, so you might as well find out who they are, why there's a beef, and what they can do to you to even a score.

First, roll 1d10 and subtract 7 (minimum 0) to determine how many enemies you've made. Then, for each one, decide who was the injured party and roll once on each of the columns below. Once you have determined what your enemy is like, go to the Sweet Revenge table to see how the offended party will act if the two of you ever meet again.

Roll	Enemy	What Caused it? Who's been Wronged? (choose)	What Can They Throw at You?
1	Ex-friend	Caused the other to lose face or status.	Just themselves and even they won't go out of their way.
2	Ex-lover	Caused the loss of lover, friend, or relative.	Just themselves.
3	Estranged relative	Caused a major public humiliation.	Just themselves and a close friend.
4	Childhood enemy	Accused the other of cowardice or some other major personal flaw.	Themselves and a few (1d6/2) friends.
5	Person working for you	Deserted or betrayed the other.	Themselves and a few (1d10/2) friends.
6	Person you work for	Turned down the other's offer of a job or romantic involvement.	An entire gang (at least 1d10 + 5 people).
7	Partner or coworker	You just don't like each other.	The local cops or other Lawmen.
8	Corporate exec	One of you was a romantic rival.	A powerful gang lord or small Corporation.
9	Government official	One of you was a business rival.	A powerful Corporation.
10	Boosterganger	One of you set the other up for a crime they didn't commit.	An entire city or government or agency.

TALES FROM THE STREET

► Sweet Revenge! ◀

It's not really ugly until the bad blood between you and your enemies finally comes to the surface. When you meet, the metal is going to shred. So what's gonna go down when they get back in your face?

Roll 1d10 or choose one.

Roll	What are You/They Gonna do About it?
1-2	Avoid the scum.
3-4	Go into a murderous rage and try to physically rip their face off.
5-6	Backstab them indirectly.
7-8	Verbally attack them.
9	Set them up for a crime or other transgression they didn't commit.
10	Set out to murder or maim them.

► Your Tragic Love Affair(s) ◀

It wouldn't be Cyberpunk if there was a happily ever-after, now would it? You've probably been involved with someone by now but that may not be the case.

We don't care about the one's that worked, we want to know about the ugly ones that ripped out your heart. We also don't care who they were, what their gender was, or any other details, but feel free to use the Personals sections above to get your own ideas about what they looked like, acted like, and maybe even had in common with you. Not that it mattered in the end, right?

Roll 1d10 and subtract 7 (minimum 0) to see how many tragic love affairs you've had, then use the table below to see how each ended.

Roll	What Happened?
1	Your lover died in an accident.
2	Your lover mysteriously vanished.
3	It just didn't work out.
4	A personal goal or vendetta came between you and your lover.
5	Your lover was kidnapped.
6	Your lover went insane or cyberpsycho.
7	Your lover committed suicide.
8	Your lover was killed in a fight.
9	A rival cut you out of the action.
10	Your lover is imprisoned or exiled.



THE WRAP UP

You know your history, your personal style, and your turbulent love life. It's time to wrap all this up by determining what you want out of life.

► Your Life Goals ◀

Roll 1d10 or choose one.

Roll	Life Goals
1	Get rid of a bad reputation.
2	Gain power and control.
3	Get off The Street no matter what it takes.
4	Cause pain and suffering to anyone who crosses you.
5	Live down your past life and try to forget it.
6	Hunt down those responsible for your miserable life and <i>make them pay</i> .
7	Get what's rightfully yours.
8	Save, if possible, anyone else involved in your background, like a lover, or family member.
9	Gain fame and recognition.
10	Become feared and respected.

ROLE-BASED LIFEPATHS

Some things about life are universal. Other things are pretty specific. One of these is how your day job (or night job or side job or whatever—we won't judge you) affects your life. The things that a hard-bitten Lawman on The Street has to face are way different from the glittering club life of a Rockerboy, and they both deal with stuff no pampered and privileged Exec could even imagine. To that end, we've constructed a series of Role-based Lifepaths that supplement the regular Lifepath. Have fun!



ROCKERBOY
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SOLO
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NETRUNNER
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TECH
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MEDTECH
PAGE 60



MEDIA
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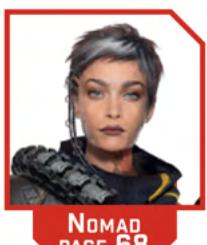
EXEC
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LAWMAN
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FIXER
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NOMAD
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ROCKERBOY

► What Kind of Rockerboy are You? ◀

Roll 1d10 or choose one.

► Who's Gunning for You/Your Group? ◀

Roll 1d6 or choose one.

DATA

For more info on entertainment in Cyberpunk RED see PAGE 329

Roll	Type
1	Musician
2	Slam Poet
3	Street Artist
4	Performance Artist
5	Comedian
6	Orator
7	Politico
8	Rap Artist
9	DJ
10	Idoru

Roll	Who?
1	Old group member who thinks you did them dirty.
2	Rival group or artist trying to steal market share.
3	Corporate enemies who don't like your message.
4	Critic or other "influencer" trying to bring you down.
5	Older media star who feels threatened by your rising fame.
6	Romantic interest or media figure who wants revenge for personal reasons.

► Are You in a Group or a Solo Act? ◀

Choose either in a Group or Solo Act.

group

solo

► Where Do You Perform? ◀

Roll 1d6 or choose one.

Roll	Venue
1	Alternative Cafes
2	Private Clubs
3	Seedy Dive Bars
4	Guerrilla Performances
5	Nightclubs Around the City
6	On the Data Pool

► Were You Once in a Group? ◀

Were you once part of a group or have you always been a solo act? **Choose one.**

solo

► Why Did You Leave? ◀

Why? Roll 1d6 or choose one.

Roll	Reason
1	You were a jerk and the rest of the group voted you out.
2	You got caught sleeping around with another member's mainline.
3	The rest of the group was killed in a tragic "accident."
4	The rest of the group was murdered or otherwise broken up by external enemies.
5	The group broke up over "creative differences."
6	You decided to go solo.

group



► What Kind of Solo are You? ◀

Roll 1d6 or work with your GM to choose one.

Roll	Type
1	Bodyguard
2	Street Muscle for Hire
3	Corporate Enforcer who takes jobs on the side
4	Corporate or Freelance Black Ops Agent
5	Local Vigilante for Hire
6	Assassin/Hitman for Hire

► What's Your Moral Compass Like? ◀

Roll 1d6 or choose one.

Roll	Moral Compass
1	Always working for good, trying to take out the "bad guys."
2	Always spare the innocent (elderly, women, children, pets).
3	Will occasionally slip and do unethical or bad things, but it's rare.
4	Ruthless and profit centered; you will work for anyone, take any job for the money.
5	Willing to bend the rules (and the law) to get the job done.
6	Totally evil. You engage in illegal, unethical work all the time; in fact, you enjoy it.

► Who's Gunning for You? ◀

Roll 1d6 or choose one.

Roll	Who?
1	A Corporation you may have angered.
2	A boostergang you may have tackled earlier.
3	Corrupt Lawmen or Lawmen who mistakenly think you're guilty of something.
4	A rival Solo from another Corp.
5	A Fixer who sees you as a threat.
6	A rival Solo who sees you as their nemesis.

► What's Your Operational Territory? ◀

Roll 1d6 or choose one.

Roll	Territory
1	A Corporate Zone
2	Combat Zones
3	The whole City
4	The territory of a single Corporation
5	The territory of a particular Fixer or contact
6	Wherever the money takes you



NETRUNNER

► What Kind of Runner are You? ◀

Roll 1d6 or work with your GM to choose one.

DATA

There's an entire chapter on Netrunning starting on
PAGE 195

Roll

Type

1

Freelancer who will hack for hire.

2

Corporate "clone runner" who hacks for the Man.

3

Hacktivist interested in cracking systems and exposing bad guys.

4

Just like to crack systems for the fun of it.

5

Part of a regular team of freelancers.

6

Hack for a Media, politico, or Lawman who hires you as needed.



► Got a Partner, or Do You Work Alone? ◀

Choose either Got a Partner or Work Alone.

got a partner

work alone

► What's Your Workspace Like? ◀

Roll 1d6 or choose one.

Roll

Workspace

1

There are screens everywhere.

2

It looks better in Virtuality, you swear.

3

It's a filthy bed covered in wires.

4

Corporate, modular, and utilitarian.

5

Minimalist, clean, and organized.

6

It's taken over your entire living space.

► If You Have a Partner, Who are They? ◀

Roll 1d6 or choose one.

Roll

Who?

1

Family member

2

Old friend

3

Possible romantic partner as well

4

Secret partner who might be a rogue AI. Might.

5

Secret partner with mob/gang connections

6

Secret partner with Corporate connections

► Who are Some of Your Other Clients? ◀

Roll 1d6 or choose one.

Roll	Who?
1	Local Fixers who send you clients.
2	Local gangers who also protect your work area while you sweep for NET threats.
3	Corporate Execs who use you for "black project" work.
4	Local Solos or other combat types who use you to keep their personal systems secure.
5	Local Nomads and Fixers who use you to keep their family systems secure.
6	You work for yourself and sell whatever data you can find on the NET.

► Where Do You Get Your Programs? ◀

Roll 1d6 or choose one.

Roll	Where?
1	Dig around in old abandoned City Zones.
2	Steal them from other Netrunners you brain-burn.
3	Have a local Fixer supply programs in exchange for hack work.
4	Corporate Execs supply you with programs in exchange for your services.
5	You have backdoors into a few Corporate warehouses.
6	You hit the Night Markets and score programs whenever you can.

► Who's Gunning for You? ◀

Roll 1d6 or choose one.

Roll	Who?
1	You think it might be a rogue AI or a NET Ghost. Either way, it's bad news.
2	Rival Netrunners who just don't like you.
3	Corporates who want you to work for them exclusively.
4	Lawmen who consider you an illegal "black hat" and want to bust you.
5	Old clients who think you screwed them over.
6	Fixer or another client who wants your services exclusively.

LIFEPATH EXAMPLE

Victoria flips to the Role Specific Lifepath for a Netrunner. She rolls a 1 on first table, meaning she's a freelancer who hacks for hire. She decides her Netrunner flies solo. Her workspace is, on a roll of 5, minimalist, clean, and organized. She rolls a 5 and discovers that, among her clients, are local Fixers who use her services to secure their systems. She gets her Programs from Night Markets with a roll of 6, and with a 1 on the Who's Gunning for You table, there's a rogue AI or NET Ghost after her!

Victoria thinks about it and decides Maryam, her Netrunner, left home to seek her fortune after being rejected for a Highrider NET security position. When she got to Night City she quickly discovered jobs could hard to come by. Luckily, she made a friend who introduced her to some local Fixers who could use her skills to keep their data safe. As for her new enemy? It may be that, before she left Africa, Maryam cracked open an old Data Fortress Netwatch missed when it cleaned up the old NET and, just maybe, whatever was inside found a way to follow her to Night City.



TECH

► What Kind of Tech are You? ◀

Roll 1d10 or choose one.

Roll	Type
1	Cyberware Technician
2	Vehicle Mechanic
3	Jack of All Trades
4	Small Electronics Technician
5	Weaponsmith
6	Crazy Inventor
7	Robot and Drone Mechanic
8	Heavy Machinery Mechanic
9	Scavenger
10	Nautical Mechanic

► What's Your Workspace Like? ◀

Roll 1d6 or choose one.

Roll	Workspace
1	A mess strewn with blueprint paper.
2	Everything is color coded, but it's still a nightmare.
3	Totally digital and obsessively backed up every day.
4	You design everything on your Agent.
5	You keep everything just in case you need it later.
6	Only you understand your filing system.

► Got a Partner, or Do You Work Alone? ◀

Choose either Got a Partner or Work Alone.

got a partner

► If You Have a Partner, Who are They? ◀

Roll 1d6 or choose one.

Roll	Who?
1	Family member
2	Old friend
3	Possible romantic partner as well
4	Mentor
5	Secret partner with mob/gang connections
6	Secret partner with Corporate connections

YOU WANT WHAT? OKAY, BUT
 I'M GONNA HAVE TO CHARGE
 EXTRA. I'LL NEED IT TO AFFORD
 SOME EYE BLEACH AFTER.

— TORCH

► Who are Your Main Clients? ◀

Roll 1d6 or choose one.

Roll	Who?
1	Local Fixers who send you clients.
2	Local gangers who also protect your work area or home.
3	Corporate Execs who use you for "black project" work.
4	Local Solos or other combat types who use you for weapon upkeep.
5	Local Nomads and Fixers who bring you "found" tech to repair.
6	You work for yourself and sell what you invent/repair.

► Where Do You Get Your Supplies? ◀

Roll 1d6 or choose one.

Roll	Where?
1	Scavenge the wreckage you find in abandoned City Zones.
2	Strip gear from bodies after firefights.
3	Have a local Fixer bring you supplies in exchange for repair work.
4	Corporate Execs supply you with stuff in exchange for your services.
5	You have backdoor into a few Corporate warehouses.
6	You hit the Night Markets and score deals whenever you can.

► Who's Gunning For You? ◀

Roll 1d6 or choose one.

Roll	Who?
1	Combat Zone gangers who want you to work for them exclusively.
2	Rival Tech trying to steal your customers.
3	Corporates who want you to work for them exclusively.
4	Larger manufacturer trying to bring you down because your mods are a threat.
5	Old client who thinks you screwed them over.
6	Rival Tech trying to beat you out for resources and parts.

ABOUT WORKSPACES

Later in the book (on PG. 377) you'll learn more about Housing. Those are the rules that cover where you sleep and they're important. If you're exhausted, you'll suffer penalties on Checks due to lack of sleep.

Some Roles, such as Netrunner and Tech, roll on a Workspace table as part of their Role Specific Lifepath. The result rolled doesn't represent a physical location the Character owns but, rather, whatever space they set up to work in. That might be a curtained off area in the Housing they rent, a spare desk at a partner's place, or just whatever corner they can spread out in at the time.

Under no circumstances does a Character's Workspace, by itself, count as Housing. If a Character sleeps in their Workspace, and that Workspace isn't already part of their purchased Housing (in a spare room in their Conapt, for example), it counts as if they had slept in a vehicle for the purposes of deciding if they got a good night's sleep or not.



MEDTECH

► What Kind of Medtech are You? ◀

Roll 1d10 or work with your GM to choose one.

DATA

For more info
on patching
people up,
go to
PAGE 219

Roll	Type
1	Surgeon
2	General Practitioner
3	Trauma Medic
4	Psychiatrist
5	Cyberpsycho Therapist
6	Ripperdoc
7	Cryosystems Operator
8	Pharmacist
9	Bodysculptor
10	Forensic Pathologist



► Got a Partner, or Do You Work Alone? ◀

Choose either Got a Partner or Work Alone.

got a partner

► Tell Us About Your Partner(s). ◀

Roll 1d6 or choose one.

DATA

Trauma
Team:
A premium
emergency
medical Corp.
For more info
see
PAGE 279

Roll	Who?
1	Trauma Team group
2	Old friend
3	Possible romantic partner as well
4	Family member
5	Secret partner with mob/gang connections
6	Secret partner with Corporate connections

work alone

► What's Your Workspace Like? ◀

Roll 1d6 or choose one.

Roll	Workspace
1	Sterilized daily in the morning like clockwork.
2	It's not state-of-the-art anymore, but it's comfortable to you.
3	Your cryo equipment is also used to cool drinks.
4	Everything possible is single-use and stored compacted until needed.
5	Not as clean as many of your patients may have hoped.
6	Meticulously organized, sharpened, and sterilized.

► Who are Your Main Clients? ◀

Roll 1d6 or choose one.

Roll	Who?
1	Local Fixers who send you clients.
2	Local gangers who also protect your work area or home in exchange for medical help.
3	Corporate Execs who use you for "black project" medical work.
4	Local Solos or other combat types who use you for medical help.
5	Local Nomads and Fixers who bring you wounded clients.
6	Trauma Team paramedical work.

► Where Do You Get Your Supplies? ◀

Roll 1d6 or choose one.

Roll	Where?
1	Scavenge stashes of medical supplies you find in abandoned City Zones.
2	Strip parts from bodies after firefights.
3	Have a local Fixer bring you supplies in exchange for medical work.
4	Corporate Execs or Trauma Team supply you with stuff in exchange for your services.
5	You have a backdoor into a few Corporate or Hospital warehouses.
6	You hit the Night Markets and score deals whenever you can.

BY HÉLIO FRAZÃO



MEDIA

► What Kind of Media are You? ◀

Roll 1d6 or choose one.

DATA	Roll	Type
To learn more about how people in 2045 get their news see PAGE 326	1	Blogger
	2	Writer (Books)
	3	Videographer
	4	Documentarian
	5	Investigative Reporter
	6	Street Scribe

► How Does Your Work Reach the Public? ◀

Roll 1d6 or choose one.

DATA	Roll	How?
	1	Monthly magazine
	2	Blog
	3	Mainstream vid feed
	4	News channel
	5	"Book" sales
	6	Screamsheets

► How Ethical are You? ◀

Roll 1d6 or choose one.

DATA	Roll	Ethics
	1	Fair, honest reporting, strong ethical practices. You only report the verifiable truth.
	2	Fair and honest reporting, but willing to go on hearsay and rumor if that's what it takes.
	3	Will occasionally slip and do unethical things, but it's rare. You have some standards.
	4	Willing to bend any rules to get the bad guys. But only the bad guys.
	5	Ruthless and determined to make it big, even if it means breaking the law. You're a muckraker.
	6	Totally corrupt. You take bribes, engage in illegal, unethical reporting all the time. Your pen is for hire to the highest bidder.

► What Types of Stories Do You Want to Tell? ◀

Roll 1d6 or choose one.

DATA	Roll	Stories
	1	Political Intrigue
	2	Ecological Impact
	3	Celebrity News
	4	Corporate Takedowns
	5	Editorials
	6	Propaganda

► What Kind of Corp Do You Work For? ◀

Roll 1d6 or work with your GM to choose one.

Roll	Type
1	Financial
2	Media and Communications
3	Cybertech and Medical Technologies
4	Pharmaceuticals and Biotech
5	Food, Clothing, or other General Consumables
6	Energy Production
7	Personal Electronics and Robotics
8	Corporate Services
9	Consumer Services
10	Real Estate and Construction

► What Division Do You Work In? ◀

Roll 1d6 or choose one.

Roll	Division
1	Procurement
2	Manufacturing
3	Research and Development
4	Human Resources
5	Public Affairs/Publicity/Advertising
6	Mergers and Acquisitions

► How Good/Bad is Your Corp? ◀

Roll 1d6 or choose one.

Roll	Good/Bad
1	Always working for good, fully supporting ethical practices.
2	Operates as a fair and honest business all the time.
3	Will occasionally slip and do unethical things, but it's rare.
4	Willing to bend the rules to get what it needs.
5	Ruthless and profit-centered, willing to do some bad things.
6	Totally evil. Will engage in illegal, unethical business all the time.



EXEC

EXEC'S AND LAWMEN IN A PUNK GAME

In the real world, it's unfortunately all too common for people with power to punch down at the people without it. That's doubly true in the world of Cyberpunk, where the Corps and police forces have more power than just about anyone else. Let's face it. If you're playing an Exec or a Lawman, there's a pretty good chance you aren't working for the good guys.

Still, you need to ask yourself. In a world where Edgerunners often rail against the tyranny of authority, where does your Lawman or Exec fit in? Are they selfishly using the rest of the party for their own gain? Are they the classic "kid made good", hanging with old friends and caught between two worlds? Or are they starry-eyed dreamers, hoping to change the system from the inside?

Those are all valid stories for you to tell. Just be careful. You know the old saying: power corrupts.

► Where is Your Corp Based? ◀

Roll 1d6 or choose one.

Roll	Where?
1	One city
2	Several cities
3	Statewide
4	National
5	International, offices in a few major cities
6	International, offices everywhere

► Who's Gunning for Your Group? ◀

Roll 1d6 or choose one.

Roll	Who?
1	Rival Corp in the same industry.
2	Law enforcement is watching you.
3	Local Media wants to bring you down.
4	Different divisions in your own company are feuding with each other.
5	Local government doesn't like your Corp.
6	International Corporations are eyeing you for a hostile takeover.

► Current State with Your Boss ◀

Roll 1d6 or choose one.

Roll	Current State
1	Your Boss mentors you but watch out for their enemies.
2	Your Boss gives you a free hand and doesn't want to know what you're up to.
3	Your Boss is a micromanager who tries to meddle in your work.
4	Your Boss is a psycho whose unpredictable outbursts are offset by quiet paranoia.
5	Your Boss is cool and watches your back against rivals.
6	Your Boss is threatened by your meteoric rise and is planning to knife you.

► What is Your Position on the Force ◀

Roll 1d6 or work with your GM to choose one.

Roll	Position
1	Guard
2	Standard Beat or Patrol
3	Criminal Investigation
4	Special Weapons and Tactics
5	Motor Patrol
6	Internal Affairs

► How Wide is Your Group's Jurisdiction? ◀

Roll 1d6 or choose one.

Roll	Jurisdiction
1	Corporate Zones
2	Standard City Patrol Zone
3	Combat Zones
4	Outer City
5	Recovery Zones
6	Open Highways

► How Corrupt is Your Group? ◀

Roll 1d6 or choose one.

Roll	Corruption
1	Fair, honest policing, strong ethical practices.
2	Fair and honest policing, but hard on lawbreakers.
3	Will occasionally slip and do unethical things, but it's rare.
4	Willing to bend any rules to get the bad guys.
5	Ruthless and determined to control The Street, even if it means breaking the law.
6	Totally corrupt. You take bribes, engage in illegal, and unethical business all the time.

► Who's Gunning for Your Group? ◀

Roll 1d6 or choose one.

Roll	Who?
1	Organized Crime
2	Boostergangs
3	Police Accountability Group
4	Dirty Politicians
5	Smugglers
6	Street Criminals

► Who is Your Group's Major Target? ◀

Roll 1d6 or choose one.

Roll	Who?
1	Organized Crime
2	Boostergangs
3	Drug Runners
4	Dirty Politicians
5	Smugglers
6	Street Crime



FIXER

► What Kind of Fixer are You? ◀

Roll 1d10 or work with your GM to choose one.

DATA
Night Market:
 A pop-up marketplace set up by Fixers to quickly sell goods. See
PAGE 337

Roll	Type
1	Broker deals between rival gangs.
2	Procure rare or atypical resources for exclusive clientele.
3	Specialize in brokering Solo or Tech services as an agent.
4	Supply a regular resource for the Night Markets, like food, medicines, or drugs.
5	Procure highly illegal resources, like street drugs or milspec weapons.
6	Supply resources for Techs and Medtechs, like parts and medical supplies.
7	Operate several successful Night Markets, although not as owner.
8	Broker use contracts for heavy machinery, military vehicles, and aircraft.
9	Broker deals as a fence for scavengers raiding Corps or Combat Zones.
10	Act as an exclusive agent for a Media, Rockerboy, or a Nomad Pack.



► Got a Partner or Work Alone? ◀
Choose either Got a Partner or Work Alone.

got a partner

► Got a Partner? Who? ◀

Roll 1d6 or choose one.

Roll	Who?
1	Family member
2	Old friend
3	Possible romantic partner as well
4	Mentor
5	Secret partner with mob/gang connections
6	Secret partner with Corporate connections

work alone

► What's Your "Office" Like? ◀

Roll 1d6 or choose one.

Roll	Office
1	You don't have one. You like to keep it mobile.
2	A booth in a local bar.
3	All Data Pool messages and anonymous dead drops.
4	Spare room in a warehouse, shop, or clinic.
5	An otherwise abandoned building.
6	The lobby of a cube hotel.

► Who are Your Side Clients? ◀

Roll 1d6 or choose one.

Roll	Who?
1	Local Rockerboys or Medias who use you to get them gigs or contacts.
2	Local gangers who also protect your work area or home.
3	Corporate Execs who use you for "black project" procurement work.
4	Local Solos or other combat types who use you to get them jobs or contacts.
5	Local Nomads and Fixers who use you to set up transactions or deals.
6	Local politicos or Execs who depend on you for finding out information.

► Who's Gunning for You? ◀

Roll 1d6 or choose one.

Roll	Who?
1	Combat Zone gangers who want you to work for them exclusively.
2	Rival Fixers trying to steal your clients.
3	Execs who want you to work for them exclusively.
4	Enemy of a former client who wants to clean up "loose ends"—like you.
5	Old client who thinks you screwed them over.
6	Rival Fixer trying to beat you out for resources and parts.

BY EVE VENTRIE



NOMAD

DATA

Different Nomad groups include the Aldecaldos, who are helping rebuild Night City; the Jodes, originally farmers from the American Midwest; the Blood Nation, who specialize in traveling entertainment; and the Meta, made up from military personnel abandoned during the SouthAm Wars.

► How Big is Your Pack? ◀

Roll 1d6 or choose one.

Roll	Pack Size
1	A single extended tribe or family
2	A couple dozen members
3	Forty or fifty members
4	A hundred or more members
5	A Blood Family (hundreds of members)
6	An Affiliated Family (made of several Blood Families)

► If on Land, What Do They Do? ◀

Roll 1d10 or choose one.

Roll	Type
1	Gogong
2	Passenger transport
3	Chautauqua/school
4	Traveling show/carnival
5	Migrant farmers
6	Cargo transport
7	Shipment protection
8	Smuggling
9	Mercenary army
10	Construction work gang

land

► Is Your Pack Based on Land, Air, or Sea? ◀

Choose Land, Air, or Sea Nomads.

► If in Air, What Do They Do? ◀

Roll 1d6 or choose one.

Roll	Type
1	Air piracy
2	Cargo transport
3	Passenger transport
4	Aircraft protection
5	Smuggling
6	Combat support

► If at Sea, What Do They Do? ◀

Roll 1d6 or choose one.

Roll	Type
1	Piracy
2	Cargo transport
3	Passenger transport
4	Smuggling
5	Combat support
6	Submarine warfare

air

sea

► What Do You Do for Your Pack? ◀

Roll 1d6 or choose one.

Roll	Type
1	Scout (negotiator)
2	Outrider (protection, weapons)
3	Transport pilot/driver
4	Loadmaster (large cargo mover, trucker)
5	Solo smuggler
6	Procurement (fuel, vehicles, etc.)

► What's Your Pack's Overall Philosophy? ◀

Roll 1d6 or choose one.

Roll	Philosophy
1	Always working for good; your Pack accepts others, just wants to get along.
2	It's more like a family business. Operates as a fair and honest concern.
3	Will occasionally slip and do unethical things, but it's rare.
4	Willing to bend the rules whenever they get in the way to get what the Pack needs.
5	Ruthless and self-centered, willing to do some bad things if it will get the Pack ahead.
6	Totally evil. You rage up and down the highways, killing, looting, and just terrorizing everyone.

► Who's Gunning for Your Pack? ◀

Roll 1d6 or choose one.

Roll	Who?
1	Organized Crime
2	Boostergangs
3	Drug Runners
4	Dirty Politicians
5	Rival Packs in the same businesses
6	Dirty Cops

NOMADS IN A CITY GAME

In 2045, Nomads control the highways and sea lanes. Want to get cargo from point A to point B? Chances are you'll be contracting with Nomads to do so at ports and depot sites they run. They're also construction experts, putting their talents to work rebuilding what the 4th Corporate War broke. See that fancy megabuilding going up in the distance? There's probably a few hundred Nomads working that job. These days, several Nomad families maintain permanent enclaves either in Night City or on its outskirts. So, finding a reason for your Nomad to be in the City shouldn't be difficult.

As for why they're hanging out with a bunch of statics (non-Nomads)? We recommend keeping it personal. Make it about the connection between your Nomad and one or more of the other Characters. Maybe the Fixer's working with your Pack to secure supplies and you've been assigned to keep an eye out. Or maybe your Pack owes the Medtech a favor. Talk to your GM. Talk to the other Players. You'll figure it out.

