

# **CYBERSMILY'S CYBERPUNK 2020 HOMEBREW RULES**

# **C Y B E R S M I L Y ' S C Y B E R P U N K   2 0 2 0 H O M E B R E W   R U L E S**

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# CYBERSMILY'S CYBERPUNK 2020 HOMEBREW RULES

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## Alternative Money Rules

*Example: Killer is a Solo. His Combat Sense is a 6 (2 MM total) and 5 of his other career skills are above 4 (10(5\*2) points + 2 MM = 12 MM total). He has 3 pick-up skills above 4 (3(3\*1) points + 12 MM = 15 MM total). His **LUCK** is 6 (6 points + 15 MM = 21 MM), he's 23 years old (23 points + 21 MM = 44 MM total), and he rolled a 2 on 1D10 (2 points + 44 MM = 46 MM total). Being a Solo, Killer starts off with 650eb times 46 MM which gives him a grand total of 18,800eb to start. Now compare that to the possible 24,000 he would have got if he had a 10Combat Sense*

This system reflects a better way to calculate starting funds for a character. It's based on a character's skills and *Special Ability*. The first thing you look at are the character's career skills. Below are the criteria to create a Money Modifier (MM).

- For every career skill and *Special Ability* above level 4, add 2 points to MM.
- For every pick-up skill above 4, add 1 point to MM.
- Add the character's **LUCK**, Age, and 1D10 then add to MM.

Take the total MM and multiple it by the career's Starting Money shown in the Career Chart below. The result is how much eb a character starts with. This system is a bit generous as players should be spending some of this cash on living space and possibly a vehicle.

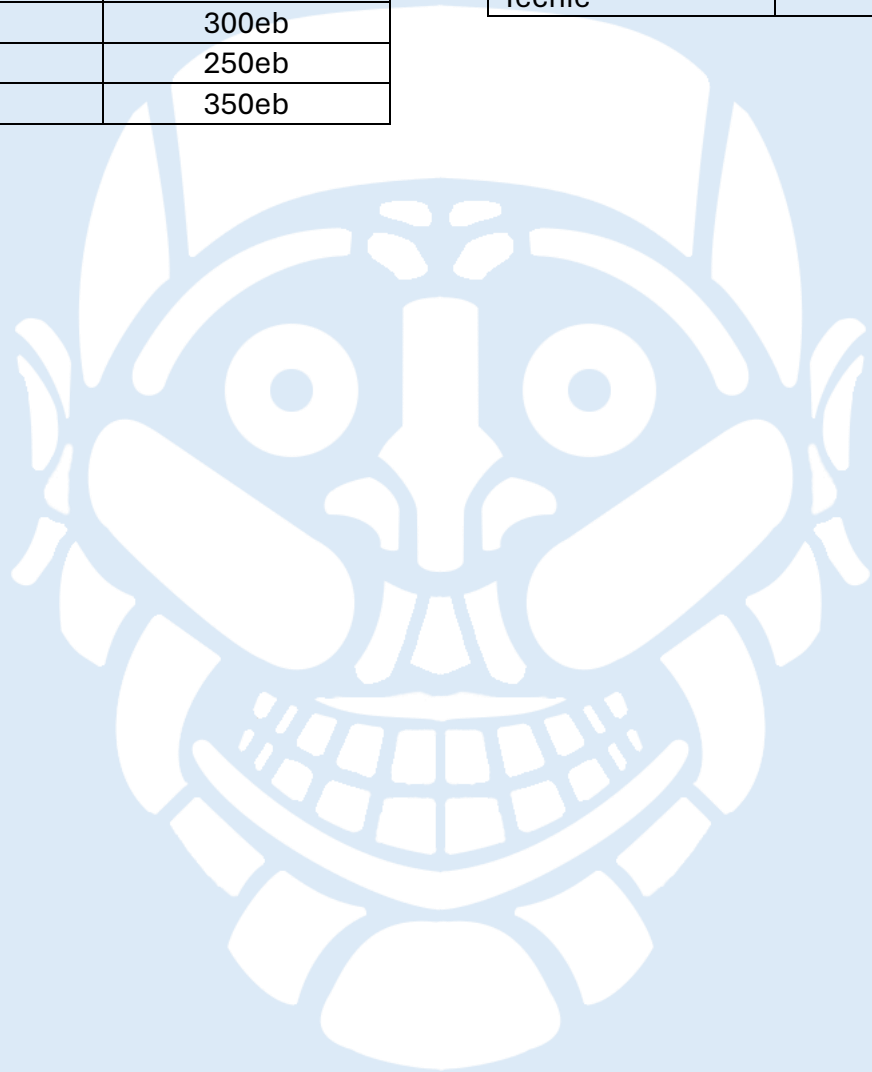
If a **Referee** doesn't want the players to start up with this amount, they can play around with the numbers as they see fit.

But with me, everything I give to players, I will take it away eventually ;)

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Career	Starting Money
Cop	250eb
Corporate	350eb
Fixer	300eb
Media	250eb
Medtechie	350eb

Netrunner	250eb
Nomad	150eb
Rockerboy	250eb
Solo	350eb
Techie	200eb



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## Character Building Points

A player starts with 90 CBPs (Character Building Points) when making a new character. The player uses these points to gain stats, skills, and cash. See the CBP Benefit table for the cost of stats, skills, or cash in CBPs.

NOTE: *Special Ability* has a new cost. See [Special Ability article](#).

CBP Benefits	
CBP	Benefit
1pt	1 STAT pt
1pt	4 Career skill pts
1pt	2 Pick-up Skill pts
1pt	1,000eb

*Example: let's say John is making Razor the Solo. Out of the 90 points and puts 62 towards stats, giving him an **INT 6, REF 10, TECH 4, COOL 7, ATTR 6, LUCK 5, MA 7, BOD 10, EMP 7.***

*John spends 11 CBPs on careers, for a total of 44 skill points that he can allot to only Solo career skills. After allotting points Razor's skills are:*

*Combat Sense 7(5+4) \*, Awareness/Notice 7, Handgun 6, Martial Arts (Karate) 4, Melee 1, Weapons Tech 2, Rifle 3, Athletics 3, Submachine gun 4, Stealth 5*

*This leaves him with 17 CBPs for pick-up skills and cash. He spends 10 CBPs on pick-up skills, with 20 skill points to spend on any skill.*

*Intimidate 3, Streetwise 4, Shadow/Track 4, Driving 3, First Aid 2, Pick Lock 4*

*With the remaining 7 CBPs for cash, this gives him 7,000 euro to spend. You might think it's a lot, but he must pay for all surgery costs for his cyberware, individually. He cannot use the rules from Chromebook 2 (pg 101) and lump all the surgeries into a CR.*

## HOUSING RULES

Also housing prices have been altered. Instead of paying a flatsrate for a room, you pay for the cubic meter. I know players like to take some liberties with one room stuff. For 18 cu. m. it costs 200 eb for Apt./Condo. and 150 eb for a room in a house. This is rental price, not for ownership. The dimensions are: 3m x 3m x 2m room. Not very big, is it? Also, the modifiers for Zones should be of random value as follows:

Zone	Modifier
Combat	1d10/3 – 1
Moderate	1d10/2
Corporate	1d10
Executive	1d10 + 10

NOTE: Combat zone - Yes you can find an abandoned apartment. There is no security though, so expect to have break-ins every day. If you're paying rent, then the chance isn't that high.

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The benefits are higher security in the higher zone levels. Don't think you'll get many break-ins at the Executive Zone, but in the Combat Zone except once a week or day with the occasional cyber psycho looking for a kill.

You may wish to use the [Alternative Money](#) system I wrote. If so, simply knock off 10-20 points from the starting CBPs.

## Fumble Rules

This fumble chart uses the **LUCK** stat. When the player rolls an unmodified 1, they then roll a d10 and add their current **LUCK** stat to the roll. If the player used any points prior to rolling an unmodified 1, deduct them from **LUCK** stat before you roll on this chart. Otherwise use the player's current **LUCK** stat.

The player may add their **LUCK** to this roll. If you're using my [point system](#), they may use their **LUCK** in that way to the roll.

Critical success - if you roll an unmodified 10, you get to roll again.

Critical failure - if you roll an unmodified 1, roll a d10 and minus it from your roll).

ROLL	OUTCOME DESCRIPTION
1 or below	<b>Catastrophic!</b> The worst thing that could have happened did. This will always lead to a Death Save or mortal damage. What happens may not have anything to do with what is involved (i.e. the player is <i>shadowing</i> , and fumbling. A car he didn't see hits him square on). The Referee needs a good imagination on what happens.
2-6	<b>Major Screw Up</b> Whatever you're doing is damaged beyond repair or you took damage (2d10) through whatever mishap.
7-12	<b>Minor Screw Up</b> You caused minor damage to whatever you're working on or caused minor damage to yourself (d6 stun).
13-25	<b>Screwed Up</b> You messed up but nothing bad happened.
25+	<b>Blind Luck!</b> Through a comedy of errors, you succeed in whatever you were doing. But you also suffered some damage in the process (d3 stun). This is what's called a Homer (a <i>Simpsons</i> term).

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## Initiative and Actions

When you roll initiative, you divide that by 10, rounding up (ie. You roll a 17 and you get 2, you roll a 22 and you get 3). This is how many actions you get in a turn, minimum of 2. A borg with a **REF** 15 and a *Combat Sense* of 10 starts off with 3 actions minimum. You may only perform 1 type of action in each round (example, you've got 3 actions, so you can dodge, move and fire a weapon in the round.) When you take multiple actions there are still the -3 for the second, -6 for the third, -9 for the fourth, etc. The types of action are divided into sections, MOVE and SKILL. MOVE means you aren't really concentrating on how it's done. SKILL is when you are taking great care of what you are doing (like firing a weapon to hit a person). Here are types of actions that you may take in a round:

### MOVE:

- Move your MA (character may move their full MA; This may only be used once/turn)
- Dodge (character dodges attacks and seeks closest cover)
- Suppressive Fire (character fires an automatic weapon into an area)
- Run (character uses their full **RUN**; This takes 2 actions to do)
- Drop Prone (character throws themselves to the ground)
- Drop Object (character drops whatever they're holding)
- Draw a weapon (character readies their weapon for attack)

### SKILL:

- Melee, Hand to Hand, Firearm Attack (character may make an attack. This can only be performed once/turn)
- Aim (this takes 2 actions to do and gives a -1 to-hit/2 actions. The character must stand still while performing this action.)
- Acrobatic Feat (character makes a leap, does a somersault, or does something other than running, but requires a skill check.)
- Multiple Targets (character may attack multiple targets. There is a limit to how many. For firearms it is limited to fire rate of the weapon. Targets must all be in the same 90-degree arc. If they're not, then the player must use another action to face the target. For Hand-to-Hand it's limited to three {punch, punch, kick}. For Melee you're limited to three. Each attack is considered an action. You shoot one guy in the first action, you shoot the second guy at a -3 to-hit, and a third at -6, etc.)

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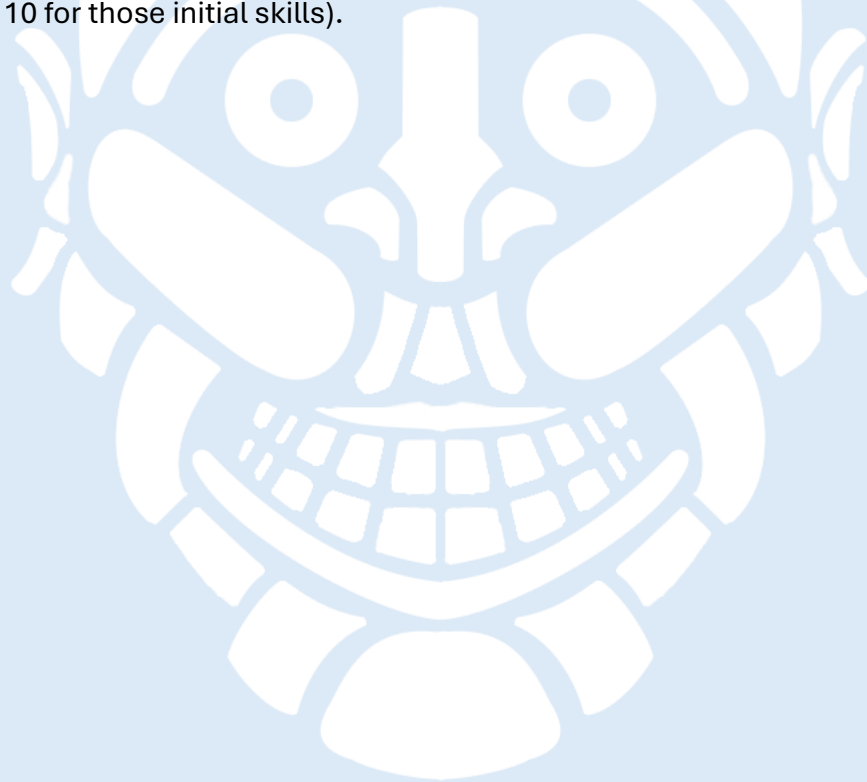
- Parry (character uses an object to parry an attack. Parry lasts for the whole turn. They also have a -1 penalty/attack made against them. So, if five opponents attack the player, on the first attack it's normal, on the second attack -1, third -2, etc.)
- Move/Attack (character may move ½ their **MA** and fire their weapon as one action.)
- Remove Magazine (character removes an empty magazine or charge. NOTE: you must do this action before you can use the Reload action.)
- Reload Weapon (character reloads a weapon. NOTE: you must Remove Magazine before you can use the Reload action.)
- Quickdraw (character draws their weapons and fires as one action.)
- Full Auto (can only be used with a fully automatic weapon. It requires 2 actions to do. Character fires as per Cyberpunk 2020 rules.)
- Use an Item (depending on the complexity of the item, it may require more than one action. **Referee's** call.)
- Requires a Skill Roll (like *Library Search* or *Medtech*. The **Referee** may choose how many actions are required.)
- Stand Up (stand up if player was prone.)
- Change Facing (character can change their facing up to 180 degrees in one action.)

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## IP Rules for INT

I was recently thinking about IP and how much each character gets at the end of a game. I was also thinking about how a character with a 3 **INT** learns at the same pace as a Character with a 10 INT. The system has flaws, but it's simple. Me, I love complexity.

I devised a system that uses the character's **INT** stat and their other stats to affect how quickly they learn. All you have to do is add the character's **INT** with the Skill's governing Stat, divide that number by 10, and you get your Learning Modifier (LM). Now every time the character acquires IP for a skill, multiply the IP by that skill's LM and you get the final IP. This system benefits smart characters (granted every character I've had in games usually has an **INT** of 9 or 10 for those initial skills).



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## LUCK Rules

I was referee of a game in which a character had a **LUCK** stat of 8. This means he has above average luck compared to the rest of the population, right? Well, he had a few problems. First time he fired his weapon he shot one of his friends (almost killed him). The second time he fired only to injure himself with his own weapon. The last time he fired his weapon it jammed on him. The problem was the player had a **LUCK** of 1, meaning he rolled 1.

That got me thinking about what the **LUCK** stat should do. Most of my players never put a lot of points into **LUCK** because it wasn't used that often. Maybe occasionally for a critical roll, but often it wasn't used during whole gaming sessions. Now I have a few changes that I'm using with my group right now. You spend **LUCK** points to help with fumbles and die rolls.

The table shows the **LUCK** point cost and what benefit the player receives for burning those points.

### **LUCK** Cost and Benefits

- 1pt - Avoid a fumble roll. The attempt still fails, but there's no critical failure. PC uses this cost after rolling an unmodified 1.
- 3pt - Reroll a 1. PC uses this cost after rolling an unmodified 1.
- 4pt - The PC gets an additional d10 to roll. Add the 2d10 together and apply it to the skill/stat. There is no critical success or failure on either d10. Players must announce they're using these points before they roll the die.
- 5pt - The PC is considered to have rolled a critical success and rolls another d10 adding it to 10 + skill/stat. This is as if the PC rolled a natural 10 on the die. Players must announce they're using these points before they roll the die.

*They also are allowed to use the same point for point basis too. This gives a person better luck than 10% of failure every time they roll the die.*

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## Alternative MedTech Careers

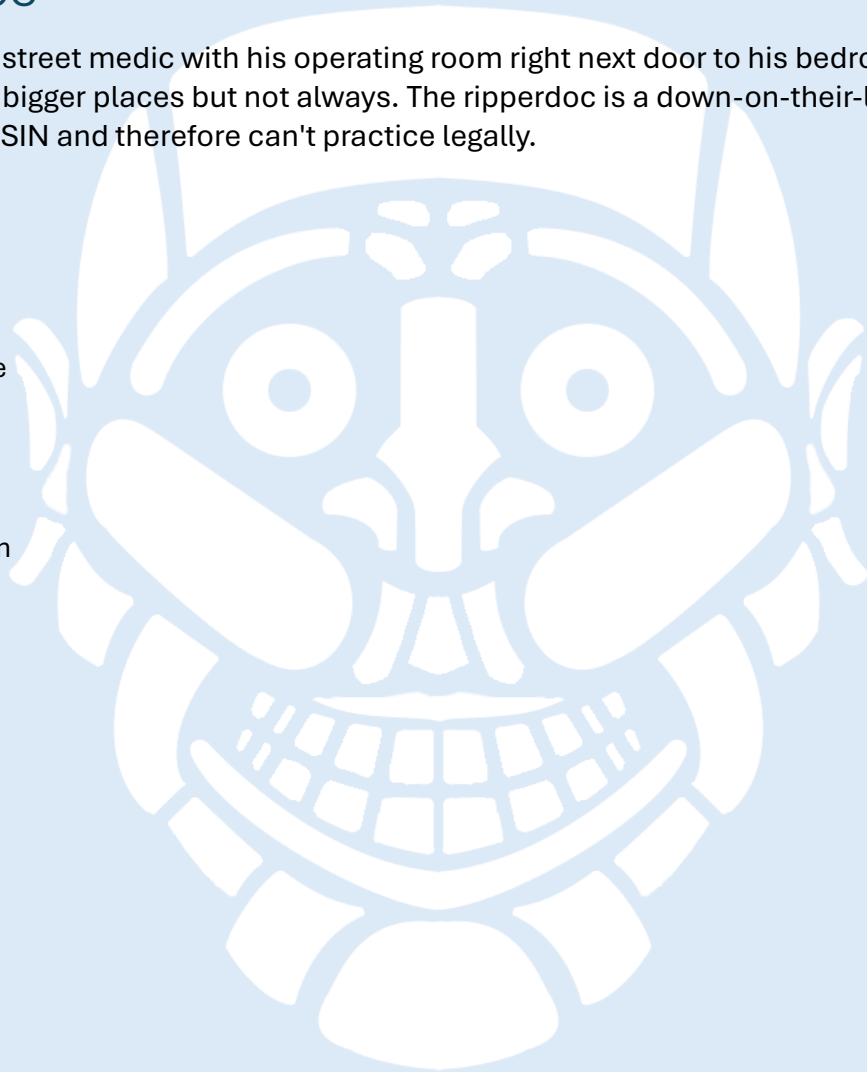
These are some alternative careers for a MedTechie to choose from.

### RIPPER DOC

A Ripperdoc is a street medic with his operating room right next door to his bedroom. Some ripperdocs have bigger places but not always. The ripperdoc is a down-on-their-luck doctor who probably has no SIN and therefore can't practice legally.

#### Skills

Medtech  
Cybertech  
Diagnose Illness  
Awareness/Notice  
Education  
Chemistry  
Pharmaceuticals  
Streetwise  
Human Perception  
Basic Tech



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## PHARMACIST

A Pharmacist is a medtechie who deals in drugs, making them or distributing them. This can be the legal sort that you find in any Drug Pharmacy or supermarket. It also can be the illegal type who along with a fixer establishes a syndicate for themselves.

### Skills

- Medtech
- Education
- Basic Tech
- Chemistry
- Pharmaceuticals
- Streetwise
- Biology
- Awareness/Notice
- Library Search
- Diagnose Illness



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## RESEARCHER

The Researcher is the person who has the boring life of hanging out in a lab and making wonderful new things for the Corporation they work for. These are the people who are often extracted by rival corporations.

### Skills

Medtech

Education

Basic Tech

Biology

Chemistry

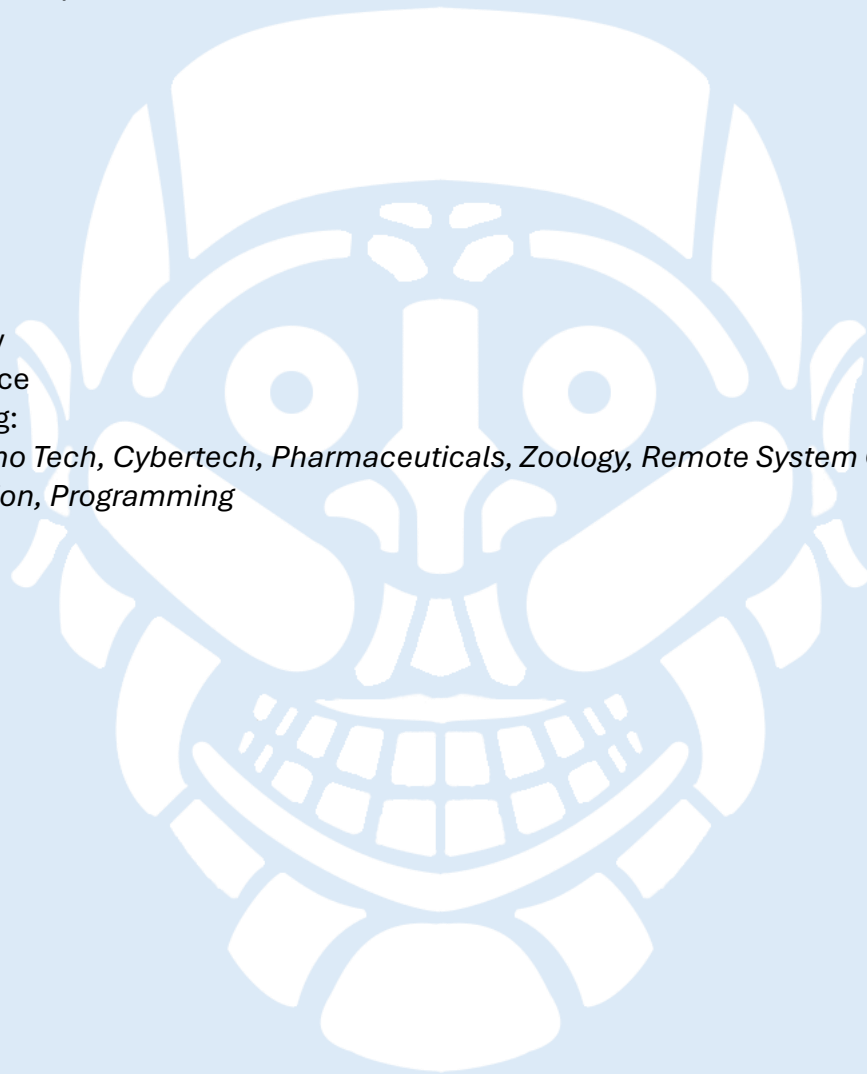
Library Search

Corporate Policy

Awareness/Notice

2 of the following:

*\*Genetech, \*Nano Tech, Cybertech, Pharmaceuticals, Zoology, Remote System Operation, Human Perception, Programming*



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## COMBAT EMT

These are the docs that hang out with Trauma Team and REO Meatwagon. They are capable doctors and have a few skills to survive a firefight.

### Skills

Medtech  
Cryotank Operation  
Basic Tech  
Diagnose Illness  
Handgun  
Awareness/Notice  
Education  
Pharmaceuticals  
Dodge & Escape  
Library Search





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## \*New Skills\*

*Gene Tech (2/TECH):* This skill allows a person to understand genetics and how they can be manipulated. It also covers knowledge and creation of viruses to mutate genes.

*Nano Tech (2/TECH):* This skill covers knowledge of what nanites are, the ability to create them with a lab, and any medical information needed to use them on patients. It also gives the ability to design new functions for nanites. i.e. recycling waste in the body.



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## Quick Netrunning Rules

These rules are to make netrunning a little faster. They shouldn't take too much real time to do. There are three steps to making a run: Base Link, Intrusion, and Outcome.

### Base Link

The runner first must form a base link. That is what LDL they go through and the trace rating each gives them. If they fail on the security roll the Ref can use the fumble rolls for any of the forts or the one in the book.

You can use the [NR Navigator](#) on this site to build your trace.

### Intrusion

Next the runner attempts to break into the fort. The runner gets to choose how, either through a wall or the code gate. The runner and Ref determine success just like they would normally would (Program STR + 1d10 vs Datawall/Codegate STR). If the runner is using a Noisy Program, it will affect the outcome roll. For every grid that the Noisy Program is heard from, add half that number to the DIFF of the fort (i.e. Hammer can be heard 10 spaces away, so add 5 to the DIFF of the Outcome DIFF).

### Outcome

This is the task that the runner is attempting to do. A referee can require the runner to make several of these rolls depending on the actions taken within the datafort. To figure out the outcome, the first step is to get the Program Modifier (PM). For each program type of Anti-System, Evasion/Stealth, and Anti-program/ICE gives you a bonus. You can only use 1 program of each type during a run. To calculate the total PM compare the program's str to the following: str 1-3 +1, str 4-6 +2, str 7-9 +3, and str 10 +4. If the program is a specialty program (like Dogcatcher only affective against Dog programs), then it only is a PM +1 if it has a str 5+ else no PM. This is up to the referee to make a judgement on it. The maximum PM acheivable is +12 PM (very unlikely to have all str 10 programs, but you can dream).

The formula to determine success for the outcome is:

$$\text{INT} + \text{Interface} + \text{SPD} + \text{Program Mod. vs DF DIFF}$$

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If successful, the runner accesses what they were looking for. If they fail, consult the Margin of Failure (MoF) chart below. If a runner rolls a 1, consult the fumble chart in Bartmoss Guide to the Net. Protection programs might help a runner against attacks that hurt him directly (i.e. physical damage, or **INT** damage). To

DATA FORT DIFF CHART	
Datafort type	Base DIFF
Grey System: (Detection and Alarm)	10
Level 1: (Anti-IC, Detection, and Alarms)	15
Level 2: (As above plus Anti-System)	20
Level 3: (As above plus non-fatal anti-personnel ICE)	25
Black System: (Everything they can throw at them)	30
* - if there's a Sysop, add +5 DIFF to base.	
* - If there is an AI, then add +1 DIFF per CPU to base.	

determine if the program is successful, the runner needs to roll 1D10 under the strength of the Protection program. If it fails, then the runner is affected as the result indicates. As you can see this is a very basic system but will speed up game play if you have a runner in the party.

Another thing to note is trace attempts explode. So even if a runner beefs up their Bas Link to over 20, a trace can still have a small chance of success.

*Example:*

*I use either the net maps from the source books or use the [Netrunner Navigator app](#) on this site. I was able to build up my Base Link to a 15. Not bad.*

*I plan on hitting the Militech Datafort (Black) today. The referee determines the datawalls are str 9 and codegates str8. I decide to hit the codegate as I'm running a Raffles (str4) on my deck. Lucky for me I rolled an 8 + 4(str) = 12 and break into the datafort.*

*I need to steal a file within the system. My current load out is a DeckKRASH (str4 Anti-system, +2PM), Invisibility (str3 evasion, +1PM) and a Killer IV (str4 anti-program, +2PM). This gives me a Program Modifier of +5. I now roll 1d10. I got a 7 (roll) + 7 (Interface) + 8 (INT) + 3 (my deck's speed) + 5 (program modifier) giving me a total of 30. I barely succeeded. If there is an AI and/or Sysop in the fort, then it would be a failure, and I would need to consult*

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*the Margin of Failure table. My netrunner might want to invest in improving his deck speed and getting some better programs soon.*

## Failure Chart

Datafort: GREY	
MoF	Results
1-5	Trace Attempt (STR 4)
6-10	Call into Netwatch. Warrant issued. Trace Attempt (STR 4)
11+	N/A

Datafort: Level 1	
MoF	Results
1-5	Trace Attempt (STR 4)
6-10	Call into Netwatch. Warrant issued. Trace Attempt (STR 4)
11+	Lose a Program

Datafort: Level 2	
MoF	Result
1-5	Trace Attempt (STR 5)
6-10	Call into Netwatch. Warrant issued. Trace Attempt (STR 5)
11-15	Roll 1D10 below Deck DataWall strength or lose a D3 Programs
16+	Roll 1D10 below Deck DataWall strength or crash your Deck. Drops you out of the net

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## Datafort: Level 3

MoF	Results
1-5	Trace Attempt (STR 7)
6-10	Call into Netwatch. Warrant issued. Trace Attempt (STR 7)
11-15	Roll 1D10 below Deck DataWall strength or lose a D3+1 Program. If successful still lose 1 program.
16+	Roll a D6:  1-2: Roll 1D10 below Deck DataWall strength or crash your Deck, drops runner off line  3-4: Roll 1D10 below Deck DataWall strength or erases D6 programs. If successful still lose 1 program  5-6: Roll 1D10 below Deck DataWall strength or lose all programs. If successful still lose 1D6 programs

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Datafort: Black

MoF	Results
1-5	Trace Attempt (STR 9)
6-10	Call into Netwatch. Warrant issued. Trace Attempt (STR 9)
11-15	Roll 1D10 below Deck DataWall strength or lose all programs. If successful still lose 1D6 programs.
16-20	Roll a D10: 1-2: Roll 1D10 below Deck DataWall strength or crash your Deck, drops runner offline 3-4: Roll 1D10 below Deck DataWall strength or erases 1D6 programs. If successful still lose 1 program 5-6: Roll 1D10 below Deck DataWall strength or freezes system allowing for 1D6 Trace Attempt at str result 1-5 above. 7-8: Roll 1D10 below Deck DataWall strength or lose all programs and memory. If successful still lose 1D6 programs 9-10: Roll 1D10 below Deck DataWall strength or cyberdeck destroyed
21+	Roll a D10: 1: Glued, then 1D6 Trace Attempts (STR 9) 2: Prevent Netrunner from Logging off. 1D10 Trace Attempt (STR 9) 3: Netrunner is in Coma, then logged off. 4: Netrunner takes 1D6 physical damage. 5: Netrunner takes 1D10 physical damage, then 1D3 Trace Attempts (STR 9). 6: Roll 1D10 below Deck DataWall strength or causes fire in runner's deck, then 1D3 Trace Attempts (STR 9). 7: 1D6 <b>INT</b> damage. 8: 2D6 <b>INT</b> damage, then 1D3 Trace Attempts (STR 9). 9: 2D6 <b>INT</b> damage and 1D10 physical damage, then 1D6 Trace Attempts (STR 9). 10: Netrunner hit with a Liche. Erased netrunner's memories/inserts new personality.

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## Special Abilities Alternative Rules

I feel that the **Special Abilities** in Cyberpunk are useful but limited and not very well defined. In the main book I feel that the only well-defined ability is *Combat Sense*. It gives a very specific use and bonus. R Talsorian has made a few attempts at rectifying this. Wildside made *Streetdeal* a better and extremely useful skill. I think that all the **Special Abilities** can be improved with an overhaul similar to what was done with *Streetdeal*. I know the new third edition is going to get rid of all careers and **special abilities**. I think they should be kept. How many corporate executives are netrunning hackers? How many mafia dons are medtechs? I believe that a mafia don could have some medical background but would be more specialized in *Streetdeal*-ing than *Medtech*-ing. Of course, this leads to a different character generation system but that is for a later debate.

Here is what I would do to change the **Special Abilities**. I think this makes them a little more useful and appealing to players. I will first state what the main book description is and then I will add how this should affect the game system. Like *Combat Sense*, I feel the **Special Ability** should give a bonus to other skills, making a career class have an advantage over other careers. Every character should start play with their **Rep** equal to half their **Special ability**, unless otherwise written.

Purchasing **Special Abilities** should cost more, especially for levels above 5. Up to level 5 it is a one for one cost of skill points. Level 6 costs 7(5+2), level 7 costs 9(5+4), level 8 costs 13(5+8), level 9 costs 21(5+16), and level 10 costs 37(5+32). These costs are only for beginning the character and don't modify IP costs. This system allows NPCs and PCs who've been around to be more experienced than newbies.

Every career starts with contact points just like a Fixer. All careers get their ability<sup>2</sup> in points. There are a few **Special Ability** that give more. Look at the Ability to find out how much more.

### Special Abilities:

#### Authority (Cop)

The ability to intimidate or control others through your position as a lawman. This attribute represents the Cop's ability to call on the forces of the law and government to get what he wants. Cops can use *Authority* to question suspects, arrest

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wrongdoers, and defend innocents. Backed by the power of *Authority* a cop can arrest, detain, confiscate, and enter nearly anywhere, if he has the proper arrest and search warrants to back his play. However, *Authority* is only as good as the guy holding badge-if the cop appears uncertain of his *Authority*, there's a good chance he'll get nailed by the people he's trying to confront. The higher your *Authority*, the more able you are to face down criminals, particularly high-level mobsters and officials. *Authority* is applying to your **COOL** stat.

*What does this mean to me and how I would improve it:*

Well, *Protect & Serve* helped define what a cop is, what the laws are, who the bad guys are, what equipment the law has, and what he can or can't do. This book has some useful info and some useful rules, but it doesn't explain how to use the *Authority* ability in game play. I would allow a bonus of a third (round down) of the ability to the skills *Intimidate*, *Streetwise*, *Interrogation*, and *Persuasion & Fast Talk*. I would also give the cop a bonus of half their *Authority* to the initiative because cops have combat training, not as good as solos, but enough to stand up in a fight. Cops should have informants just like a Fixer. I suggest using the same rules in *Wildside* for contact generation but only half the number of points a Fixer would get ( $\text{Ability}^2 \times \text{Ability}^2 / 2$ ). These are not in addition to the points stated above for contacts.

This ability should also be like the Corp's *Resource* special ability. The Cop can use this ability to acquire equipment and personal to use as they see fit (as long as it's legal). So, what equipment can they get? That really depends on the Ref. I suggest setting a cash amount to a Difficulty value. Let say Easy (10)=1-5,000 eb., Average (15) = 5,001-25,000 eb., Difficult (20) =25,001-100,000 eb., Very Difficult (25) = 100,001-500,000 eb., Nearly Impossible (30)=500,001+ eb.. Also, the cop can add their *Leadership* or *Fast Talk* + *Persuasion* skills to the roll. Of course, these values can change if the Cop goes to a superior to help acquire the equipment. This also requires that the Cop is still employed with a city/government/corporation. There is also a restriction on the availability of the equipment. Excellent and Common availability is always available. Poor availability is a Difficult (20) test to acquire. Rare items are Nearly Impossible (30) to get. And finally, how many personnel the Cop can call for is based on their Special Ability. Just square the level of *Authority* and that is the number of men the Cop can call for. This is how much backup he can call for without going to a superior.



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Now this gives Cops an edge over edgerunners. I give them what a Cop should have. Most of these changes depend on if they're still in the force. If they're unemployed then the resources are not accessible. This gives the Ref some control on whether they would like the Cop to have all those goodies.

## Charismatic Leadership (Rockerboys)

This skill allows the Rocker to sway crowds equal to his level squared 200 times. This ability (added to your **COOL** stat) allows the Rockerboy to control, incite, and charm large number of people through his or her performance skills. When under the Rocker's control, this group can easily be persuaded to act on his suggestions; for example, a Rocker could convince a concert crowd to riot in the streets or attack a heavily fortified police line. *Charismatic Leadership* will only work with groups of ten or more people as it is primarily a mob leadership ability. The higher your *Charismatic Leadership*, the larger a crowd you can control and the more direct and complex the instructions you can get them to follow. For example, a Level +3 *Leadership* could incite a nightclub crowd to get rowdy. A level +5 or +6 could provoke a concert crowd of thousands to trash a neighborhood, if the area wasn't too far from the hall. At Level +9, and higher, you have the same sort of mesmeric ability as an Adolph Hitler-you can raise armies, start movements, and destroy nations.

### What does this mean to me and how I would improve it:

This ability is well defined in game mechanics. I would give the Rocker a bonus of half *Charismatic Leadership* to his *perform* skill (round down).

They also get a bonus to *Social* and *Seduction* of a third of their *Charismatic Leadership*. This is because of all the parties they attend being rock stars.

As an extra bonus I would allow the Rocker musical equipment equal to half their *Charismatic Leadership* times 500 eb. This money should only be used for musical instruments, which include cyber implants for vocals.

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## Combat Sense (Solo)

allows the Solo to perceive danger, notice traps, and have an almost unearthly ability to avoid harm. Your *Combat Sense* gives you a bonus on both your *Awareness/Notice* skill and your initiative equal to your level in the *Combat Sense* skill.

*What does this mean to me and how I would improve it:*

This ability makes the Solo a god in combat. This is also what makes players attracted to this career. There are a couple things I would give solos.

The bonus for *Awareness/Notice* would only be half their ability, not the full amount. Just because they are on the edge doesn't mean they should be able to see nearly impossible things so freaking easily.

A Solo can specialize in one combat skill equal to a third of their *Combat Sense*. The Solo can choose from *Light, Medium Heavy, Very Heavy Handgun, Light, Medium, Heavy SMG, Sniper Rifle, Assault Rifle, Shotgun, Bow, Crossbow, Brawling, Sword, Knife, Martial Arts, Club, Improvised weapon, or a specific Heavy Weapon (MGs, Grenades, etc.)*. This will give the Solo a good selling point.

Finally, I would give the Solo 500 eb in cyberware per point of *Combat Sense*. This gives the Solo a bit of a background. This cyberware is installed without surgery costs. The Solo doesn't get any money for any parts he gets rid of. If they get an eye implant they don't get any money for the eye they had replaced.

## Credibility (Media)

This is the ability to be believed: by your viewers, by the police, by important and powerful people. This is critical to getting your story heard and acted upon, as well as convincing people to tell you things, give you information, or get you into where the story is really happening. The higher your *Credibility*, the more people you can convince, and the easier it is to convince high level authorities of the truth of your information. With a level +3 *Credibility*, you can convince most people of minor scandals. With a level +5 or +6, you can convince local officials of military atrocities, undercover dealings and other front-page stuff. At level +9, you can successfully expose a scandal of Watergate proportions or convince the President of the

# CYBERSMILY'S CYBERPUNK 2020 HOMEBREW RULES

EuroMarket Finance Board that aliens are secretly influencing world leaders. *Credibility* applies to your INT stat.

What does this mean to me and how I would improve it:

This skill is described but not given any game mechanics to use the skill. So here is my interpretation of what it does. The Media starts with a Rep equal to the *Credibility* level. Most of the more popular anchors and reporters are known quite well by the populace.

The Media has a bonus to *Fast Talk/Persuasion*, *Interview*, and *Oratory* skills. The bonus is equal to 1/3 of the *Credibility* level. This is what I believe the description implies. The Media should get bonus to *Library Search* and *Streetwise* equal to *Credibility*. This is because of the many years and resources the Media uses to break a story or find one.

The Media gains contacts as a Fixer from the Wildside sourcebook. They get the same number of points to use as Fixer does

If the character is a reporter for a corporation, then *Credibility* can be used as a Resource skill. This is only as good as along as the Media is part of the corporation.

## Family (Nomad)

This is the ability to call upon the resources and help of any of the members of Nomad's large, extended tribal family. This can be in the form of weapons, cash, information, or a small army of relatives. The threat of a Nomad family's vengeance may stop harm to the Nomad. The higher your *Family* ability, the more important you are to the Family and the more help you can call upon. With a *Family* status of +2, you might be able to get several of the pack to help you wreck a town, for example. With a *Family* status of +7 or +8, you can make major Pack decisions and lead troops. At +10, you may be the Leader of your Pack. *Family* is applied to your Intelligence stat.

What does this mean to me and how I would improve it:

This skill is described in the sourcebook for Nomads and Neotribes. It talks about what can be done with it. I would also give a bonus of 1/3rd *Family* ability to *Social* and *Leadership* skills.

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## Interface (Netrunner)

This skill reflects the Netrunner's ability to manipulate Interface programs, and is the Skill used when operating Menu functions such as Locate Remote, Run Software, Control Remote, Downlink, Load, Create and Delete. Other players can access the Net but cannot use the Menu. Interface is based on the INT Stat. Note for *Cyberpunk 1* players- you may elect to swap your original INT and **REF** stats for characters generation with the old rule.

What does this mean to me and how I would improve it:

Well, I have the belief that this skill could be divided into 2 separate skills. One skill for all careers and the other just for Netrunners. The skill for all careers would allow the person to run the net and use the menu. This skill would be called *Hacking*. *Hacking* would be used as Interface for Anti-Personnel Attacks. The player cannot use this skill for Remotes, locate or control. They need the *Control Remote* skill if they wish to do this. The other skill for Netrunners is sort of like *Combat Sense* in the Net. This would be retaining the name *Interface*. It would have the same abilities as it did before but with a few additions.

First the Netrunner would gain a bonus to their initiative equal to half their level in *Interface*. AI also get this bonus using their *Interface* skill. This makes the Netrunner a god in the net.

And finally, the Netrunner gets to write programs before play starts. This is to show that they didn't spend all their time on the Net. They get their skill double then squared, just like figuring out how many contact points fixers get. This number is the number of hours a Netrunner gets to make programs. The only thing is the difficulty level of one of these programs cannot be greater than their INT, **LUCK**, and *Programming* skill combined.

## Jury Rig (Techie)

This general repair skill allows the Techie to temporarily repair or alter anything for 1D6 turns per level of skill. This is not a permanent repair; after the elapsed time, the *Jury Rig* will break down.

What does this mean to me and how I would improve it:

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This skill has been well defined for game use. But 1D6 turns seems to be a little limited. I would extend it to 1D6 times the square of the *Jury Rig* level i.e. a *Jury Rig* 6 gives the repair a duration of 1D6 x 36 turns or 1D6 x 6 minutes.

The Techie should get a bonus of 1/3rd *Jury Rig* level add to the skills *Aero Tech*, *AV Tech*, *Basic Tech*, *Cyber Tech*, *Electronics*, *Gyro Tech*, and *Weapon Tech*. This makes the Techie a very valuable part of an edgerunner team.

A Techie also gets tech tools totaling 500 eb/ level of *Jury Rig*. The Techie can also buy broken goods and repair them for 3/4 price or less. Depending on the complexity of the device, the referee assigns a difficulty number. The higher the difficulty number the lower the cost for the item in question.

## Medical Tech (Medtech)

This is the skill used to perform major surgery and medical repairs. For more descriptions of this skill in action, see *Trauma Team* pg. 116.

What does this mean to me and how I would improve it:

The *Medtech* skill is simple and easily used by the characters. Now the challenge is to improve it but keep it a little realistic and believable. I would give the Medtechie a bonus of 1/3rd *Medtech* to the skills *Human Perception*, *Diagnosis*, *Illness*, and *Pharmaceutical*. The skill *Library Search* would get a bonus of *Medtech*, but only if researching information about the medical field.

If the Medtechie is Licensed, which requires a SIN, they can acquire medical supplies at a discount. I use the system in *Wildside* on pg. 52 for determining the price on any medical supplies, including pharmaceuticals or surgery equipment. Cyberware can also be bought for a cheaper price. This cyberware can't be anything illegal or black market.

Lastly if the medtech works for a corporation they could use their *medtech* ability as a *Resource* skill, using it for perks the corporation might offer. Things like cars, apartments, etc., nothing too high tech or combat related.



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## Resources (Corporate)

This represents the Corporate's ability to command resources. It is used as a persuasion skill, based on the scale of resources requested. This could include bodyguards, weapons, vehicles, buildings, money, etc. Obviously, the more powerful the Corporate, the more he can call upon at any one time. Your level of *Resources* determines exactly how much you can request from the Corporation without overreaching yourself. A *Resource* ability of +2 might get you access to a company car. An ability of +6 might allow you to use a Company jet or hire a Solo team from the Corporate Security Division. A *Resource* of +9 would allow you access to almost all levels of the Corporation, as well as the ability to requisite almost any Company resource. Your *Resource* ability is applied to your INT stat.

What does this mean to me and how I would improve it:

This is the skill to have if money is what you want. This skill is related to the corporation the corp is part of. A corp can start with apartment/residence, car, clothes, and other equipment that a referee will allow. The total of all this is equal to the corp's resource ability squared then multiple by 500. This money is only given if the corp is working. If the corp is not employed, they don't get this. I

A corp also gets a bonus to *Fast Talk/Persuasion*, *Social*, *Wardrobe + Style*, and *Personal Grooming* skills equal to 1/3 of their *Resource* ability. This is from the back stabbing, well dressing, and smooshing a corp needs to do to rise in rank.

A Corp also gets contacts like a Fixer but with half the points to spend.

Finally, a Corp can call on the resources of the corporation. The Corp can use this ability to acquire equipment and personal to use as they see fit. What equipment can they get? That really depends on the Ref. I suggest setting a cash amount to a Difficulty value. Let say Easy (10) = 1-5,000 eb., Average (15) = 5,001-25,000 eb., Difficult (20) = 25,001-100,000 eb., Very Difficult (25) = 100,001-500,000 eb., Nearly Impossible (30) = 500,001+ eb. The corp can add their *Leadership* or *Fast Talk + Persuasion* (note: the bonus that *Resource* gives this skill is not added) skills to the roll. There is also a restriction on the availability of the equipment. Excellent and Common availability is always available. Poor availability is a Difficult (20) test to acquire. Rare items are Nearly Impossible (30) to get. And finally, how many personnel the Corp can call for is based on their Special Ability. Just square the level of *Resource* and that is the number of men the Corp can call for.

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## Sneak (Prowler)

..which acts as a kind of counterbalance to the *Combat Sense* ability enjoyed by Solos. Since Solos have their *Combat Sense* added to their *Awareness* skills (on top of any cyberware bonuses), it seems nearly-impossible to escape a Solo's notice. Prowlers live to confound Solos, since their special ability adds to their *Stealth* or *Hide/Evade* (GM's choice). This reflects a Prowler's ability to sneak into anything and steal what they are after.

What does this mean to me and how I would improve it:

First off, I give both *Hide/Evade* and *Stealth* 3/4 bonuses to both. This allows the prowler the ability to avoid those pesky solos. I would also give them a bonus of half their level in *Electronic Security* and *Pick Lock*. If they are so great at hiding that's fine but they also are supposed to be able to break into anything too. The prowler would also get their *Sneak* ability as a bonus to their *Streetwise* when they need to fence their stolen goods.

## Streetdeal (Fixer)

This is the ability to deal with the underground information network. With *Streetdeal*, a Fixer can uncover rumors and information, locate missing people or things, put gossip out on the Street, pick up clues and score big deals. The higher your *Streetdeal* ability, the more information you can gather about things happening around you, the more informants you have, and the more secretive the information you can dig up. A level +3 *Streetdeal* can get you contacts for weapons, tools, or minor illegal operations. At level +5, you can penetrate the secrets of all but the most powerful crime families. At level +9, you are the equivalent of a Mafia crime lord yourself, privy to every secret that's on the street. Apply *Streetdeal* to your **COOL** stat.

What does this mean to me and how I would improve it:

Wildside sourcebook took this ability and rocked it. This is one of the reasons why I thought all the special ability needs is a revision. I cannot improve this ability or have an idea where to start. But I use all three systems from it.

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## Careers with Focused Stats

Certain careers should have specific stats that complement them, also there should be stats that don't. These are some rules that limit certain careers by limiting the level of key stats. Each career will have 2 Focus Stats. Focus stats will usually be higher than normal for that career. Whether the reason for the high stat is because they need it to survive, or they can't function in that career without it. Each career will also have 2 Unfocused Stats. These are stats that the career doesn't require it or it's a career that takes away time for that stat to be high. Here's a list of the careers and their Focus/Unfocused Stats:

Career	Focus	Unfocused
Cop	COOL & MA	EMP & TECH
Corp	INT & LUCK	TECH & MA
Fixer	COOL & INT	TECH & REF
Media	INT & EMP	BOD & REF
Medtech	TECH & INT	BOD & LUCK
Netrunner	INT & TECH	BOD & MA
Nomad	BOD & INT	ATTR & LUCK
Prowler	REF & TECH	BOD & ATTR
Rockerboy	COOL & ATTR	INT & MA
Solo	REF & COOL	EMP & ATTR
Techie	TECH & INT	MA & ATTR

Now to how to use this chart. There are two ways, depending on how you make characters.

The first is if you use dice rolls for stats. For Focused Stats roll a d6+4. This gives the character a good chance of rolling high. For Unfocused Stats you roll 1d6. On a roll of 6 reroll. If you get a 1 or 2, then add it to the 6. If you roll a 3 or higher you keep the 6.

Secondly, if you are using a point base stat system here's what you do. For Focused stats the first 3 points are free. For Unfocused stats for every point over 5 it costs double the normal number of points, up to a max stat of 8.

# CYBERSMILY'S CYBERPUNK 2020 HOMEBREW RULES

## Youth Path

Youth Path is an addition to the lifepath of a character. It's part of Family Background. Some of the charts in the basic book don't make complete sense. You could possibly roll a family ranking of Corporate Manager but spend your childhood in an aquatic pirate pack. Sounds like an interesting background but seems odd. Instead, each of the Family Rankings should have their own chart for childhood. Also, I believe a character's childhood should also give them skills appropriate to their background. Why would a child of a Corporate Executive not have any Education/General Knowledge skill. They should be in my opinion.

There are 2 phases to this. The first is childhood, from age 1 to 12. This is the event that shapes the character from the beginning. The second phase is young adult, from age 13 to 18. This is when the character starts coming into their own. Each phase gives the character a total of 8 skill points (4 from each phase). The 1st phase has more mandatory skills compared to the second. My thinking around this was that most characters don't spend points on skills they should have taken to reflect their childhood.

Childhood is generalized and only requires one roll. In Young Adult the player rolls for an event.

### Childhood

First a player rolls for Family Ranking on pg. 35 of the Cyberpunk 2020 book. Each Ranking gives a character a certain amount of bonus skills. Family Ranking determines the childhood environment as the player was growing up. They also make d6/2-1 friends and d6/2-1 enemies (round down). These are childhood contacts that might not have any real bearing on the character in their adult life.

#### 1 - Corporate Executive

The character was born into the lap of luxury (*Gain Education/Gen Know +1, Social +1, Personal Grooming +1, Leadership +1*)

#### 2 - Corporate Manager

Family's doing pretty good (*Gain Education/Gen Know +1, Personal Grooming +1, Leadership +1, Social +1*)

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## 3 - Corporate Technician

The better paying jobs for the skilled (Gain *Education/Gen Know* +2, *Social* +1, *Personal Grooming* +1)

## 4 - Nomad Pack

The open roads are your home (Gain *Wilderness Survival* +2, *Rifle* or *Archery* +1, *Basic Tech* +1)

## 5 - Pirate Fleet

The open sea and plenty of booty (Gain *Swimming* +2, *Rifle* +1, *Basic Tech* +1)

## 6 - Gang Family

The neo-roving bandits of the 21st century (Gain *Streetwise* +1, *Intimidate* +1, *Brawling* +2)

## 7 - Crime Lord

The well-off organized criminals (Gain *Education/Gen Know* +1, *Streetwise* +1, *Leadership* +1, *Personal Grooming* +1)

## 8 - Combat Zone Poor

Barely scraping to make ends meet (Gain *Streetwise* +2, *Brawling* +1, *Awareness/Notice* +1)

## 9 - Urban Homeless

Life on the street is hard for a kid (Gain *Urban Survival* +2, *Brawling* +1, *Hide/Evade* +1)

## 0 - Arcology Family

The working stiffs (Gain *Education/Gen Know* +1, *Mathematics* +1, 2 of these skills at +1: *Basic Tech*, *Library Search*, *Martial Arts*, *System Knowledge*, *Streetwise*, *Wardrobe & Style*, *Programming*, *Swimming*, *Personal Grooming*, *Composition*, *Play Instrument*)

## Parents and Adolescents

Now the player should roll on the Parents chart for LifePath. If something happens to the player's parents, it is assumed that the player was put into either foster care, grew up with relatives, or was adopted. Next comes Family Status to see if anything happens to the player and his family. If the character has a Family Tragedy happen, the player might need to re-roll their Family Ranking again (Ref's discretion). This time they gain bonus skill points.

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During this phase, the player rolls 4 times on their current Family Ranking chart. If a character's ranking changes because of a Family Tragedy, the player rolls on the new chart. Skills gained in this section can have a maximum level of +2. The only way to get +3 is if the skill levels are mandatory (say Family ranking above was Corporate Technician (+2 Education/Gen Know) and gain another +1 from Corporate Executive, this would net a +3).

## CORPORATE EXECUTIVE

(Gain +1 *Education/Gen Know*, 3 of the following at +1: *Mathematics, Physics, Know language, Composition, Leadership, Social, Seduction, Swimming, Strength Feat, Oratory, Library Search, Biology, Programming, System Knowledge, Stock Market, Athletics, Fencing, Dance, Martial Arts, Paint or Draw, Photo & Film, Wardrobe & Style, Personal Grooming*)

1. Accident\*
2. Powerful Corp Exec@
3. Illness\*
4. Romantic Involvement (use chart pg. 39 Basic book)
5. Made an Enemy (use chart pg. 38 Basic book)
6. Made a Friend (use chart pg. 38 Basic book)
7. False Accusation\*
8. Find a Teacher@
9. Lover, friend, or relative killed\*
10. Make a Powerful Connection@

## CORPORATE MANAGER

(Gain +1 *Education/Gen Know*, 3 of the following at +1: *Mathematics, Physics, Know language, Composition, Leadership, Social, Seduction, Swimming, Strength Feat, Oratory, Library Search, Biology, Programming, System Knowledge, Athletics, Dance, Martial Arts, Paint or Draw, Photo & Film, Wardrobe & Style, Personal Grooming*)

1. Accident\*

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2. Powerful Corp Exec@
3. Illness\*
4. Romantic Involvement (use chart pg. 39 Basic book)
5. Made an Enemy (use chart pg. 38 Basic book)
6. Made a Friend (use chart pg. 38 Basic book)
7. False Accusation\*
8. Find a Teacher@
9. Lover, friend, or relative killed\*
10. Make a Powerful Connection@

## CORPORATE TECHNICIAN

(Gain +1 *Education/Gen Know*, 3 of the following at +1: *Mathematics, Physics, Know language, Composition, Seduction, Swimming, Strength Feat, Oratory, Library Search, Biology, Programming, System Knowledge, Athletics, Dance, Martial Arts, Paint or Draw, Photo & Film*)

1. Accident\*
2. Powerful Corp Exec@
3. Illness\*
4. Romantic Involvement (use chart pg. 39 Basic book)
5. Made an Enemy (use chart pg. 38 Basic book)
6. Made a Friend (use chart pg. 38 Basic book)
7. False Accusation\*
8. Find a Teacher@
9. Lover, friend, or relative killed\*
10. Local Boostergang likes you@

## NOMAD PACK

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(Gain *Wilderness Survival* +1, 3 of the following at +1: *Endurance, Strength Feat, Swimming, Intimidate, Leadership, Awareness/Notice, Geology, Hide/Evade, Shadow /Track, Zoology, Archery, Brawling, Dodge & Escape, Driving, Melee, Motorcycle, Rifle, Stealth, Basic Tech, First Aid*)

1. Accident\*
2. Find a Combat Teacher@
3. Illness\*
4. Romantic Involvement (use chart pg. 39 Basic book)
5. Made an Enemy (use chart pg. 38 Basic book)
6. Made a Friend (use chart pg. 38 Basic book)
7. Imprisonment\*
8. Find a Teacher@
9. Hunted by a Corporation\*
10. Powerful Corp Exec@

## PIRATE FLEET

(Gain *Swimming* +1, 3 of the following at +1: *Endurance, Strength Feat, Intimidate, Resist Torture/Drugs, Seduction, Persuasion & Fast Talk, Awareness/Notice, Gamble, Brawling, Dodge & Escape, Handgun, Melee, Rifle, Stealth, SMG, Basic Tech*)

1. Accident\*
2. Find a Combat Teacher@
3. Addiction\*
4. Romantic Involvement (use chart pg. 39 Basic book)
5. Made an Enemy (use chart pg. 38 Basic book)
6. Made a Friend (use chart pg. 38 Basic book)
7. Imprisonment\*

# CYBERSMILY'S CYBERPUNK 2020 HOMEBREW RULES

8. Find a Sensei@
9. Hunted by the Law\*
10. Make a Powerful Connection@

## GANG FAMILY

(Gain *Streetwise* +1, 3 of the following at +1: *Endurance, Strength Feat, Intimidate, Resist Torture/Drugs, Seduction, Persuasion & Fast Talk, Awareness/Notice, Gamble, Hide/Evade, Brawling, Dodge & Escape, Driving, Handgun, Melee, Motorcycle, Rifle, Stealth, SMG, Basic Tech, Electronic Security, Pick Lock, Pick Pocket*)

1. Accident\*
2. Find a Combat Teacher@
3. Addiction\*
4. Romantic Involvement (use chart pg. 39 Basic book)
5. Made an Enemy (use chart pg. 38 Basic book)
6. Made a Friend (use chart pg. 38 Basic book)
7. Imprisonment\*
8. Local Nomad Pack befriends you@
9. Hunted by the Law\*
10. Make a Powerful Connection@

## CRIME LORD

(Gain *Streetwise* +1, 3 of the following at +1: *Personal Grooming, Wardrobe & Style, Strength Feat, Interrogation, Intimidate, Resist Torture/Drugs, Leadership, Seduction, Social, Persuasion & Fast Talk, Gamble, Athletics, Driving, Handgun, Martial Arts, Motorcycle*)

1. Accident\*
2. Find a Sensei@



# CYBERSMILY'S CYBERPUNK 2020 HOMEBREW RULES

3. Addiction\*
4. Romantic Involvement (use chart pg. 39 Basic book)
5. Made an Enemy (use chart pg. 38 Basic book)
6. Made a Friend (use chart pg. 38 Basic book)
7. Imprisonment\*
8. Local Boostergang likes you@
9. Hunted by the Law\*
10. Make a Powerful Connection@

## COMBAT ZONE POOR

(Gain *Streetwise* +1, 3 of the following at +1: *Endurance, Strength Feat, Intimidate, Resist Torture/Drugs, Seduction, Persuasion & Fast Talk, Awareness/Notice, Gamble, Hide/Evade, Brawling, Dodge & Escape, Driving, Handgun, Melee, Motorcycle, Rifle, Stealth, SMG, Electronic Security, Pick Lock, Pick Pocket*)

1. Accident\*
2. Find a Combat Teacher@
3. Addiction\*
4. Romantic Involvement (use chart pg. 39 Basic book)
5. Made an Enemy (use chart pg. 38 Basic book)
6. Made a Friend (use chart pg. 38 Basic book)
7. Imprisonment\*
8. Local Boostergang likes you@
9. Mental or physical incapacitation\*
10. Powerful Corporate Exec@

## URBAN HOMELESS



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(Gain *Urban Survival* +1, 3 of the following at +1: *Endurance, Intimidate, Resist Torture/Drugs, Streetwise, Persuasion & Fast Talk, Awareness/Notice, Brawling, Dodge & Escape, Handgun, Stealth, First Aid, Pick Pockets*)

1. Accident\*
2. Find a Combat Teacher@
3. Addiction\*
4. Romantic Involvement (use chart pg. 39 Basic book)
5. Made an Enemy (use chart pg. 38 Basic book)
6. Made a Friend (use chart pg. 38 Basic book)
7. Imprisonment\*
8. Local Boostergang likes you@
9. Mental or physical incapacitation\*
10. Powerful Corporate Exec@

## ARCOLOGY FAMILY

(Gain *Streetwise* +1, 3 of the following at +1: *Personal Grooming, Wardrobe & Style, Strength Feat, Swimming, Streetwise, Seduction, Persuasion & Fast Talk, Perform, Education/Gen Know, Know language, History, Mathematics, Library Search, Programming, System Knowledge, Athletics, Dance, Driving, Brawling, Martial Arts, Handgun, Rifle, Basic Tech, Electronics, First Aid, Paint or Draw, Photo & Film, Play Instrument*)

1. Accident\*
2. Find a Sensei@
3. Addiction\*
4. Romantic Involvement (use chart pg. 39 Basic book)
5. Made an Enemy (use chart pg. 38 Basic book)
6. Made a Friend (use chart pg. 38 Basic book)

# CYBERSMILY'S CYBERPUNK 2020 HOMEBREW RULES

7. Imprisonment\*
8. Find a Teacher@
9. Mental or physical incapacitation\*
10. Powerful Corporate Exec@

\* Description is the same as in the Disaster Strikes! result on pg. 37 of the Basic Book

@Description is the same as in the You Get Lucky result on pg. 37 of the Basic Book

