

WEBSITE





Cyber is a role-playing game about the exploration of a dark world of the near future, dominated by megacorporations and technology.

Players take on the role of inhabitants of a giant metropolis - a crowded, noisy city full of greed, hypocrisy and shady dealings.

Characters can climb the career ladder of zaibatsu, operate on the edge of the law as freelancers for hire, or lead a settled (albeit not unchallenged) life as a member of one of thousands of factions - from religious sects to the city's emergency services..

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For more information, see:

<https://oswida.github.io/cyber/>



This game could not have been created in a vacuum. Below you will find a list of the people and materials that have influenced what Cyber is and what it looks like.

- Cairn by **Yochai Gal**: the basics of game mechanics and the determination to create something of my own,
- Shit Future by **Michael Raston**: brilliant procedures for a cyberpunk rpg.
- Evolution: Pulse by **Albert Tronchi** and **Daniel Comerci**: I was enthralled by the concept of the relationship between man and machine and the incredible mood to ask the question 'what the humanity means'.
- All the literature I have absorbed. Including works of: **W. Gibson**, **B. Sterling**, **N. Stephenson** and **R. Morgan**.
- Countless films, comics and games, including: Ghost in the Shell and Blame!
- Finally, the classic RPGs I grew up on, namely the Cyberpunk 2020 series and Shadowrun (as published by FASA).
- There were also a few players who patiently browsed through the material and assisted me with their comments and also took part in the test games: **Puncur**, **Pio**, **KamilQ**, **Michał Maciek**, **Bartek** - thanks.
- Many thanks to **Scott Forbes** for English version proofreading.





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INTRODUCTION

Cyber was written with the following design philosophies in mind (inherited straight from Cairn):

Neutrality

The referee's role is to portray the rules, situations, NPCs, and narrative clearly, while acting as a neutral arbiter.

Classless

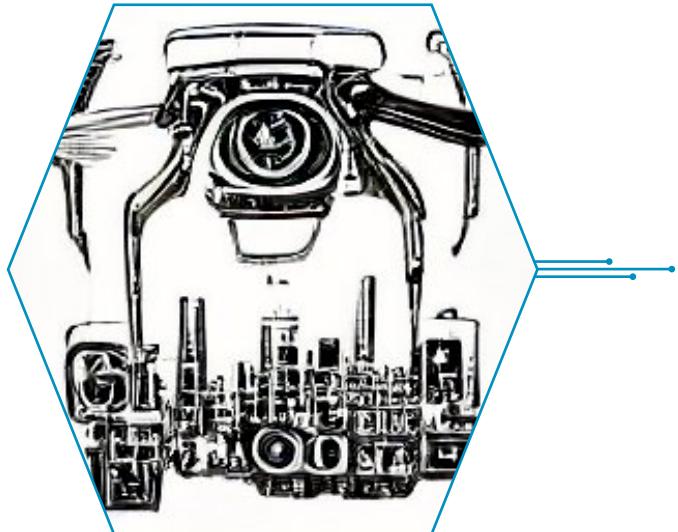
A character's role or skills are not limited by a single class. Instead, the equipment they carry, cybermods they own and their experiences define their specialty.

Death

Characters may be powerful, but they are also vulnerable to harm in its many forms. Death is always around the corner, but it is never random or without warning.

Fiction First

Dice do not always reflect an obstacle's difficulty or its outcome. Instead, success and failure are arbitrated by the referee in dialogue with the players, based on in-world elements.



Growth

Characters are changed through in-world advancement, gaining new skills and abilities by surviving dangerous events and overcoming obstacles.

Player Choice

Players should always understand the reasons behind the choices they've made, and information about potential risks should be provided freely and frequently.

Shared Objectives

Players trust one another to engage with the shared setting, character goals, and party challenges. Therefore, the party is typically working together towards a common goal, as a team.





CHARACTER CREATION

Name, Background, Wealth

Choose a name for your character and their background, which informs about knowledge and skills from the character's life experience..

Roll **1d4** and multiply by **1000** - it is the initial amount of credits your character has. These can be used to purchase starter equipment.

You can find out more about the backgrounds in **Appendix A**.

Ability scores

Player Characters (PCs) have just three attributes:

- **Biology (BIO)**: overall physical qualities: build, endurance, agility, dexterity, reflexes.
- **Psyche (PSY)**: a set of mental and social qualities: intelligence, knowledge, willpower, empathy, contacts.
- **Interface (INF)**: characteristics related to the use of technology: ability to operate in the Infosphere, resistance to cyber attack, level of integration with cybermodifications.

When creating a PC, the player should roll **3d6** for each of their character's ability scores, in order. They may then swap **any two** of the results.

Example: Miko rolls for her character's BIO, resulting in a 2, a 4, and a 6, totaling 12. The next two ability rolls result in a 9 for PSY and a 13 for INF. She decides to swap the 12 and the 9, for a character with 9 BIO, 12 PSY and 13 INF.

Hit Protection

Roll **1d6** to determine your PC's starting **Hit Protection (HP)**, which reflects their ability to avoid damage in combat. HP does not indicate a character's health or fortitude; nor do they lose it for very long (see **Healing**).

Inventory

Characters have a total of **4 inventory slots**, with each slot describing a specific location:

- 2 slots for **hands**, i.e. whatever the hero is currently holding - weapons, tools, etc.
- 2 slots for **body** - any place such as the back, belt, chest. They can be used to attach another container such as a backpack or a bag.

Most items take up one slot, and small items can be bundled together.

Bulky items take up two slots and are typically two-handed or awkward to carry.

Bags, backpacks, trolleys can increase the number of inventory slots, the same also applies to cybermodifications. Whereby, items representing containers attached to the character's body or requiring the use of the hand (carried, pulled) **take up 1 space** in the inventory.

A PC cannot carry more items than their inventory allows. Anyone carrying a full inventory (i.e. filling **all available slots**) is reduced to **0 HP**.

In addition to the starter equipment (purchased with initial credits), each player can choose up to **2 cyber modifications for free**, but the cost of these upgrades cannot exceed **20 000 C**.





RULES

Abilities

Each of the three abilities are used in different circumstances (see **Saves**).

- **Biology (BIO)** - in risky situations requiring physical strength, agility or stamina.
- **Psyche (PSY)** - for troubles that can be avoided through intelligence, knowledge, willpower or social interaction.
- **Interface (INF)** - in avoiding Infosphere threats, problems with cyber-modifications or device control.

Deprivation & Fatigue

A PC deprived of a crucial need (such as food or rest) or subjected to prolonged psychological pressure **is unable to recover HP or ability scores**.

Anyone deprived for more than a day adds **Fatigue** to their inventory, one for each day - starting with the empty slots and then marking the places occupied by the objects. Each Fatigue occupies one slot and lasts until they are able to recuperate (such as a full night's rest in a safe spot). After a rest, the character recovers **all** taken slots.

Slots blocked by Fatigue cannot be used to carry equipment, if a player has to mark Fatigue on a slot already occupied by an item, that item must be put back or discarded.

Any character who has **full inventory** (items and fatigue combined) is reduced to **0 HP**.

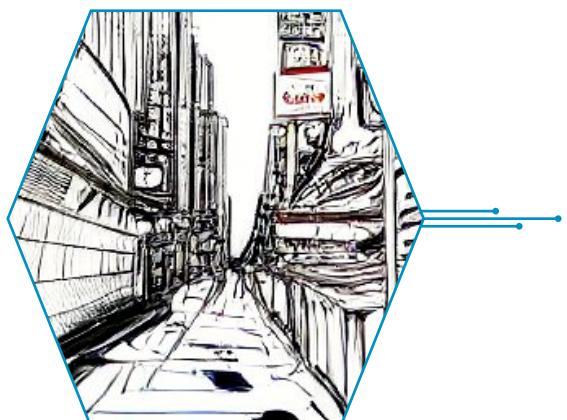
Stimulants: it is possible to get rid of Fatigue by taking stimulants. To do so, the player consumes one dose of stimulant and rolls the **1d4**. The result indicates the number of spaces recovered in the inventory (by removing Fatigue).

PCs can also gain Fatigue through events in the fiction or as an effect of certain actions (e.g. activation of some cyber-modifications).

Saves

A save is a roll to avoid bad outcomes from risky choices and circumstances. PCs roll a **1d20** for an appropriate ability score. If they roll **equal to or under** that ability score, they **pass**. Otherwise, they fail. A 1 is always a success, and a 20 is always a failure.

Basically only this one type of test is performed in Cyber - we check whether the character has managed to avoid the threat or risk. Whereby, if a risk situation has two active sides, **the throw is performed by the one for which we determine the risk to be greater**.





You could put it this way:

- if a character performs a risky activity that does not involve other characters (climbing, breaking down a door, hacking an Infosphere node) - a passed test removes the risk of failure
- if (outside of combat) a character performs an action that is actively opposed by another character (PC or NPC) - a save eliminates the risk of an opponent interfering with the objective.

Examples:

Ada tries to open the electronic lock without knowing the code, she performs an INF test. A passed test means that she successfully tricked the system and the door opens.

Kumiko races against a security vehicle that tries to block her path. The vehicle's manoeuvres depend on her reflexes and agility so she performs a BIO test. Passing the test means she is able to escape the security.

Robert is trying to find a missing family member, and to do so he enlists the help of a street gang friend. A passing PSY test means that he has obtained some information about the wanted man.



Combat

ROUNDS

The game typically plays without strict time accounting. In a fight or circumstance where timing is helpful, use rounds to keep track of when something occurs. A **round** is roughly ten seconds of in-game time and is comprised of turns.

ACTIONS

On their turn, a character may **move up to 40ft** and take up to **one action**. This may be activating a cybermod, attacking, making a second move, or some other reasonable action.

Easy and Difficult Tests

Sometimes the referee would like to point out that it is easier or more difficult for a character to avoid risks or negative consequences of actions (other than combat) due to **external** circumstances, independent of the PC's abilities.

The referee may describe the test as **Easy** or **Difficult**.

- for the **Easy** test, the player rolls **2d20** and chooses the **lowest** result.
- for the **Difficult** test, the player rolls **2d20** and then chooses the **highest** result.

Each round, the PCs declare what they are doing before dice are rolled. If a character attempts something risky, the referee calls for a save for appropriate players or NPCs. All actions, attacks and movements take place simultaneously.

TURNS

The referee will telegraph the most likely actions taken by NPCs. At the start of combat, each PC must make a save to act before their opponents. For a physical combat that should be a BIO test, for the Infosphere - a PSY test.





ATTACKING & DAMAGE

The attacker rolls the **damage dice** for their weapon. For physical damage (inflicted in the BIO) subtracts the **armour** of the target, then deals the remaining damage to the **opponent's HP**.

Unarmed attacks always deal **1d4** damage.

If the amount of the damage exceeds the opponent's current HP, the remaining points **decrease the corresponding ability** of the character (BIO for combat in the physical world, INF for clash in the Infosphere or EMP weapons).

Reducing any of the character's abilities to zero means:

- BIO - physical death of the character
- PSY - catatonia and, after a potential cure, serious mental problems (phobias, anxiety) requiring specialist care or social problems (permanent exclusion from certain societies)
- INF - blocked access to the Infosphere and failure of all cybermodifications until at least one point of this ability has been regained.

MULTIPLE ATTACKERS

If multiple attackers target the same foe, roll **all** damage dice and keep the single **highest** result.

DUAL WEAPONS

If attacking with two weapons at the same time, roll **both** damage dice and keep the **single highest** result.

ATTACK MODIFIERS

If fighting from a **position of weakness** (such as through cover or with bound hands), the attack is **impaired** and the attacker must roll **1d4** damage regardless of the attacks damage die.

If fighting from a position of **advantage** (such as against a helpless foe or through a daring maneuver), the attack is **enhanced**, allowing the attacker to roll **1d12** damage instead of their normal die.

If the 1d4/1d12 modification is insufficient for your style of play, you can define an **imparing/enhancing level** of attack calculated as the **number of dice types** by which you reduce/increase the attack. The level of impairing/enhancing is determined by the referee depending on the circumstances.

The available damage dice are: d4, d6, d8, d10, d12.

In this case, the impairing/enhancing level is a value between -4 and 4.

Example: John jumps behind the crates to take cover from the guards' fire. The crates are metal so the referee decides that they provide good enough cover to weaken the attacks by 2. In this case the guard who had a d12 damage rolls d8. The other guard fired a d6 pistol, a weakening by 2 admittedly is off the scale but cannot give a dice less than the minimum, so the shot is settled with a d4 dice.



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BLAST

Attacks with the **blast** quality affect all targets in the noted area, rolling separately for each affected character. Blast refers to anything from explosions to huge cleaving onslaughts to the impact of a meteorite. If unsure how many targets can be affected, roll the related damage die for a result.

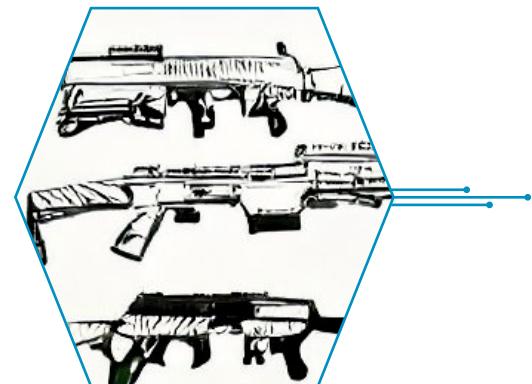
RETREAT

Running away from a dire situation always requires a successful save (BIO for physical world, INF for the Infosphere), as well as a safe destination to run to.

ARMOR

If you are fighting in the physical world, before calculating damage to HP, subtract the target's **Armor** value from the result of damage rolls. Shields and similar armor provide a bonus defense (e.g. +1 Armor), but only while the item is held or worn.

No one can have more than **3 Armor**.



CRITICAL DAMAGE

Damage that reduces a target's HP below zero decreases a target's ability (BIO or INF) by the amount remaining. They must then make a BIO/INF save (with the ability value after reduction) to avoid **critical damage**.

Additionally, some enemies will have special abilities or effects that are triggered when their target fails a critical damage save.

Any PC that suffers BIO critical damage cannot do anything but crawl weakly, hanging on to life. If given aid and rest, they will stabilize. If left untreated, they die within the hour.

Any PC that suffers INF critical damage, becomes immobilised in the Infosphere (cannot move between nodes) or all its cyber modifications temporarily cease to function if it operates in the physical world.

The **Black ICE** and **EMP weapons** have an additional critical damage effect: "if the target has a neuroprocessor, inflict as many points of damage to the target's PSY as have been inflicted to INF this turn".



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DETACHMENTS

Large groups of similar combatants fighting together are treated as a single **detachment**. When a detachment takes critical damage, it is routed or significantly weakened. When it reaches 0 BIO, it is destroyed.

Attacks against detachments by individuals are **impaired** (excluding blast damage).

Attacks against individuals by detachments are **enhanced** and deal blast damage.

MORALE

Enemies must pass a **PSY** save to avoid fleeing when they take their first casualty and again when they lose half their number. Some groups may use their **leader's PSY** in place of their own.

Lone foes must save when they're reduced to 0 HP.

Morale does not affect PCs.

HEALING

Resting for a few moments and having a drink of water restores lost HP but leaves the party exposed.

Lost BIO or PSY points can usually be restored by a week's rest supported by medical systems or an appropriate specialist.

Lost INF points require a visit to a cybertechnician or self-repair if possible.

Calibration: If a character's INF is **zero**, the character can self-calibrate the interface by recovering **one** point of INF. Calibration requires a secure location and takes approximately one hour.

Economy

The global currency in the game is **credit** denoted by **C**.

Characters start the game with a pool of **1d4 * 1000** credits.

All basic products and services such as food, household appliances, simple tools, etc. are offered as a monthly **subscription** with different levels. The differences are primarily in the quality of these items and not in their type.

In shops, products are labelled with a coloured sticker symbolising the subscription level so that the customer knows which products to put in the shopping basket. Exceptions to this subscription system are specialised services and equipment:

- arms and armour
- vehicles and drones
- specialised laboratory, military, construction equipment
- engineering, research, security, medical, repair services

Some of the exceptions above have their own separate price lists and others depend on the specific need and offer - they will therefore be negotiated between player characters and NPCs.

Any equipment officially considered illegal requires appropriate contacts and can be at any price.

For a detailed list of products, services and their prices, see **appendix B**.





Infosphere

The **Infosphere** is a global computer network that connects almost all devices and systems serving humans. Individual clusters of data are referred as nodes and represented like the equivalent of 'places' in the physical world.

Each character is able to interact with the network using an avatar representing the character. Connecting to the network is common and requires no special equipment.

It is possible to block access to the Infosphere although any device that does this is officially illegal.

Each character can perform a certain set of standard activities in the Infosphere:

- searching for information
- contacting people with known addresses or public places
- obtaining public information
- accessing the products and services offered by Infosphere

All other activities such as hacking, security, access to proprietary information require a cybermodification referred to as a **neuroprocessor**.

Infosphere actions: are resolved similarly to the physical world, except that the ability taken into account for saves is Interface. Similarly, when a character's HP is reduced to zero, the ability that is decreased by attacks is Interface instead of Biology.

Lock: Reducing a character's INF to zero means that they cannot use the Infosphere until they have regained at least one point of this ability.

Hacking: Network nodes can have an HP level and an INF level specified. To access such a node (without the owner's permission), the player must reduce its HP to zero. In order to do so, it is required to carry out attacks using the neuroprocessor. Once the HP is removed, the player takes control of the node for **as many rounds** as his **INF level**.

Data destruction: After reducing the node's HP to zero, the player can still perform the attack but this time will reduce the node's INF. Reducing a node's **INF to zero** means irrevocably **destroying** the data or program (unless its owner had a backup). Reducing a node's INF to values other than zero has no effect on the game.





Firewall: Player characters can also actively protect Infosphere nodes. To do so, they must have the neuroprocessor and pass an INF test. Success means that this node is completely immune to hacking in the next turn.

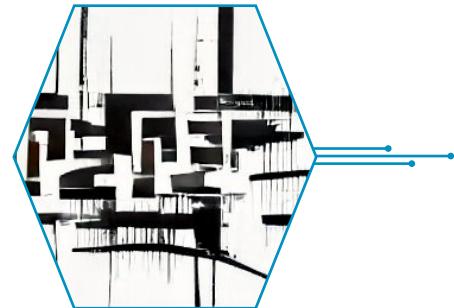
Intrusion Countermeasures Electronics (ICE):

Infosphere nodes can have automatic defense systems. This means they have an additional **ICE** factor expressed in **damage dice** (d4 to d12). Each round of hacking they make an attack on a character, reducing hacker's HP and INF. Hackers recognize the 'white' and 'black' ICE.

Black ICE (illegal), has an additional feature:

Critical Damage: inflict the same amount of damage to PSY that was inflicted to INF this turn.

Software: any character with a neuroprocessor can use an **infodeck** (takes up one space in the inventory) to store **programs**. Programs can assist the player with hacking or defending nodes, but require **activation**. The infodeck can store any number of programs.



Software Activation: In order to use the functions of the software stored on the infodeck, characters must activate the software **each time** they wish to use it.

Activation requires marking one point of Fatigue in the inventory, but **is not considered an action** in the round. The maximum amount of software a hacker can activate, is equal to **her current INF level divided by 3** (rounding up).

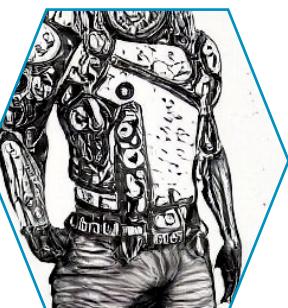
Exceptions to the above rule are utility programs that do not modify game mechanics, do not deal damage or have effects such as "critical damage" – this software can be used without activation. An example would be a "guardian program" that triggers an alert when a specific event is registered.

Software creation: similar to cyber-modifications, players can create their own software freely describing its effects and matching them to the game mechanics.

Software type	Effect	Price
Computing booster	+1 to character's HP for Infosphere actions	1000
Shield	+1 Armor for resolving Infosphere attack	10000
Neural booster	+1 INF for Infosphere tests	7000
Icebreaker	Extra damage when hacking	damage dice * 1500
Battle virus	Critical damage that inflicts additional injuries	damage dice * 500
Mutagenic virus	Critical damage that does not injure the target	1500
Utility*	Additional functionality that does not modify game mechanics	1000

* Do not require activation





Cybermodifications

Each character may install cybermodifications in an amount not exceeding the **current level of the Interface ability divided by 3** (rounding up).

A character whose **INF is zero** cannot use cybermodifications - they stop working until the character has regained at least one point of Interface.

Activation: any cybernetic modification item that affects game mechanics (modifiers to saves, critical damage) requires **activation** every time the character wishes to use it. Activation requires marking **one point of Fatigue** in the inventory, but **is not considered an action** in the round.

Cybermodification items not marked as requiring activation have a permanent effect and their use does not increase a character's Fatigue.

Cyberpsychosis: cybermodifications can have a negative impact on the human organism. Intense use of implants can take a toll on a character's mental condition. Whenever fatigue fills a character's **entire** inventory, subtract **one** from their **PSY**.

For more information on the creation of cybermodifications and their pricing, see **appendix C**.

Reactions

When the PCs encounter an NPC whose reaction to the party is not obvious, the referee may roll **2d6** and consult the following table:

2	Hostile
3-5	Wary
6-8	Curious
9-11	Kind
12	Helpful

Die of Fate

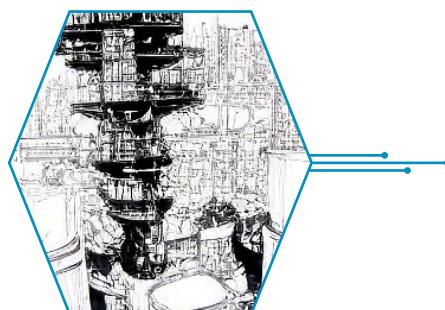
Occasionally you will want an element of randomness (e.g. the weather, unique character knowledge, etc.).

In these situations, roll **1d6**.

- A roll of **4 or more** generally **favors** the players.
- A roll of **3 or under** tends to mean **bad luck** for the PCs or their allies.

Before the roll, it is useful to clearly describe to the players both the favourable and unfavourable effects of the roll.

It may also happen that the probability of a given outcome is other than 50%, in which case a favourable (and correspondingly unfavourable) decision may result from a higher (for example, 2 or more) or lower (for example, 5 or more) number of roll results.





CHARACTER DEVELOPMENT

In Cyber we do not use the concept of character level or the idea of experience points. However, this does not mean that characters will not be subject to change during subsequent sessions.

Fiction

The fundamental concept of a character development in Cyber is to change a character in the game world. This change doesn't necessarily mean that the character becomes stronger, smarter or more resilient (unfortunately!), so we don't focus on the mechanics of raising character abilities. Instead, the changes that occur in our hero or heroine will be the result of events in the fictional world, the decisions the character makes and the adventures he or she will take part in.

Technological improvements

One of the characteristic features of the cyberpunk trend is the use of technology to enhance human abilities. For players who are comfortable with character ability boosting mechanisms, this is another option to exploit.

Cybermodifications are limited only by the imagination of the players and can change literally every mechanical element of the game: character abilities, types of saves, damage dice, HP level or equipment capacity.

A character can be changed at will, it becomes just a matter of money and the availability of the technologies in question.



NON-PLAYER CHARACTERS

Hirelings

PCs can hire hirelings to aid them in their expeditions. To create a hireling, roll 3d6 for each ability score, then give them 1d6 HP and a simple weapon (d6).

Hirelings do not have their own cybermodifications but the player can equip them at his own expense if he wishes.

The average **monthly cost** of a mercenary, is **100 * his best ability level**.

Making NPC

Use the following template to model any more sophisticated NPC:

Name

X HP, X Armor, X BIO, X PSY, X INF, Weapon (dX, special items, qualities)

- Description of appearance, behaviour, goals and desires
- A trait, tactic or peculiarity that makes the character unique
- Special equipment

GENERAL PRINCIPLES

Ability Scores: 3 is deficient, 6 is weak, 10 is average, 14 is noteworthy, and 18 is legendary. Adjust as necessary.

HP: Give average creatures 3 HP, give hardy ones 6 HP, and serious threats get 10+ HP.

Use flavor and style to help them stand out.

Add cybermodifications or contacts to emphasise NPC's power or influence.





A: BACKGROUND

Background

Background summarises a character's past life experience and gives them a certain starting status.

It is not equivalent to a class, it does not define the character's path of development. It only describes the character's **past experiences** and resulting knowledge or status. Additionally, the player may (but does not have to) choose or draw a reason for giving up their previous lifestyle.

Backgrounds proposed below represent 'ordinary' people rather than trained professionals, but don't let that fool you. These people are not ordinary - they have left familiar environments and dared to take a step into the unknown. Dared to change their lives. They are determined and dangerous. They believe that somewhere out there, in the future, a better fate awaits them and they intend to find out. No matter what price they have to pay...

In addition, to mechanically reflect a character's past experience, each past determines a bonus to one of three abilities.



Zaibatsu office worker

(+1 PSY)

This form should go elsewhere. No, I do not understand that it is a system error! We have IT people to keep the system running smoothly. How about next time, I'm the one who makes a mistake when calculating your leave??

I resigned because:

1. I am fed up with this monotonous, unproductive job
2. I did not pass the periodic evaluation (it is co-worker's fault)
3. My immediate supervisor made unambiguous proposals to me.
4. Corporations are evil incarnate and I am not going to work for Satan
5. In the documents I processed, I discovered shocking facts about the corporation
6. A headhunter from a competitor turned out to be a fraud and I can no longer return to my previous job

Zaibatsu factory employee

(+1 BIO or +1 INF)

Where are you going!? You don't like your life anymore!? In 15 seconds they're going to put so much current through this ramp that your head will start glowing like a light bulb!

I resigned because:

1. One of my colleagues had an accident because of me
2. My boss turned out to be an asshole
3. Someone claimed that I took something out of the factory during my shift
4. I unwittingly damaged a machine on the belt and had to leave
5. It turned out that items we produce are used to kill people.
6. Corporations are evil incarnate and I am not going to work for Satan.



Zaibatsu guard (+1 BIO)

All in all, I don't know whether I'm a supervisor, a janitor or a clerk. It's hard to find anything noble in this job..

I resigned because:

1. I refused to follow an order that I felt was wrong.
2. I have higher aspirations, I would like a job where people respect me.
3. I did not pass the periodic fitness tests, I just had a weaker day.
4. I saw my immediate supervisor slaughter one of the company's employees.
5. I did not want to take part in the smuggling organised by my colleagues.
6. I unintentionally shot an innocent man.

Mechanic (+1 BIO)

Has your robot broken down? How about the washing machine? You sit down, you wait, you get settled.

I resigned because:

1. A f*****g gang was destroying my workshop regularly because I didn't want to pay the tribute.
2. I broke that motorbike quite accidentally. And then it turned out that it belonged to the Yakuza....
3. It's impossible to make a living from this job. No customers, expensive parts ... how do I live?
4. I didn't know that the junk my friend had left in my garage was military equipment
5. My world collapsed after the death of a loved one, to this day I don't know who was responsible
6. I've never been very good at my job, maybe it's time to change it?

Doctor (Administration Hospital) (+1 PSY)

Some people call me a "medicaster", others "Mr Doctor". I don't know whether helping people is still a vocation or already a burden.

I resigned because:

1. I am fed up with underfunded hospitals, lack of equipment and medicines - how can I help people in such conditions?
2. I am afraid that the operation failed because of me
3. I will not help people who will not show gratitude
4. This job is not for me, I can't stand the sight of blood and death
5. Those who really need my help do not end up in hospitals
6. I have discovered inconvenient facts in hospital medical records

Pilot

(+1 BIO)

When I'm up in the air, I feel somehow lighter - I leave all my worries there on the ground. You could say it's kind of cleaner up here ... And I'm not talking about the composition of the air you breathe ...

I resigned because:

1. Working 24/7 for these rates is a joke.
2. The Boss found out about the last haul of drugs my mate and I had dropped off.
3. It turned out that the family I agreed to drop off had escaped the corporate arcology.
4. I overheard a VIP conversation - I'm not going to take part in such perverted fun.
5. I thought it was time to start changing the world for the better.
6. It's hard to compete with these youngsters stuffed with implants..





Driver (+1 BIO)

Are you talking about the LRV 500? The one with three-axle drive? Sure I've ridden one! And that's with a full load, so you won't impress me ...

I resigned because:

1. My mother-in-law and my wife badgered me that I don't earn enough.
2. Hauling radioactive waste is not good for your health.
3. Some daughter or wife of a mafia boss went straight under my wheels.
4. I had an accident. It's hard for me to remember things now, but the doctors say it will get better.
5. I didn't give up - the company went bankrupt and we were sent to unemployment.
6. I'm not getting any younger and you need reflexes for this job.

Club bodyguard

(+1 BIO or +1 PSY)

Yes, I understand there are friends of yours in there but we don't let you in without an invitation. Obviously you know the Yakuza boss - then why don't you call him and hand me the phone, okay?

I resigned because:

1. I would like to get an education and you need money for that.
2. They broke my back in a fight outside a club. The doctor put me back together, but I won't risk it again.
3. I got fired for abusing coke at work.
4. I met this one ... nice lady ... but she didn't want to mess with the bouncer.
5. The boss told me to beat up some quiet knucklehead - supposedly because he'd exposed himself to the VIPs. I don't beat up the defenceless.
6. Some jerk drove a drone packed with explosives into a doorway. I've been hard of hearing ever since.

Reporter (+1 PSY)

Of course, I can record it. And I can even publish it, but it won't do any good. In a minute and a half, this footage won't be in the Infosphere anyway and the security will be after you and me. Do you really want that?

I resigned because:

1. The boss refused to print my article on corruption in the Administration
2. I unnecessarily described what was going on at that party in the club - and they warned me not to do it.
3. I have the impression that I did not do anything important.
4. Zaibatsu bought out our publishing house - I don't like the corpo, so I went.
5. I discovered something in the old archives and preferred to change profession.
6. I haven't given up, I just want to find some incredible news here.

Cybertechnician (+1 INF)

If you keep fidgeting like that, I'll screw it to your a** instead of your hand! Want it?...

I resigned because:

1. In a dream, God appeared to me and told me that mixing machines and humans was wrong.
2. The hand I fitted to some gangster turned out to be faulty and now I am being chased by a gang of maniacs.
3. I went into debt to the mafia to open a workshop. Unfortunately the business didn't go very well....
4. My previous employers from a zaibatsu finally found me....
5. Every piece of equipment I assemble or repair has been breaking down quickly - I guess it's some kind of a curse....
6. I have ideas for groundbreaking cyber-modifications, but I need money and equipment to make my plans a reality.





Software developer (+1 INF)

Wait I say, wait a minute! If you run this software now, there will be nothing to collect from the disk in a moment. The Infosphere is no place for ignorance ... well, at least in most cases ...w...

I resigned because:

1. I feel I've burnt myself out. Coding no longer makes me happy.
2. The last bout with a black ice fried half my brain. I need a change of environment.
3. The team I worked with turned out to be a bunch of turds. They stole my ideas and made a lot of money from them.
4. I destroyed some influencer's node on behalf of a zaibatsu - I realised then that I was becoming a soulless monster.
5. A loved one left me - she said she wouldn't compete with my life in the Infosphere.
6. I encountered a strange kind of artificial intelligence in the Infosphere - truth be told I'm still terrified to this day.

Gang soldier (+1 PSY or +1 BIO)

On the street, things are made clear. You are on our side - then we care about you. You are on the opposite side - then we fight you. Nobody here talks about disrespect. Never.

I resigned because:

1. All my life I have obeyed orders, now I want to do something for myself.
2. I was framed for betrayal and now I can't go back to the gang.
3. I realized I was hurting people. I don't want to do that anymore.
4. Our gang was destroyed. I am probably the only survivor.
5. For personal reasons - someone has to die.
6. I'm sick of living in poverty, this time I'm going to make a fortune.

Influencer (+1 PSY)

Hello sweets! We're about to hit three million subscriptions and we're having a party! Same club as always and remember to leave your avatar for at least an hour!

I resigned because:

1. The Infosphere is not the real world and I want to experience real emotions.
2. I'm going to get some life experience, it will increase my popularity.
3. Zaibatsu wanted to buy my channel, I didn't agree - so they destroyed me.
4. The entire Infosphere was attacked by an unknown virus, unfortunately my data was there too....
5. I'm sick of people peeping into my life, I need privacy.
6. Some bunch of morons broke into my flat and destroyed all my equipment, I have to start from scratch.

Administration Officer (+1 PSY)

Yes, yes. Zaibatsu promise to take care of everything ... and everyone. Provided you have something to pay or can work for them. It's as if the rest of society doesn't exist at all...

I resigned because:

1. I considered that I had already fulfilled my civic duty, now it was the turn of others.
2. I have been accused (wrongly) of bribes and scams.
3. There are no promotion prospects in this job and I have ambitions.
4. No one appreciated my ideas.
5. Someone important wanted to demolish the poorhouse district and I did not give permission....
6. My position was taken by an experimental artificial intelligence.





Police officer (+1 PSY or +1 BIO)

So what if we have less funding than a grocery shop and less authority than a parking watchman? Criminals still need to be prosecuted and the law respected. Whose law? The one that protects people, not enslaves them...

I resigned because:

1. This job is hideous, everyone hates us, I don't know why I wanted to be a police officer.
2. You can overlook a lot for your work partner, but not everything....
3. My family was never safe.
4. My boss caught me picking up 'gifts' from shopkeepers
5. After a false report, illegal jamming equipment was found in my house - someone must have planted it here...
6. After a few years I realized that I was not really able to shoot a person.

Detective (+1 PSY)

Murder, kidnapping, extortion. There are a lot of people hurting other people in this city. And I am trying to find some justice in all of this.

I resigned because:

1. Nothing really changes and my work serves no one and no purpose
2. It turned out that the girl I helped escape was owned by the Yakuza
3. It's better if some things remain unexplained
4. I need to lie low for a while, but I'm definitely not going to leave this case behind
5. It's high time to start taking care of myself
6. I was framed for a criminal case and had my license revoked.

Beauty Services Employee

(+1 PSY or +1 INF)

I take care of my customers every day, I smile at them every day. And who really cares?

I resigned because:

1. I feel I deserve better.
2. The premises were bought out by dodgy types. They smelled like gangsters from a distance.
3. A customer lost something on the premises (just like that!) and they accused me.
4. I have to provide for my family and they say I can earn more here.
5. The boss said that the new androids are cheaper and work better than me.
6. I want to open my own place and for that I need funds.

Municipal worker (+1 BIO)

Beautiful morning! The hard grind, the minimum wage, human contempt - what could be worse for me today?

I left because:

1. Everyone would leave, and so would you.
2. I heard that municipal workers were dying in the basement of the Magnet Railway and I was assigned night duty there.
3. There was this one guy on TV who said he had a better job for me. I don't know what happened because he stopped calling.
4. I found myself in the wrong place at the wrong time. Don't ask because I won't tell anyway.
5. Because! I have to find the mo****er who ran over my dog!
6. Our area has been taken over by a zaibatsu. The administration promised that there might be new jobs next year.





B: ECONOMY

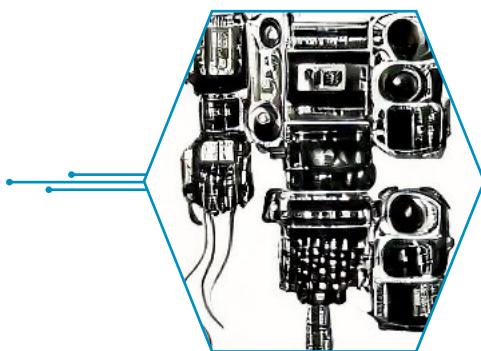
Products and services are purchased using a global currency known as **credit (C)**.

In Cyber, however, players will not read hefty price lists or analyze hundreds of tables. In a global world, everyday products are also provided by corporations.

All **basic products and services** such as food, simple tools, etc. are offered in the form of a monthly **subscription** of varying levels. The differences are primarily in the quality of these items rather than their type.

In shops, products are marked with a coloured sticker symbolising the subscription level so that the customer knows which products to put in the basket.

Each subscription offers items that have a certain probability of being damaged (food may be stale). Before or after each use of the item (the choice is up to the players), roll **1d6**, results of **1,2,3** (depending on the subscription) may indicate that the item has been damaged or the service has been performed unreliably. The character can of course obtain the item or service again but it will take time.



Exceptions to this subscription system are specialised services and equipment

- arms and armour
- vehicles and drones
- specialised laboratory, military, construction equipment
- engineering, research, security services

Some of items above have their own separate price lists and others depend on the specific need and offer - they will therefore be negotiated between player characters and NPCs.

Any equipment that is officially considered illegal requires appropriate contacts and can be at any price.

Subscription	Price/mth	Dmg probab.
Bronze	500	1-3/6
Silver	1000	1-2/6
Gold	2000	1/6
Platinum	5000	—

Prices

Containers allow you to increase the number of items a character can carry in their inventory.

Container	Price	Slots
Bag	200	+2
Suitcase/Big bag	300	+3
Backpack	400	+4
Hand trolley	600	+6



Weapon	Price	Damage dice	Notes
Melee, light	100	d6	knife, club
Melee, medium	400	d8	sword, axe
Melee, heavy	650	d10	bulky, mechanical blades
Ranged, short range	150	d6	pistol, shotgun
Ranged, medium range	600	d8	rifle, automatic weapon, bow
Ranged (long range)	1000	d10	bulky, carbine, cannon
Ranged, long range	1500	d12, blast	bulky, rocket/missile launcher
Grenades (5 szt)	200	d6, blast	
Microcharges	150	d4	
EMP cannon*	2000	d8, blast, INF damage	bulky
Explosives	damage dice*150	d6 - d12, blast	

* **Critical Damage:** if the target has a neuroprocessor, inflict the same number of PSY damage as you inflicted INF this turn.

Armor	Price	Level
Light	1000	1
Medium	2500	2
Heavy (bulky)	5500	3
Shield	1200	+1

Infosphere node	Price/month
+1 HP	2000
+1 INF	5000
White ICE	dmg dice * 1500
Black ICE	dmg dice * 5000

Drones, vehicles, robots	Price	Inventory Slots
Small drone/robot	10000	+2
Medium drone/robot	50000	+4
Large drone/robot	100000	+6
Transport drone/robot	200000	+12
Small vehicle	50000	+6
Medium vehicle	70000	+8
Large vehicle	100000	+10
Transport vehicle	200000	+12
Accessories (cameras, sensors, etc.)	1000	—
Mounted weapons	dmg dice*1500	—
Armor	5000/point (max 3)	—

Medical assistance	1000 per BIO point	1 day per 1 pt, max 7 days
Psychological assistance	1000 per PSY point	1 day per 1 pt, max 7 days
Interface repair	500 per INF point	2 hours per 1 pt
Stimulant pack (10 doses)	1000	immediate effect





C: CYBERMODS

During character creation, each player can choose **up to 2 cybermodifications** for free, but the cost of these upgrades cannot exceed **20,000 20 000 C**.

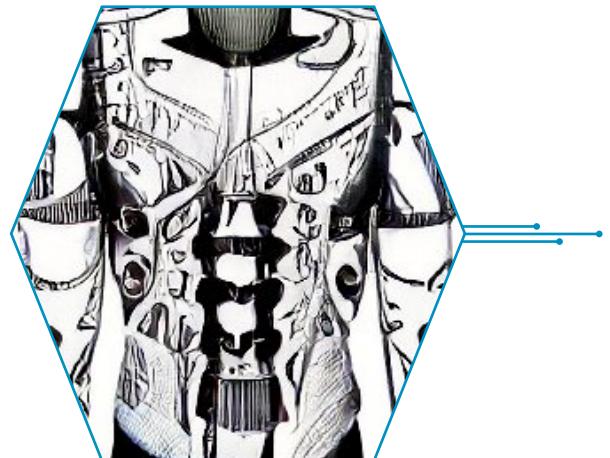
Cyber modifications are a sandbox for players' imagination. Although you will find examples of specific improvements below, game proposes a system for constructing implants and determining their market value, so that each of you can literally create whatever you want.

Creating cybermodifications

Try to describe verbally what the cybermod is supposed to change (possibly how it is supposed to work), this will give you an idea of the abilities being modified. A fictional description of a given cyber modification can also give a lot of satisfaction.

Each enhancement consists of **one base element** that determines where the cyber modification is mounted in the character's body (head, arms, legs, torso) and **some number of elements that modify stats** of the character (after all, they are enhancements). Each element that modifies a stat has a generalised price. The sum of all the elements that make up the developed modification determines the final price of the cybermodification.

Once a base element has been selected, any number of stat modifying enhancements can be added to it, as long as they do not exceed applicable maximum values.



Base element	Price
Head	2000
Hand	1000
Leg	1500
Body	5000

Try to make a fictional description for every enhancement. This is especially important with abilities that describe entire groups of character activities. One can imagine a cybernetic modification that generally strengthens the character's body (+X BIO) but there will also be situations where we only care about enhanced speed or stamina and these are described by the same ability.

Cosmetic modifications: cybermodifications that are only intended to produce an aesthetic effect (body covered in fur, cat's eyes, hair changing colour, etc.) cost as much as the **base element** associated with the body part in which they are fitted.





Enhancement	Price	Max	Act
+1 to character's HP	1000	+3	yes
+1 to the selected ability (BIO,PSY,INF) on test	7000	+1	yes
+1 to the ability when tested for a specific activity group	4000	+3	yes
+1 to Armor when dealing with BIO damage	10000	+3	-
+1 Inventory slot	1000	+1	-
mounted weapon	dmg dice * 1500	d12	-
neuroprocessor for hacking and firewall*	dmg dice * 1500	d12	-
easy/difficult test for one selected ability	3500	1	yes
critical damage that does not injure the target	1500	1	yes
critical damage that inflicts additional injuries	dmg dice * 500	1	yes
additional functionality**	1000	2	-

* Warning: the neuroprocessor allows hacking and firewall actions to be performed in the Infosphere but also allows software to inflict damage on the owner's PSY

** Additional functionality that does not modify game mechanics, e.g. tools in the hand, infrared eye, antitoxin filters.

Implant shielding

Total reduction of INF damage caused by EMP weapons is not possible, but each character can purchase EMP shielding:

Modification	Price	Max per PC	Act
+1 Armor when resolving INF damage	10000	+3	-

THE SIMPLEST INTERFACE FOR HACKING ON THE INFOSPHERE

- **Description:** Neuroprocessor implant, with built-in broadband antenna for wireless transmissions and optical socket for wired connection.
- **Enhancements:** base element (head), neuroprocessor d4
- **Price:** 2000 + 6000 = 8 000 €

CYBERNETIC HAND WITH EXTENDABLE CLAWS

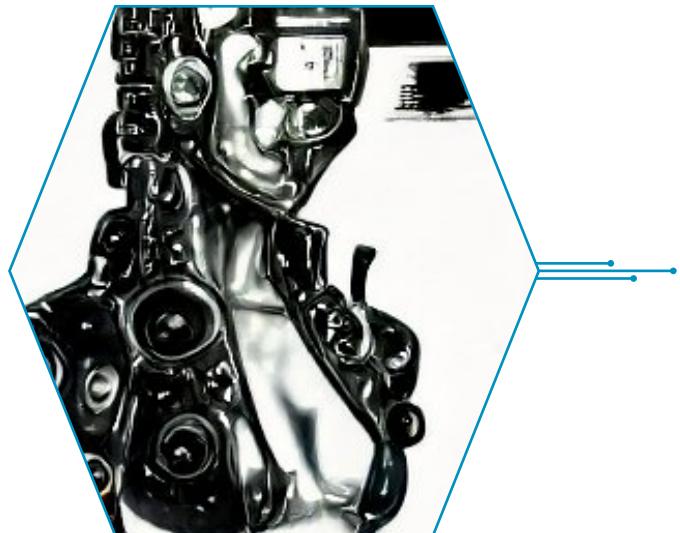
- **Description:** Dark metal limb, covered with synthetic leather. On the forearm, on the inner side, a small cache that opens with a pressure. In the hand placed four long, steel, extendable claws.
- **Enhancements:** base element (hand), +1 inventory slot (cache), claws d6
- **Price:** 1000 + 1000 + 9000 = 11 000 €





DERMAL ARMOUR

- Description:** A thin plasteel mesh placed under the skin, covering the arms, chest and back. A small generator built into the hip allows an additional electrical charge to shock anyone who touches the character.
- Enhancements:** base element (body), +1 armor, electric charge d4, critical damage: paralysis for d4 rounds.
- Price:** 5000 + 10000 + 6000 + 1500 = 22 500 C



Examples of classical cybermods

Name	Effect
Dermal armor	+1 up to +3 armor
Subdermal pocket	+1 inventory slot
A cache in cyberarm/cyberleg	+1 inventory slot
Neuroprocessor	Infosphere's hacking and firewall capabilities
Network coprocessor	+1 up to +3 for INF tests
Musculo-skeletal reinforcement	+1 up to +3 for BIO tests
Behavioral processor	+1 up to +3 for PSY tests
Neuroimpulse accelerator	+1 up to +3 BIO for tests relating to the speed of reaction
Muscular stabiliser	+1 up to +3 BIO for tests involving precise body handling
Cognitive booster	+1 up to +3 PSY for tests related to cognition, knowledge, learning
Bio/psy/neural stimulator	Easy tests for BIO/PSY/INF
Tactical biosystem	+1 up to +3 HP during resolving the attack
Targeting implant	selected critical injuries without wounds
Drone/vehicle neurocontroller	+1 BIO for steering tests
Weapon neurocontroller	critical damage inflicting additional wounds



CYBER

0 1 Name

0 2 Background

Subscription Credits
0 3

BIO **PSY** **INF**

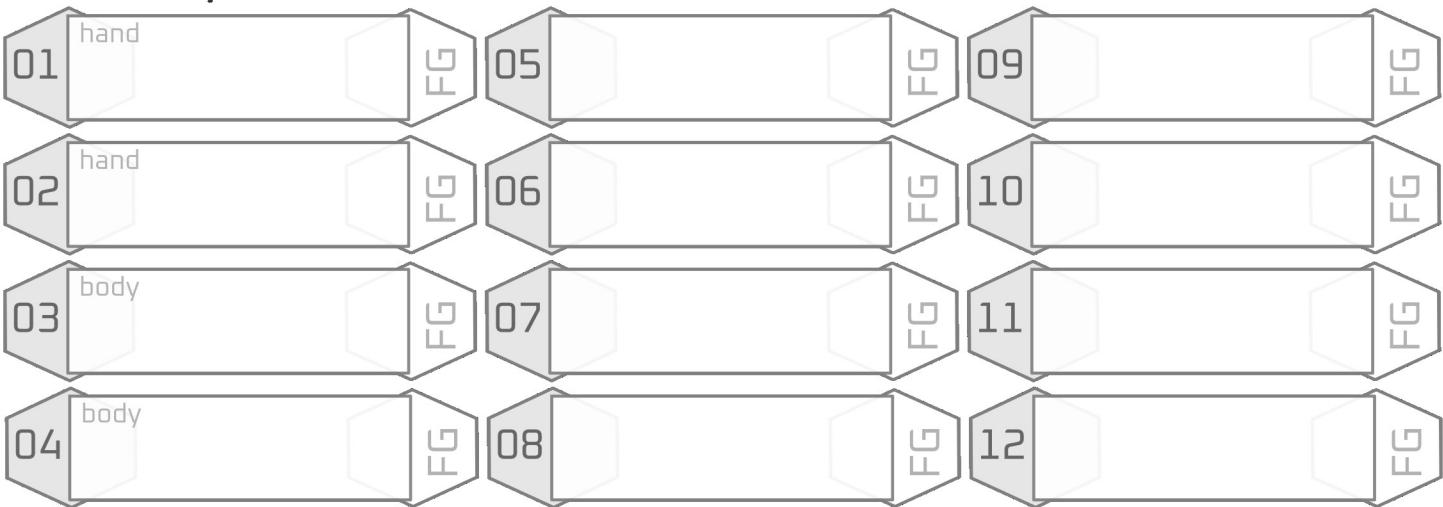
HP **ARMOR**

DEPRIVED

Place for your notes

Cybermods (max INF/3, round up)

Inventory (2 x hand, 2 x body plus containers)



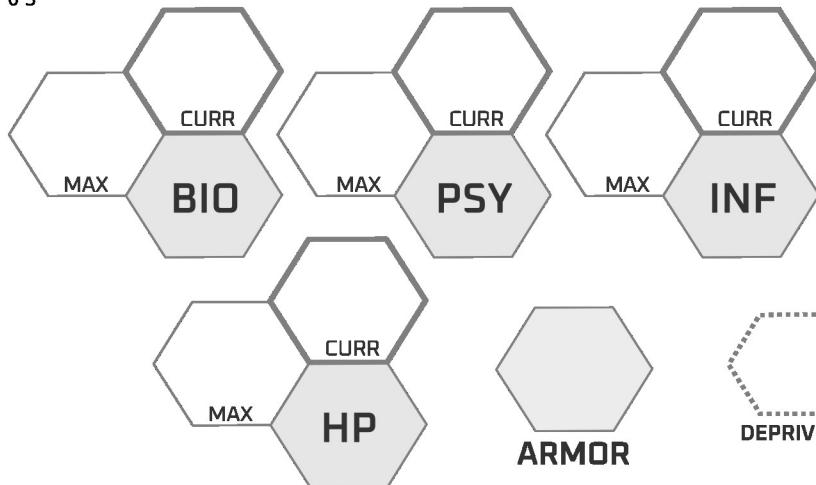
CYBER

0 1 Name

0 2 Background

Subscription

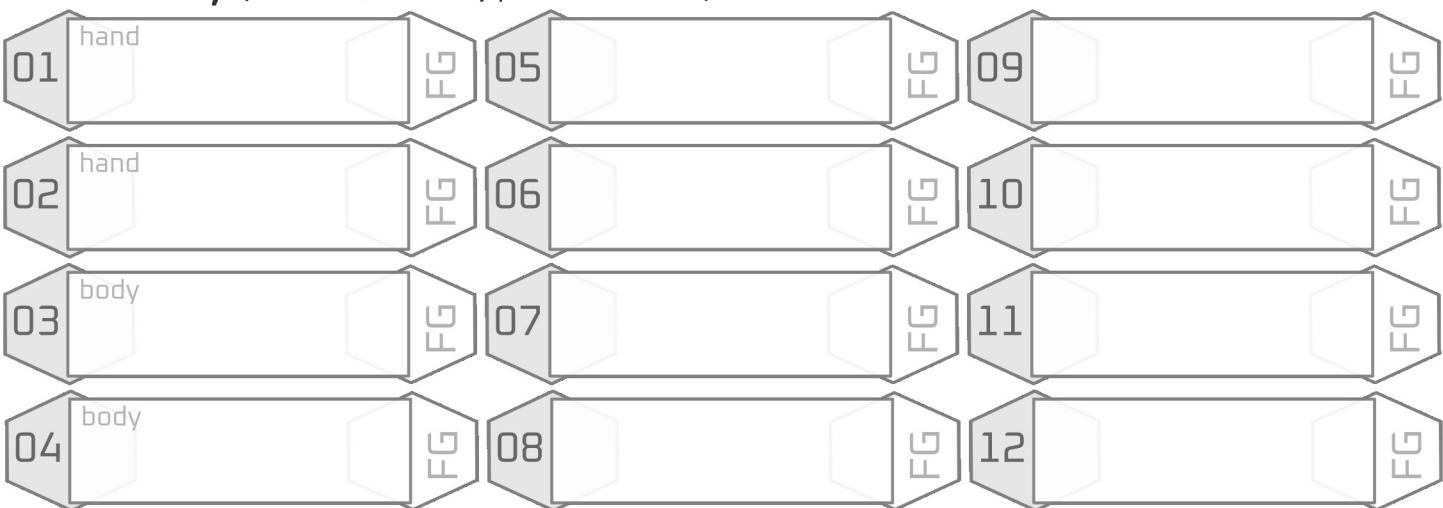
0 3 Credits



Cybermods (max. INF/3)

Infodeck (max INF/3 active)

Inventory (2 x hand, 2 x body plus containers)



Place for your notes

Name	CYBER	
Traits	HP	/
	BIO	/
	PSY	/
Look/gear	INF	/
	ARM.	/
Goal/wish	Non-player character	

Name	CYBER	
Traits	HP	/
	BIO	/
	PSY	/
Look/gear	INF	/
	ARM.	/
Goal/wish	Non-player character	

Name/Security class	CYBER	
Look	HP	/
	INF	/
	ICE	/
Protection	Infonode	
Data	Infonode	

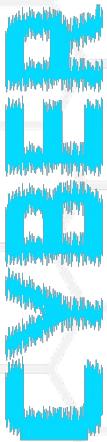
Name/Security class	CYBER	
Look	HP	/
	INF	/
	ICE	/
Protection	Infonode	
Data	Infonode	

Namzwa	CYBER	
HP	STATUS	
BIO	-----	
PSY	-----	
INF	-----	
ARM.	-----	
Description/Notes	Detachment	

Namzwa	CYBER	
HP	STATUS	
BIO	-----	
PSY	-----	
INF	-----	
ARM.	-----	
Description/Notes	Detachment	

Name	CYBER	
Look		
Gossips/Infos/People	Place	

Name	CYBER	
Look		
Gossips/Infos/People	Place	



Cyber is a role-playing game about the exploration of a dark world of the near future, dominated by megacorporations and technology.

Players take on the role of inhabitants of a giant metropolis - a crowded, noisy city full of greed, hypocrisy and shady dealings.

Characters can climb the career ladder of zaibatsu, operate on the edge of the law as freelancers for hire, or lead a settled (albeit not unchallenged) life as a member of one of thousands of factions - from religious sects to the city's emergency services.

Content, design and layout

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<https://oswida.github.io/cyber/>

