

CYBERPUNK

R E D



JUMPSTART KIT RULE BOOK

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JUMPSTART KIT CAST AND CREW

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Product Consultation: Aron Tarbuck

Playtesting: The thousands of Players of *Cyberpunk* over the years. Thank you all!

Dedicated to the amazing people of R. Talsorian Games, past and present. Together, we make the future.

MEET OUR EDGERUNNER!

To play *Cyberpunk Red* you'll need a Character. Pick one from the sheets that came with the *Jumpstart Kit*. The information below will tell you how to read the sheet. A part marked with a **red** diamond means you need to do a little extra work to customize the Character and make them your own.

1

Basic Info

Character's name, role, and portrait.

3

Hits

This is where you'll keep track of damage your Character has taken. To figure out your starting Hits and Death Save value, see the table on [page 11](#).

Armor

Every Character begins the game with armor, which protects them from damage. See [page 41](#) for more information.

7

Cyberware

A list of what cyberware your Character has installed in their body and rules about how they're used in game. See [page 18](#) for more information.

8

Gear

Important items your Character starts the game with. Does not include armor and weapons.

9

Lifepath

Information about your Character's history, personality, and goals. Go to [page 14](#) and either choose for each category or randomly roll your Lifepath.

Remember, this Character is yours to play! You're always free to change the name, gender, or appearance to match your vision. Be the Edgerunner you want to be as you wander the Streets of Night City!

2

Statistics

Your Statistics as described on [page 10](#). You've got six possible sets. Choose a set or roll 1d6 to randomly pick your Character's Statistics.

4

Skills

Your Skills, described on [page 12](#).

6

Weapons

Your Character's weapons. Some might be carried, others could be cybernetically implanted. See [page 38](#).



Forty, Rockerboy

ROLL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	5	8	5	4	9	8	6	6	10	6
2	5	10	6	3	9	10	6	6	10	4
3	6	10	5	3	9	10	7	5	8	5
4	6	9	5	6	9	9	5	6	8	4
5	5	10	6	3	10	10	6	6	8	4
6	6	10	7	4	8	10	5	7	9	5

STARTING HITS

SERIOUSLY WOUNDED

DEATH SAVE

SKILLS

Athletics (DEX) +3	Brawling (DEX) +2	Concentration (WILL) +4
Education (INT) +2	Evasion (DEX) +5	Human Perception (EMP) +5
Local Expert (INT) +5	Marksmanship (REF) +4	Perception (INT) +3
Persuasion (COOL) +6	Play Instrument (EMP) +6	Melee Weapon (DEX) +3

ARMOR

Kevlar	
Head Armor	7
Body Armor	7

WEAPONS

NAME	DAMAGE
Slice & Dice	2d6
Very Heavy Pistol	4d6

BACKGROUND

MOTIVATION

GOALS

FRIENDS

ENEMIES

ROMANCE

PERSONALITY

CYBERWARE

GEAR

Cyberaudio (Amped Hearing)
Adds +1 to any sound-related task check.

Agent
A pocket-sized machine which functions as a computer and a phone.

Slice & Dice
Mono-filament wire mounted in one finger. Cuts through any organic material or plastics. Can be used as a garrote, cutter, or slicewhip.

Guitar
Forty's instrument of choice and most prized possession.



ALEXANDER DUDAR

7

THURSDAY NIGHT THROWDOWN

Thursday Night Throwdown (TNTD) is a modification of *Cyberpunk*'s original weapons combat system (Friday Night Firefight, or FNFF) for using modern, futuristic and archaic firearms in *Cyberpunk* adventures. Unlike FNFF, which is designed to exhaustively (and realistically) cover all major elements of weapons combat, TNTD has been modified to create an easier to use format, allowing Players to experience firefight action without resorting to lots of detail. TNTD also covers melee weapons and hand to hand combat as well, all in a simpler system that allows you to use strategy over firepower.

Like all of our resolution systems in this *Jumpstart*, TNTD works on the basic principle of using a Stat + Skill + 1d10 Check to beat a Difficulty Value (or DV). We'll start by delving into Ranged Combat first.

RANGED COMBAT

Ranged combat occurs whenever you are using a weapon that requires hand-eye coordination to "fire" a projectile (or beam) at a target. Generally, this means guns of some sort (the typical weapon you will find the well-heeled *Cyberpunk* on the Street carrying).

CYBERPUNK RED



ANSELM ZIELONKA

JUMPSTART KIT WORLD BOOK

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WELCOME TO THE TIME OF THE RED
An introduction to world of Cyberpunk.
page 2

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DARK FUTURE COUNTDOWN
A Cyberpunk timeline.
page 8

3

NIGHT CITY 2.0
A tour of the city of the Dark Future.
page 13

4

EVERYDAY THINGS
A taste of the Cyberpunk life.
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RUNNING CYBERPUNK RED
Advice for the Gamemaster.
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ADVENTURE: THE APARTMENT
A full, ready to run adventure.
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SCREAMSHEETS
News articles and one page adventures.
page 45

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SAMPLE PAGE FROM THE WORLD BOOK

NEIL BRANQUINHO

2

DARK FUTURE COUNTDOWN

1990—1993

- **A secret 'coup' launched by "The Gang of Four,"** a coalition of government agencies, effectively ends federal democracy in the US. Many states begin ignoring federal authority, declaring themselves "free states".
- **Start of First Central American Conflict.** American Imperial ambitions, justified as part of the war on Communism and narcotics, kills hundreds of thousands. American veterans return home dismembered and maimed, driving the demand for cyberware.
- **Breakup of Soviet state.** From this point, the USSR begins a new era of rapprochement with Western Europe; by the 2000's, the "Neo-Soviets" are the Eurotheater's most powerful allies.
- **Eurospace agency launches Hermes spaceplane.**
- **CHOOH² developed by Biotechnica.**
- **First arcology built on ruins of Jersey City.** Sixteen "arcos" begin construction over the next five years, until the collapse of 1997, leaving the huge structures half completed, filled with squatters and homeless.
- **The Treaty of 1992 establishes the European Economic Community.** A common currency unit (the Eurodollar) is established.
- **The US Drug Enforcement Agency (DEA) develops and spreads several designer plagues worldwide, targeting coca and opium plants.** Governments of Chile, Ecuador, and Afghanistan collapse.
- **A savage drug war breaks out between Eurocorp-backed drug dealers and DEA all over the Americas.**
- **First use of high energy laser lift arrays.** Simple mass driver established in Canary Islands by Eurospace Agency.
- **First TRC biologic interface chips developed in Munich, United Germany.**
- **AV-4 aerodyne assault vehicle developed to deal with increasing riots in US urban zones.**
- **In retaliation for US attacks on Bogotá, Colombian drug lords detonate small tactical nuclear device in New York. 15,000 killed.**

GOSSIP

OPINION

WEATHER &
HAZARDS

LIFESTYLES

ENTERTAINMENT

BUSINESS

WORLD NEWS



Biotechnica Delays Release of Designer Drug

BY J. A. MCGEE · LA JOLLA, SOCAL · 25 HOURS AGO



A spokesperson for **Biotechnica** announced today that the upcoming release of their designer drug *Securicine* has been delayed for a month. The company assured customers that pre-orders will be honored in the order they were received and the delay has been caused purely by a shipping issue caused by high demand for the drug. When **Biotechnica** revealed the project to the public early last year, they touted it as a “revolutionary all-day prevention against disease, poison, and pain, designed for your unique physiology.” Since their announcement, a representative from **Militech** at their Night City regional office has commented on the status of their order: “Despite the delay, we stand behind our trusted business partner **Biotechnica**. *Securicine* performed well during our internal tests, and we look forward to receiving our order as soon as possible.”



NIGHT CITY SECURITY ADVISORY

Combat Zone Worse Than Usual

by J.E. Munroe

The freaks and murderers of the Combat Zone have been out in force lately. After three weeks of a sustained increase in the rate of killings, we began to suspect something new may be going on in the Zone. We drew straws to decide which intrepid reporter to send to uncover the truth. I drew the short straw. A new street drug, known as “**Emerald City**” seems to be the culprit. It appears a new player is pushing it, but I was unable to get specifics due to my abundance of self-preservation instinct. I don’t get paid enough to do this shit. Nobody is editing this anyway. Watch this see print. Those on the drug seem to feel no pain and display increased aggression, often directed at things only they can see. While researching for this report, I saw a booster throw a grenade at a screamsheet box behind him because it was “following” him, and then walk off with shrapnel sticking out of his back. My advice is to try to stay out of the combat zone a little more than you usually do for a while. These types of things have a way of sorting themselves out—violently.

JUMPSTART KIT

**ALL YOU NEED TO SUPPLY IS IMAGINATION, A
FEW CHOOMBAS, AND SOME DICE.**

