

You're a long way from home, choom. Welcome to the greatest city in the world; where life is cheap, the megacorps rule, legends are made and people are broken.

Technology and bionics are on the rise, but so is corporate control, street violence and a whole slew of problems on the horizon. Sins aplenty to be found around here my friend, and at discount prices.

But hey, that doesn't matter to you does it? You're here to see the sights, make yourself into a legend, or maybe just chill and get laid? Regardless, mercenary life is probably the best way to do it, so take these, on the house:

+1000 Cyber Points

Welcome to Night City.


plug in now

Starting Location:

Night City

What? You wanna go somewhere else? This is where it's happening, choom.

If you really want to start elsewhere, fine, but just know that carrying your items, rep and other junk from one place to another can be a pain in the ass.

Age and Gender

Who the hell cares? Whether you're an input or output you're welcome here. Hell, maybe you're both, it's damn easy to get the body you want nowadays.

As for age, anything 18 or older will do. Be an octo-genarian gunslinger if you want!

Backgrounds:

Where you come from is a big deal in Night City. This will determine where in Night City you start, and what your situation is.

Drop-In

Starting Location: Downtown

No history, no cred, no baggage. Like so many coming to the city you don't have much, but you don't need to start big to become a legend.

Nomad

Starting Location: The Badlands

Family, honor, and the road. It's a hard life choom, but you're not alone and you have a home, mobile and modest though it might be. Be careful the city doesn't chew you up.

Street Kid

Starting Location: Neighborhood Bar

Born and bred in the gutter like most of us. You *know* this city, my friend, in the way that only someone at street level can. It's a long way up, but you grew up here and if you can survive that, you can survive anything.

Corpo

Starting Location: Corporate Office

Money talks and you're the translator. You walk in the halls of power, choom. The megacorps are in a league of their own, but they play for keeps... and it's a long, long way down. But hey, maybe falling ain't so bad if you can find the soul you sold?

Profession:

If your Background is where you are from, your Profession is what you do.

Solo

Death on two legs, you're rock solid and hard hitting. Whether up close and personal or at a distance, you're putting bodies on the floor.

Infiltrator

Sometimes you gotta get in and get out without a sound. And you can do all that, and not even let the cameras spot you. Stick to the shadows and watch the world open to you, choom.

Techie

Someone's gotta make the shiny shit work, choom, and you've got it down. Whether you're tricking out a car, a gun, or body mods, you know what goes where and how to make it purr right along.

Netrunner

The Net is dark and deep, choom, but you know how to swim in it. Jacked in or wireless, the Net is yours to drive and twist to your purpose, but remember that dark waters hide things you don't want to touch...

Perks

100 CP perks are free for their Background and Profession, and the rest within those categories are discounted.

General

Gunhand (100)

If you know someone in Night City that doesn't know how to use a gun, then you've got an eye for the odd ones, choom. You, on the other hand, certainly know your stuff. You're a competent shot with rifles, pistols, SMGs and shotguns, though weirder or more gimmicky weapons are beyond your experience. Still, you'll hit the target more often than not and you can at least clean and maintain your guns, even if you can't mod them.

Rockerboy/Riotgirl (200)

Your fingering may be off, your technique may be shot, your fretwork leaves a lot to be desired... but you've got a spark in there, choom.

This doesn't make you any better at playing guitar, drumming, singing, not really... but you'll pick it all up quicker if you try.

More importantly though, once you get the chops, when you DO perform you'll be *heard*. No one will be able to argue what you're trying to say through your music, and when you put your soul into it you'll find no shortage of people who want to listen. Pour yourself into the mic and listen to them roar with you!

Gangoon (200)

You're a part of one of the city's gangs in good standing! Hideouts, backup and connections, you got it all... but you also got responsibilities. You'll be expected to do work, dig graves and sling lead. Just remember to pay your dues, in eddies and in blood.
In future jumps you will find it easy to find and insert yourself into such groups, and have an easier time earning their trust.

Media (200)

You've got press credentials, an eye cam and a whole lot of gumption. You've a knack for investigative journalism, and you know just where to go to get the scoop on a story... or where to start at least. Just remember, snooping around might make you some enemies...
In future jumps, you'll start with a job at a reputable news source and have full press credentials, where applicable.

Cop (200)

You're the law, or at least what passes for it in Night City. You'll start as a beat cop but even that gives you a lot of leeway, at least on the street... just remember that the gangs don't care much about your shiny badge, and be careful about snooping around high society; law becomes a lot more fluid the higher you go.
In future jumps you can begin in law enforcement, and have all the skills and privileges of the office.

Fixer (400)

You know a *lot* of people. In fact, you're the person they wanna know, because you can wheel and deal with the best to get your hands on all sorts of stuff. You got a list of contacts as long as your arm, a good stock of favors, and an instinctive knack for accumulating more. Acquiring gear and special equipment or hired help is just a call or two away for you. and you're damn good at being the middleman for various parties, even if they would normally be hostile to you.

In addition, you've got the rep to receive and post job requests for mercs across Night City, including your own, so long as they're compensated. With careful management, clever deals, a quick draw and a bit of luck, you might not be a legend; you'll be the one who *makes* legends!

In future jumps, you'll start with a small group of contacts you can use to build influence and start trading favors, or at least a good idea of where to begin.

Another's Dream (600)

Night City... It has a tendency to inspire dreams. And it's all the worse because it loves to crush them out of people, slow or fast, and no one will help them... except you.

You find it far easier to discover the dreams of others, and help them achieve their ambitions. Things that seemed impossible, you have the perspective on how to place it in their grasp, if they only try. And you can inspire them to try, even if they're burnt and broken. Even better, this will inspire them to do the same, helping others achieve their dreams, on and on... who knows how far it could reach?



Drop-in



Face in the Crowd (100)

There’s a time to shine and this ain’t it. You know how to become one of the milling masses, how to shake a tail and how to look like you belong somewhere. This won’t help if you stick your neck out or if the scavs chasing you start face-scanning the whole crowd, but it’ll give you time and opportunity, and that’s all you need.

Nose for Trouble (100)

Things happen when you go for a walk. Stumbling into a robbery, finding a job opportunity, seeing a guy's junk catch fire... life won't be dull for you! This increases the chances you'll stumble across interesting stuff. Note that 'interesting' can mean 'lethal', so this can be turned off if you need a break.

Got It Together (200)

More rare than you might think, choom. Mentally, you're all there. You still get stressed, angry, sad, horny, but with a moment to stop and take a breath you find it easy to keep your emotions and baggage from running away with you. Also, you tend to get over traumatic or disheartening shit more quickly.

Culture Clasher (200)



It can be jarring to suddenly live in the big city... for other people. You, on the other hand, adapt to new cultures and people *fast.* In a week, you'll understand the basic stuff, like who the big names are, the manners, and the slang. In a month, you'll understand the fashion and subtle signs that someone's a gangoon, or a corpo, or a cop. In three months? You'll understand your location like you had been born there, even able to complain about the good old days, how shite the local teams are playing, and all the little things only a true native would know. Welcome to the neighborhood.

Prime Perspective (400)

From the outside looking in, it's easy to see the cracks in the illusion. Any relationship, system or government you are not directly involved with or a member of, you can see the flaws of. You know exactly how deep the corruption goes in the police department, you know how certain laws or policies are causing more harm than they prevent. And you have a knack for coming up with ways to fix these flaws... or exploit them, as well as spotting when

someone else is exploiting a system. Keep in mind, this is analysis, not magic. The more data and information you have, the better ideas you have.

You May Have Heard of Me (400)



Street Cred is what gets you far. Your rep, the rumors around you, the legend you build. And you... well, people like to talk about you. You'll find it incredibly easy to build a reputation from almost nothing, and you can easily spin it how you want. Want to be known as a brooding, no-nonsense bounty hunter? Easy. Want to spread stories of your daring escapes from corpo justice? Simple. Want to impress your paramours with rumors of your bedroom prowess? Sure, why not? And don't worry about haters, your rep is solid and it'll take direct accusation from another legend or multiple witnesses to dent your public character.

Leaving Alive (600)

When you're getting in deep, when your pride and temptation and everything else is urging you towards misery and a bad end... you can walk away. Moreover, you can make it *stick.* If you decide you want out of a situation, you can leave unmolested. But you can't double back, and this *only* applies to you. Not your companions, your swag, your dog... you can't guarantee anyone or anything else's safety; only your own. You can choose to stop playing the game, but you don't get to cash out your chips. And if you decide to get involved again later... well, it won't work twice on the same people.

For example: If you ticked off a megacorp by stealing their latest research project, and they were about to descend on you and your team, you could walk away, get in your car and drive

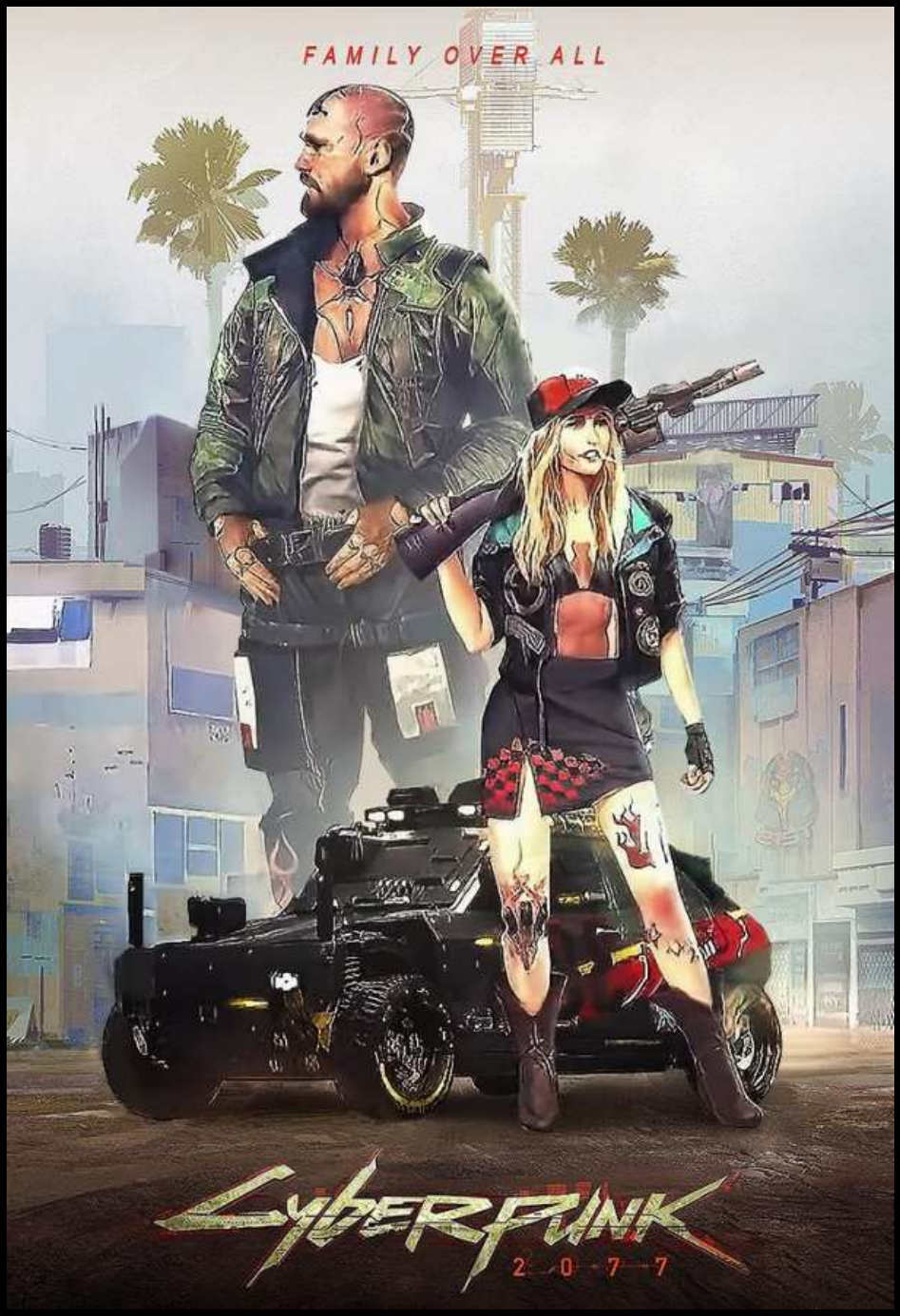
off with no consequences. They wouldn't pursue you, but you couldn't take the project with you, and your team would still be in deep shit.

Making Them Bleed (600)

Vengeance ain’t for the meek; if you want to show them you mean what you say, you better make sure that when you hit them, you leave a mark that doesn’t fade. When you fight against a group or organization, any damage you do to them, their infrastructure or their holdings is three times more difficult, expensive and time-consuming than it normally would be to repair, and the effects your actions have on their morale linger far longer than they normally would. They can re-plaster the walls, they can scrub the blood from the floors, but no one will forget the day you made them bleed.



Nomad



Wheelman (100)

No one rides like the Nomads do! You're a consummate driver, whether with two wheels, four, or even more esoteric vehicles. Your ability to learn how to operate land vehicles is vastly

accelerated, and with practice you could easily become capable of death-defying stunts and top-tier racing skills, if you put in the effort.

Spit and Grease(100)



No matter the road, no matter the conditions, you know your ride is your life and you know how to keep it running. Any time you drive or ride in a land vehicle for over two hours (or open up and look into for half an hour), you'll learn how to diagnose and fix any problems it has, whether it's refurbishing a busted radio or doing a full overhaul of the engine. What's more, you can perform repairs and maintenance at twice the speed, as well as upgrades, so long as you've met the time requirement. This applies specifically to vehicles.

Shot on the Run (200)

You've been fighting in motion for so long, it might actually be easier! You have no difficulty shooting while in motion. Whether you are running, walking, driving, flying, or even in free-fall, hitting your target will not be any more difficult than if you were standing still. Awkward positioning, uneven terrain or long distance still makes it difficult though, so don't go trying to shoot a bullseye while doing a cartwheel just yet.

Badlands Survival (200)

They say no one can live in the Badlands. You think that's cute. You know how to survive even in the most inhospitable environments with minimal gear, whether that's the desert, the jungle, the arctic... or the streets of a metropolis.

Heavy Armor Havoc (400)



You might travel light but that doesn't mean you can't hit hard, and you know just where to hit to get past all those pesky protections. All of your attacks against heavily armored foes are more effective. Bullets pierce farther, cuts dig deeper, and blunt force is jarring even through padding. Against armored vehicles and tanks, this is even more effective!

Word of Honor (400)

When you don't have much to start with, honor is all the more precious, and you inspire those you deal with to follow this example. Deals you make in good faith will stay so, so long as all parties continue to deal honestly with each other. Should you attempt to take advantage of the other party, this protection will no longer apply.
In addition, it is far easier to convince others of your personal honor, so long as you continue to ACT honorably.

Unified Cunning (600)

Nomads always work better together, and now, so do you and yours. Any team you are a part of, up to maximum of sixteen people, can perfectly coordinate with each other with a familiarity that would make veteran mercenaries green with envy. All members of the team constantly know each other's positions, timing, and a general idea of their skills and abilities and where they fit into any plans. Furthermore, when working towards a goal that is beneficial for the whole group, their talents and capabilities are doubled.

Family First (600)

When the world has beaten you down, when you're all alone, when you've exhausted yourself and nothing's left... the Family will still be there. Blood or chosen, your family is always there for you, whether that's friendly advice, a ride, or an extra gun in a pinch. Moreover, they know when you're in trouble and will ride in to bail you out when you are captured or injured... and the reverse is true. Whenever a member of your family, blood or chosen, is in trouble, the rest of the family will immediately know the location, danger level and general health of the family member, making it easy to rush to their aid. Stronger together, choom.



Street Kid



Ear to the Street (100)

Info is gold, and you know how to keep an ear out for the juicy stuff. You find it easy to overhear rumors and shop talk, letting you in on what's going down... hopefully. Not all rumors are true, after all. But at least you'll never be the last to know.

Parkour! (100)

Sometimes it's better to run than fight... or maybe you just want to get to the fight faster. Regardless, you're used to sliding, sprinting, vaulting or even barreling through obstacles to get to your destination.

Back Alley Brawler (200)



Sometimes, you just don't have enough bullets. It's a good thing you know how to put someone on the ground without a weapon then! You know how to effectively fight barehanded. It ain't pretty, but you can take on most gangers without a sweat and stay on even footing with most corp-sec. Add in the fact that you can take a beating and keep on swinging, and you've got a great baseline to build off of... who knows, maybe you'll get a shot at the title one day!

Ways and Means (200)

Alleys, streets, black markets, ripperdocs, fences, escape routes, gang territory... you know it all, choom. You know where to go, how to get there fast, and who to talk to on the street level. In urban areas, you have an impeccable sense of navigation and quickly learn how to find what you're looking for... just make sure you're welcome before you go stomping all over territory, eh? Moreover, after a week in a new urban location you can tell where you are just from the feel of the road under your feet.

Street Tough (400)

Rub some grit in it and walk it off, choom; you've got shit to do. Whether through tough skin, a high pain tolerance or sheer stubbornness, you're one tough son of a bitch. Not immortal, no, but you can suffer a lot more damage before you start succumbing to your wounds; probably around twice that of a normal human, before modifications. With the right cybertech and training? Neither a bullet to the head nor Adam Smasher would be able to knock you down.

Respect Your Roots (400)



Gangs and cops and the little folks between, always fighting and pushing each other around... but they're all from one place, and you can remind them of that. Your ability to calm tensions or encourage cooperation between groups is astonishing, choom. You could get two rival gang members to sit down and chat about their favorite braindances, or deescalate a riot, or encourage two rivals to work towards a common goal, or more besides. This isn't perfect, nor is it mind control, but appealing to a common background like a nationality, creed or shared neighborhood will amplify the effect.

Asphalt Heart (600)

The corps, the tourists, the gangs... how many of them *really* know the city, know its heartbeat, its soul? They might not, but you *do.* As you spend time in an urban area, you begin to develop a sixth sense for your surroundings, starting at a couple blocks but

increasing over the course of a year until you can, at least partially, feel the heartbeat of the whole city.

This acts as a sort of area awareness and danger sense so long as you are in an urban environment. Tracking or ambushing you in such an environment is nigh-impossible without your position being constantly broadcast, and you'll find that your fortune in the streets is uncanny; roads that are perfectly smooth to you will rattle and shake pursuers, a dumpster provides perfect cover for you while providing no protection to your enemies, and you seem to have no shortage of shortcuts and secret entrances to evade foes or move around undetected.

In addition, the city holds no secrets to you, and you'll find your own efforts to find or track items or people in the city are an order of magnitude easier, often having helpful tips or clues fall into your lap.

Lastly, when events affect the city at large, you will have warning. Whether a corpo HQ is about to get bombed, a gang war about to spark off, or a natural disaster is about to strike, you'll get at least some idea of what's coming, where it will strike, and enough time to warn people or do something about it if you're fast and careful.



I'm Not Going Back (600)

You've been at rock bottom. You've been *below* rock bottom, you remember what it's like... and you *won't go back.* You've got the drive to be *someone,* and no god, devil or corporate powerhouse will stop you from being *better*.

In essence, your tireless ambition lends you strength when the chips are down. In life-or-death situations, you find yourself rising to the challenge, defying odds and injuries as you struggle to reach your goal. You'll be faster, stronger, more powerful as the odds stack against you.

No middling response or lazy effort will stop you either; if your opponent doesn't stop and make sure to put you down and put you down *hard,* you're going to get back up. And while you are still mortal, even then you might pull through, because if you are defeated in a way that should be fatal, but they don't make *sure...* you will cling to life and claw your way back... critically injured, but sure as hell not done.



Corpo



Financial Acumen (100)

Hard to make money when you don't know the rules of the game, huh choom? But you know the rules; hell, you might have written the book! Whenever you enter a new financial system you can easily memorize all the rules, regulations and systems. Furthermore, you know how

to get the most out of them for legitimate profit, and finding loopholes for the purposes of making money is a breeze. Investing, trading and dodging taxes has never been easier!

Cool Customer (100)



Your game face is the stuff of legends, choom. You have incredible control over your personal tics and expressions, making sure no one can pick up on what you are thinking through cold reading or body language... or maybe, with a little clever acting, you can lead them to the wrong conclusions? In addition, your composure in stressful situations is increased; you'll still feel panicked, stressed or uncertain, but you'll be more capable of thinking clearly and not letting the pressure get to you.

Due Recognition (200)

Same old story, choom; you bust your ass for months, do all the legwork *and* the dirty work, pull off the deal, and some jackass steals the credit! Well not anymore, my friend! Whenever asked to prove that you did something, you will always be able to show that you did the work *and* discredit anyone who tries to steal your thunder, either through trust or through evidence you can easily provide. Note, however, that this only works if you actually performed the action, and will *not* work if you are lying or trying to prove you *didn't* do something; proving negatives is not how this works.

Ironclad Intent (200)

Contracts keep the world turning, and you're a wiz at writing them. Any contract you write will be flawless, with no loopholes or exploits... except the ones you WANT to include. You

find it easy to put down terms that fulfill exactly what you want, and finding loopholes in other contracts is hilariously simple.

Nothing Personal (400)



Biz is biz, and sometimes you're gonna step on toes. Doesn't mean you can't meet up for drinks later, right? People you harm or wrong are more willing to let bygones be bygones, so long as it's clear that there's nothing personal at stake. Doesn't mean they won't do the same, but it means that personal revenge won't enter into it unless you caused them personal grief, and even then they'll be more willing to hear you out. Just avoid ruining lives or targeting family and you'll probably be fine.

Money Talks (400)

Everyone has their price. Bribery is a specialty of yours, and when you want to accomplish something through persuasion or bribery, you have an instinctive knowledge of who to speak to and what price range a bribe might take, whether that's through money, a favor you can offer, or finding something special that they're jonesing for...

You know how many eddies you'll need to tempt even the most loyal lieutenants into shooting their boss in the back, or what favors might get the local courts to overlook any 'indiscretions'. More difficult favors may be more expensive or even impossible, but you'll find the market for such services is wide open to you!

Might of Midas (600)

The best way to look out for number one is to crush number two. You have a talent for ensuring that when you reach the top, you *stay there.* Efforts to unseat you from any positions of authority you hold are nearly always doomed to failure from the start. This is less effective against those above you in the hierarchy, but even then they'll find it surprisingly difficult to remove you, usually only being able to stall or slightly interfere with your ambitions.

Furthermore, your ability to keep others beneath you is outright scary. No rivals will usurp you due to petty maneuvering, and none will be able to rally power against you from within your organization. And if they complain too much or get too ambitious... well, there's always number three looking to move up in the world.

Law Unto Myself (600)

The corps have their own laws, and now so do you. In places that you are in control, you are the law; for all intents and purposes your property is extraterritorial in terms of enforcing laws. This means that others can claim sanctuary, that police cannot legally pursue, and even killing or imprisoning an intruder won't be questioned; hell, you practically count as your own nation, choom! Just keep in mind, this protection is only legal; those who don't respect authority can still walk inside and shoot you, if they're prepared for the consequences.



Solo



Marathoner (100)

Dodging, shooting, swinging, rushing around... combat is *exhausting,* choom. Except for you, that is. You will never suffer the effects of fatigue in combat, though it'll catch up with you once the action stops.

Quickdraw (100)

Trouble can come at you suddenly in Night City. Betrayals, ambushes, sneak attacks... or maybe you just want to shoot first. In any case, while trouble may find you, it sure as hell won't find you without a weapon in hand; your quickdraw is incredible, faster than anyone who isn't augmented and maybe faster than a few that are. This isn't just for pistols or knives either, you can bring that shotgun or even that LMG to bear just as quick as any six-shooter. Shoot first, shoot last.

Weak Link (200)

One thing to always keep in mind in a fight is your enemy's mindset, cuz if you know it, you can *exploit* it. You've got a knack for getting in your enemy's head, reading their intentions and how they interact. A little observation might show that a few squadmates don't get

along, or that one merc seems more skilled than the rest, or that they're glancing at that one locker like it's got something important inside. This won't tell you the whys or hows, but if you want to know who's the biggest threat, who's the leader, what's their objective and who's the weakest link... well, you got a sixth sense for it now.

A Little Something Extra (200)

You can make weapons sing in your hands, going above and beyond their normal ability. A machine gun would never jam and be more maneuverable, an armor piercing weapon would penetrate further, a ricochet weapon would bounce an extra time or two... hell, a flimsy pipe would keep sturdy and whole way longer than anyone would expect! Your weapons don't get new abilities, but they do what they do *better* than they would in anyone else's hands. Take care of them and they'll take care of you.

Specialist (400)

Pick a weapon or combat type, choom. Pistols, shotguns, assault rifles, sniper rifles, heavy weapons, knives, even your bare fists. When working with that type of weapon, you're faster, stronger, more accurate and just damn *good.* You pick up new techniques faster and can easily identify techniques, weapons, combat styles and tactics with your chosen weapon or type when others are using them, and you can pick up or invent your own techniques and styles more easily with your chosen weapon. You might not be the best in the world, but easily in the top 5% in Night City... with the potential to be number one.

Where it Hurts (400)

A few well-placed shots or strikes will finish a fight faster than rapid flailing or spraying lead. No matter your weapon, you've a gift for debilitating your enemies. Whether this is slashing at their eyes with your knife, shooting their kneecaps, or just punching them in the

gut hard enough to make em' hurl, you can do it quickly and cleanly. In addition, you know how to pull or aim your attacks to incapacitate instead of kill. It'll still *hurt,* but you'll take them alive.

Cold Blooded (600)

In heavy combat you get into a groove. As the bodies pile up, you find it easy to keep momentum and pressure opponents, smoothly bringing them down one at a time and getting more efficient and deadly. A couple of mooks won't get you much, but against a gangoon stronghold or a raiding party? So long as you can keep momentum and keep subduing or killing enemies in a timely manner, you'll find your reaction times, critical strikes and efficiency improving as the fight continues. Against an army? Well, you won't be invulnerable, but if you kill fast enough it won't matter, will it? In addition, you've got an intimidation factor that would make even the worst gangoon think twice about aiming at you.

No Gods, No Masters! (600)

There's always some legend or bigwig who thinks they are untouchable, beyond the reach of mortals... fuck those people. Plot armor, immortality, even a prophecy proclaiming they can only be killed by taking a whiz while singing 'I'm a Little Teapot', why the hell should you care; when set out to kill someone or something, you *can.* It may not be easy, you may be ill-equipped (attacking Adam Smasher with nothing but a rusty spoon is not going to go well), but at your hands even gods can die.

Furthermore, if you kill something, unless you say otherwise, it *stays dead.* No redos, no surprise comebacks. If you land a lethal blow and they croak, they are ***done.***

Infiltrator



Padfoot (100)

A misspent youth is a lovely thing; you've a knack for skulking around undetected, lockpicking, and pickpocketing.

Eye for Egress (100)

Getting in and out is the most important part of any job, and you know exactly where to look. For you, finding unorthodox entrances and exits is a snap, as is figuring out ways to reach those entrances.

Proper Planning (200)

...still won't stop your job from going tits-up fast, but damn does it help. You're damn good at setting up jobs of all kinds, whether assaults, heists, con jobs or something even stranger, you have an instinctive grasp on what you need, who you need, how to do it and how to get away with it. You also can get prep work for more complicated jobs done more quickly, whether it's worming into their security systems, getting reservations for a fancy car, or establishing a cover story. This is mostly focused on mercenary work and criminal activity, but it can apply in other situations to a lesser extent.

Discreet Disposal (200)

'Quiet as the grave' is a particularly scary expression where you are concerned. You are supremely talented at silently incapacitating enemies, lethally or non-lethally. Presuming they don't see you until you've already struck, and that your blow will incapacitate or kill them, they will not have the opportunity to shout a warning or activate an alarm, and any automatic alarms on their person will not activate. You also have a solid grasp of ambush tactics and know how to pick off individual enemies without alerting their team, and finally, you'll find there are many convenient nooks, crannies and containers to stuff a corpse or unconscious goon to prevent discovery. Ninja like you mean it!

A Thousand Faces (400)

Sneaking around is all well and good, but sometimes the best approach is to look like you belong even when you *really* don't. When it comes to disguises and conning your way into places, you know how to avoid suspicion and look like you're supposed to be there, at least on a general level. You could walk into corpo offices for example, but they wouldn't let you into the executive suites or the R&D labs without having a good reason or credentials... but even in those cases, you've got a good eye for opportunities to slip inside, if only for a little while. You can get your foot in the door, and sometimes that's all you need.

No Ping, No Pain (400)

You must be infested by gremlins, but they seem to like you, because security devices go into fits where you're involved. You can easily identify security or surveillance devices with a glance, even when hidden. Furthermore, such devices seem to have trouble with you. Cameras will glitch or look away from you, landmines will fail to activate, motion sensors

and tripwire don't seem to register. You aren't invisible on camera or sensors, but a little caution will let you circumvent many security devices without a hitch.

No Witnesses (600)

You are impeccable when it comes to leaving no traces of your presence. Recordings of you seem to become corrupt, you don't leave fingerprints, footprints, nor DNA evidence, and you find it easy to remove any evidence of you acting in the first place, from rearranging a room after a firefight to disposing of the body. There are limits; it's hard to clean up evidence of a bomb going off, but you could easily hide traces of who did it and how they sneaked a bomb in. With some creative application, you might even be able to frame someone else...

Beyond Doubt (600)

Good infiltrators can get in. Great ones can get out again. But *legends*? A legend never has to leave in the first place, because no one suspects. If you decide to infiltrate an organization and pose as a member or ally, you will find that you will always be considered trustworthy or beyond reproach, to the point of being the exception to rules. Caught downloading files from their data centers? Clearly, you were just fetching them for someone else. Standing in an office with a dead exec and pistol in hand? An assassin just left, you tried to fend them off. Only the outright paranoid will even suspect you, but they will often find others seem to have greater motive and opportunity. In short, unless you literally tell them to their face you are betraying them, they might never know.

Techie



Steady Hands, Steady Nerves (100)

Whether you're tweaking the specs on a grenade or carving flesh for a cybermod, steady hands are a must. Your hands are nimble and steady, and you find your fine motor skills easier than before, and your hands remain solid and un-trembling even in the most stressful situations. Great for disarming bombs!

Neo-Artisan (100, only first free for Techie, the rest discounted)

What you build with your own hands is what you know you can trust. And in your case, you know some impressive stuff...

Pick a type of equipment. Weapons, guns, medicine, cyberware, vehicles, ammunition... you could even pick sex toys if you wanted (it has way more crossover than you'd think). Whatever you choose, you're an expert at designing, modifying, maintaining and building

equipment in that category. Not a master, but more like someone with a good decade of experience working with this stuff. Certainly enough to build some quality hardware, eh?

Eye For Improvement (200)

It's all junk to you, but thankfully you can make junk shine. You've a knack for seeing the flaws in technology, and for improving those designs... or breaking them down. With time and effort you can reverse engineer or improve any widely-available technology, though cutting-edge tech you might only be able to repair or streamline slightly.

Scrapper's Squeeze (200)

Waste not, want not. You can disassemble items into base components thrice as fast as usual, and you can get more useful scrap out of doing so.

In addition, you can get a good sense on whether an item would have parts you need at a glance, and if you take a little time to disassemble carefully, you can even take built-in modifications on an items and transfer them to another item (within reason; why would you need a scope on your cutoff shorts?).

Ripperdoc (400)

Metal over meat, that's your credo! You're a professional-grade ripperdoc, able to install, maintain, replace, upgrade and otherwise tinker with cyberware. This also makes you a quality surgeon and medical practitioner, though your focus is going to be heavily on anatomy and practical techniques rather than theory.

Braindancer (400)

Neural interfaces are tricky business, but you know how to make them, and make them *sing.* You're a master at crafting and modifying technology that interfaces with the senses. Imagine seeing through the eyes of a drone, making your own braindance videos, making weapons that alter themselves with a thought and more besides!

With time and a lot of effort (and some trial and error) you might learn how to alter minds through this technology as well...

Innovator (600)

Guns, cyberware, the Net... it's all been *done!* Why limit yourself, choom? The wonders of the twenty-first century are in the palm of your hand, so make something *amazing* with it! You've got something that corporate R&D would kill for; unlimited *inspiration,* and the know-how to make it work. You can look at any technology and not only know how to apply the principles to a completely different technological or scientific branch; maybe even invent one! You could look at a clunky cyber arm and work out how to make an arm of hard light, or how to use that clunky framework to build a sturdy space-drone. You could look at a luxury car and think of how to make a new kind of hovercraft, or a new traffic system that will solve Night City's congestion (and become the hero the city needs, heh).

In short choom; if you can imagine it, and have the skills, you know how to build it, no research, development, blueprints, or trial-and-error required, though you can always refine the designs after the fact. The sky's the limit and your imagination *has* no limit.

A Future in Orange (600)

There's decent work. There's good work. There's great work... and then there are legends. When you make something, from a rocket launcher to an ashtray, you can choose to make something *incredible.* Choosing to do so doubles the time to make the item (other craft-time reductions still apply), but when you finish your product will be, A) aesthetically excellent in whatever style you decide, B) be functionally superb and exceptionally durable; a sword would be impressively sharp and wouldn't dull it's edge over time, though it could still be broken by truly incredible forces, and C) it will have a unique quality that sets it apart from all others of its kind; a machine gun with almost no recoil, a sword that is light as a feather but can chip diamond, even an ashtray that cleanses the scent of cigarettes.

Imagination and intent matter here, but this isn't magic, just superb craftsmanship... though with a little ingenuity and showmanship, and the right materials, who could tell the difference?

Netrunner



Jacked In (100)

You know the ins and outs of netrunning; how to quickhack, where to find access points, getting through cybersecurity and grabbing paydata, to name a few of your skills. You're no Bartmoss, but you've got the chops to do some damage in the Net.

Bug and Bail (100)

Good netrunners know how to get in. *Great* netrunners know how to get *out,* and when to do so. You've got a sixth sense for traps and ambushes, are more likely to spot a set-up, and have a knack for getting out of such positions.

Deep Diver (200)

Any idiot with the proper 'ware can quickhack, but only true aficionados can swim in the Net proper, and you're even better than that. When doing a full-immersion dive into the Net or any other digital system in future jumps, where you leave your body behind to actively move through a system, you are much harder to detect, defend against... and much, much more slippery. Even if they spot you, they'll need to be lucky, clever *and* talented to hunt you down!

In jumps without full-immersion technology, you still get a solid benefit, but not to the extent you would have if you were fully immersed.

Speaking Code (200)

Who needs to buy quickhacks when you can write them yourself? You're scarily good at programming, and are a whiz at creating, improving and modifying quickhacks and other programs to make your own nasty surprises. Of course, time still matters, and the more powerful the hack the longer it takes. You could knock out your own version of a common quickhack in a day or two, but one of the rarer hacks would take you a week, and something legendary that increases your abilities passively or causes death and destruction like the terrifying Cyberpsychosis quickhack? Best knuckle down for a month or so.

Backdoor Burnout (400)

When dealing with other hackers in cybercombat, you're a force to be reckoned with. You're a nightmare to duel in cyberspace, cutting off programs and forcing people away or, if you're feeling vindictive, maybe frying their rig... or their brain. They shouldn't have messed with the best. Just be careful; more skilled hackers or those with powerful defenses or overwhelming power compared to yours will not be as affected, though at the very least you can give them a nasty headache.

Headshot Denied (400)

Your brain is your most valuable asset; unfortunately, it's also the squishiest. Or at least, most would think so. When it comes to attacks that directly target your mind or brain, you're incredibly resilient. Whether neural backlash from a hack gone wrong, psychic mindbolts from aliens, or even a proper headshot, you'll ignore 100% of the damage. However,

repeated attacks will chip away at this defense, about 10% for each attack within ten minutes... so I wouldn't stick around if I were you.

Bartmoss' Breakdown (600)

Everything is connected choom, and you know how to leap from one datastream to another, to another... until the entire city is in your hand. Forget line of sight or local servers, you know how to use the kludge of citywide networks to send a hack anywhere, so long as they're on a network that's connected in some way. This can take time, as you still have to find the target, but it's at least possible. Steal from a corpo's accounts from your cozy little apartment, fry a gal's brain while you're chilling in the club... hell, with enough time and trouble you might be able to hack someone's robo-junk from across the world! And beyond that, you can set up contingencies and backups and chains like no one's business. Shut down power to a city block, or the whole city, or maybe even farther... this is the sort of ability that made Bartmoss the number one enemy of corpos everywhere for a time.

Just keep in mind, you still have to get past the security and this is traceable if you're not careful... but who'd suspect a massive corporate hack from a guy sipping coffee at a Net cafe?

Blackwall Breacher (600)

Even the mightiest of defenses won't keep you out. No matter how well they build their walls, you can see the flaws and tear them down. Your ability to dismantle cyberdefenses and strip away protections is nothing short of awe-inspiring. Blacksite research labs, government secrets, shadowy cabals... none may hide their secrets from you in the Net. Passive security is laughably easy for you to counter, and active security will cost you time to overcome, nothing more. Only other runners, AI or other intelligences working directly against you will

be able to stop you, and only if they can out-skill you. Just don't go starting the AI revolution, please?

Items

Food of the Future! (50)

XLBurrito, Nicola, Buck-A-Slice... and a lot more besides, all in a convenient, easy-to-vend package! Essentially, if you can find it in a vending machine or it's made of soy, you have an unlimited supply you can summon at will... though do note that trying to resell this stuff is gonna get you in trouble with a corp if you start cutting into profit margins.

Eddies (100, discount Corpo, Rockerboy)

Cash in hand, choom. 100,000 eddies to buy all the things you want, if not what you need. Refreshes each jump to the equivalent of 100,000 dollars for the setting. Each purchase doubles the amount.

A Tarot Deck (100)

A beautifully illustrated tarot deck. This deck seems perfectly ordinary, but in the hands of someone who truly believes in its abilities, it becomes an eerily accurate divination tool. It tends towards the Major Arcana, though other cards can appear as well.
This deck will never tell a precise future, but will always give a helpful hint towards upcoming trials and conflicts, as well as hinting at what certain choices will bring about, indicating a positive or negative outcome.

Modification Kit and Supplies (200, discount Techie)

Sometimes good just isn't good enough. That's where this comes in; a kit of all the parts, supplies and gear needed to modify your guns, armor, cyberware and even vehicles. You'll also start with a few basic schematics for your armor and weapons. You'll get another shipment of materials every week, including a few uncommon parts. Rare, epic and legendary parts will only come every two weeks, three weeks, or month, respectively.

'Medical' Supplies (200, discount Techie, Gangoon)

It's drugs. Come on, what were you expecting? This case is packing five kilos of your choice of drugs, which replenishes each week. Admittedly, you *could* decide that these drugs are purely of the actual medical variety like MaxDoc. If you're *boring.*

The drugs can be of middling quality, but can increase in quality by sacrificing a kilo for each rank; in other words, you can get five kilos of common drugs, four of uncommon, three of rare, two of epic, or one of legendary quality each week.

VEHICLES

All CP-bought vehicles have a limited autopilot, can be summoned remotely, and will regenerate in 8 hours if destroyed. They also have infinite fuel, and the mounted weapons that come with them have infinite ammunition (reload times still applicable).

Wheels (free)

It's not pretty and it's not gonna help you pick up dates, but you got a durable car or motorcycle that'll get you where you need to go. Comes in truck, sedan and motorcycle.

Rugged Wheels (200, discount Nomad, Cop)

It ain't the fastest, it ain't the prettiest, but no one's forcing you off the road in this without using heavy weapons! This vehicle is made for combat and offroad driving, though you'll have to modify it yourself if you want it to have guns.

Racer Wheels (200, discount Street Kid, Gangoon)

From zero to 'eat my dust' in seconds, this vehicle will outstrip almost anything on the ground. Fast acceleration, excellent steering, perfect brakes and a top speed that'll make bystanders blink and miss it! Just be careful, this ain't a ride for the faint of heart... or those lacking in skill.

Fancy Wheels (200, discount Corpo, Rockerboy)

Luxury, my good choom. That's what you want and that's what you get. Style for exterior and interior, with ergonomics worked into everything. Roll up in one of these and watch the boys and girls lining up, hoping for a ride. There's substance under the hood too, this ride is fast and tough, just not as much as a dedicated racer or rugged vehicle. And don't expect much performance offroad.

Milspec Vehicle (400)

Fuck, now *this* is some tough shit. This is an A-Grade, armed and armored vehicle that puts civilian models to shame. Whether this is an aircar, a helicopter, an armored truck or something else, it’s guaranteed to scare the piss out of anyone in its path. Comes with milspec armor and a mounted weapon.

Heavy Metal (600)

Welp, now you've done it. Through hook, crook, or some *really* good friends you made a deal with, you have an honest-to-holy-fucking-hell Basilisk tank... or a similar-scale heavily armed vehicle. Includes a neural interface with no chance of negative feedback.

WEAPONS

<u>Each weapon will be consistently maintained and have an unlimited supply of basic ammunition.</u>

Basic Weapon (First free, 50 each beyond first)

Can't beat the classics and you've got a trusty weapon at your side... though maybe not the most powerful. Choose between a simple melee weapon (knife, sword, bat, hammer, etc) or a simple street-level firearm (rifle, pistol, shotgun).

Advanced Weapon (200)

Now THIS is what I'm talkin' about! This is a weapon, whether melee or ranged, that is a cut above the basics. Power weapons that ricochet, tech weapons that pierce walls like they were made of cardboard, smart weapons that shoot around corners, or a dozen flavors of melee nastiness, so pick one and get to work!

Iconic Weapon (400)

Damn, where'd you dig this beauty up? You've got a one-of-a-kind item here, and damn does it show. No matter the kind of weapon, it has something special about it, whether that's extra-lethal stopping power, perfectly silent shots, impressive modularity, impossibly sharp cuts or something else entirely. A weapon like this is a legend... and can help *MAKE* one.

ARMOR/CLOTHING

All clothing will repair and clean itself in an hour if damaged or sullied, and reappear in the Warehouse if stolen.

A Wardrobe of Possibilities (50, free Drop-In)

If you just want the style and don't care much about the substance, this is a wardrobe full of various articles of clothing, from the trashy to the flashy, in all styles available in Night City. Whether you want to look respectable, sultry, or just strange, you'll have it all at your fingertips!

Wasteland Wear (100, free Nomad)

This jumpsuit is comfortable no matter the weather, keeping you warm or cool as needed, with a mask and goggles to keep irritants out of your eyes, and having a dozen pockets to keep tools in... or to maybe hide a weapon? Might not be stylish, but it's comfortable and durable.

Street Style (100, free Street Kid)

A personalized street outfit in your preferred style. This look is iconic to you specifically, and anyone copying it will find others considering them to be stealing *your* look. This outfit tends to give a boost to your street cred as well, and while easily identifiable, it also blends in well enough to melt into the crowd if you need to duck out fast.

Executive Ensemble (100, free Corpo)

A perfectly tailored suit, dress, or other formal wear that inspires respect and attention from those around you. You will rarely be ignored, overlooked, or gainsaid while in this outfit, and you give off a constant presence of confidence and competence.

Combat Armor (200, discount Solo)

A suit of quality armor, built to repel small arms fire and protect the user from blunt trauma without sacrificing freedom of movement.

Chameleon Suit (200, discount Infiltrator)

A very lightly armored suit that is woven with specialized camo-fabrics that allows the wearer to blend into the background. This is *not* invisibility, but adaptive camouflage. The suit also reduces the noise the user makes from footsteps or personal equipment, though if you trip over a bucket you're still going to have to hide fast.

Neuroskin Suit (200, discount Netrunner)

A carefully-constructed suit that is tailored to your neural net, allowing for greater regulation of your bodily functions during Net dives. This allows you to stay in the Net longer without having to worry about overheating, hunger, or needing to take a leak. It also offers limited protection from hostile hacking, and includes a 'dump switch' that allows someone else to immediately eject you if your brain starts to get fried... though you'll probably want to hurl afterwards.

Construction Exoframe (200, discount Techie)

A simple exoframe that allows you to shift weights of up to a ton without effort, and comes with a variety of construction tools fully integrated. In addition, the suit is fully modular and can be split, allowing you to use only the legs, only the arms, and so on. It also has surprisingly fine motor skills and can do detail work quite well.

PLACES/WAREHOUSE ADD-ONS

Each of these options may be placed anywhere in-jump or attached to the Warehouse.

Apartment (free)

Well, it's home. A simple economy apartment with a bathroom, living room, kitchenette, and bedroom. Nothing exciting but it's paid up and comfortable enough.

Recording Studio (100, Free Rockerboy)

Gonna be hard to get your brand out there if you can't actually record tracks, right? This is a top-quality recording booth that will expand to fit anything from just your own self to a full orchestra. Recordings are guaranteed to be of the highest technical quality possible by 2077 technology, ultra-clear and easily mixed. Don't worry about editing and such either, the studio comes equipped with a VI that will do all the heavy lifting for you... though keep in mind, if you want to get experimental or particularly subtle, it might be best to have an actual audio engineer take over.

Garage (200, discount Nomad)

Gotta take care of your ride, right? This garage has space for even the largest of land vehicles and always seems just deep enough to include any vehicles you own, adding further sub-basements and a cargo elevator to retrieve and store vehicles when you aren't using them. Furthermore, a full auto-shop is included, complete with automated assistance to help repair and refurbish vehicles (or just scrap them). This doesn't automatically upgrade or modify vehicles beyond providing the tools to do so yourself. However, one little bonus of the automated repair systems is that it halves the time for damaged or wrecked vehicles you own to reappear in your warehouse (or this garage).

Local Bar (200, discount Street Kid)

Gonna be honest, this place isn't the best cleaned, but the beer's good, the music isn't crap, and the company's great. This bar is a little different in that you don't actually own it, but you always know where it is and you are always welcome inside. Friendly behavior and amiable relationships are encouraged within the bar, and it has a reputation for being neutral territory among the lawful and lawbreakers alike. You'll find that people tend to talk freely here, giving an excellent source of street-level rumors and worries, along with ideas of where to find jobs.

Finally, familiar faces tend to show up at this bar; friends from previous jumps will sometimes pass through and tell of what's been happening in your absence, and maybe give you some advice as well. They can't offer any tangible or material assistance, and many of their extraordinary abilities will be restricted to self-defence (or party tricks). They will not be able to leave the bar except to return to their own world.

(Author's note: This item may be taken for an extra discount if the bar is named 'Callahan's')

Place of Business (200, discount Corpo)

Commerce is what the world runs on, right? And you own a storefront, all your own! It can be almost anything; a braindance parlor, a gunstore, a guitar shop, a brothel, a bar, a office rent-out, doesn't matter! The point is, you have employees and a manager who are all competent at keeping the day-to-day business running. This provides a stable source of income, but if you want to go above and beyond, you can step in and run things yourself. If anything *happens* to the business, you will get an insurance check to rebuild in about a month's time.

Ripper Clinic (400, discount Street Kid, Techie)

Everything you could need to ensure you've got the best chrome when you need it... if you got the Eddies. This clinic can install any cybermod you have, and allows you to buy ware without trouble and get it installed as if the place were manned by a talented ripperdoc. You'll still pay full price but you'll never have to worry about finding someone to install what you get.

Corp Office (400, discount Corpo)

This office is cozy and just the right amounts of welcoming and intimidating. You are never on the back foot in this office, no matter how stressed or difficult your day is, and the space helps grant you insight on anyone you speak to and any deals you make while inside. Also, the office improves your ability to run a business, plan, and take advantage of opportunities when working from within. It will automatically move to your place of work, without issue.

Mobile Camp (400, discount Nomad)

A mobile base and home to your nomadic family, this base is incredibly self sufficient even in the most bare and lifeless environments, and is able to survive a year on its stores alone. Furthermore, any law enforcement or those who wish anyone within the camp harm will have a damned hard time finding the place, unless they've already visited its current location. Finally, all healing and rest benefits are doubled at this camp, including mentally, as the feeling of family and home grant those who rest here peace... even in tumultuous times.

Fancy Pad (400, discount Rockerboy)

Well damn, look who's living the high life? Whether it's a high-rise apartment, penthouse-suite, modern mansion or something else entirely, it's somewhere that'd show up on 'Top Homes for the Obscenely Rich'. Comes with a cleaning service, basic security, a restocking bar and kitchen, and full access to all the *good* channels.

Safehouse (400, discount Cop, Drop-in)

Sometimes you gotta get away, but it's damn nice to have a place where you can keep everyone *else* away. This safe, secure location is off the grid in every way that matters, preventing any ambushes or violent surprises while you stay here. Not even the megacorps can find you, so long as you don't draw attention... so don't be stupid, choom.

Stronghold (600)

Holy fuck, you really wanna make a statement huh? Whether it's an old factory, a cave system, some forgotten bunker or an abandoned megamall, this place is YOURS. You know it, because anyone else who tries to walk in is going to have a *bad day.* Motion sensor mines, turrets, firewalls and ice, drones and guards, it'll take nothing less than an all-out assault or a specialized infiltration team to crack this place. Perfect for starting your own gang, revolution, or dealing with those pesky salesmen. This can be combined with Arcology.

Arcology (600)

Big, crowded, and busy, arcologies are practically self-contained communities all housed in one thick building dozens of stories high. And now you own one! You have full control of your arcologies systems, policies, and rules. This includes power, water, defenses and security, and you can choose who is allowed to live or open businesses inside, giving you a solid, dependable income of rent. The arcology maintains and cleans itself, though it'll fall into a

somewhat dingy, worn aesthetic unless you put resources towards updating the maintenance and cleaning systems. This can be combined with Stronghold.

Cyberware (600 points free, for this section only)

The fun stuff at last... sweet, sweet chrome! But keep in mind choom, you can't have it all, there's only so much space in there! While you can buy multiple implants for a particular section of the body, you'll have to visit a ripper doc to swap them out.
Also, all 'ware purchased here is fiat-guaranteed not to cause cyberpsychosis... so long as you don't take a certain Drawback...
In future jumps you can swap cyberware by spending an hour in your warehouse to do so.

Datajack and neural net (free)

Everyone has one; the humble datajack with neural net software. Quality and features vary but we're giving you the solid package for free; this is what lets you connect to the vast majority of devices in the world, manage and transfer funds, and otherwise enjoy the fruits of the Net.

Glitz and Glamour (100)

If you're gonna be here for a while, you might as well be in the body you want! This is the catch-all for cosmetic body modifications. Fiber optic hair, LED tattoos, diet mods to keep you slim, metal-sheen skin, give yourself elf ears and a clown nose for all you care! This applies to other mods as well, so you can give those Gorilla Arms fur or give your Subdermal Armor a snakeskin texture.

Cybergenitalia (100, free Rockerboy)

Really? *Really?* Okay choom, if you insist. For dongs, you can adjust length, girth, shape and texture, with additional vibration function and multiple feedback settings. For vags, depth, tightness and lubrication are all customizable, as is the inner texture and- you know what, use your imagination, there's literally something for everyone in this market.

Cyberweapons (1 active at a time)

Gorilla Arms (300, discount Solo)

Sometimes you just gotta beat someone's head in. These hydraulic-powered forearms are immensely powerful, granting the bearer increased arm strength and unarmed damage, as well as drastically increasing grip strength to allow the bearer to rip open doors with ease.

Mantis Blades (300, discount Infiltrator)

Lethal and concealable, this assassin's weapon is rightly feared due to it's incredible speed and penetration power, making a mockery of armor. While tricky to master, the mantis blades can turn the bearer into a blender of crimson death even as they offer increased mobility as the bearer uses them to stab and anchor into walls, allowing creative approaches to many situations.

Monowire (300, discount Netrunner)

Underappreciated, but not unforgotten, the monowire is an incredible stealth tool, fully reactive to the user's input and allowing them to flex and whip the nano-sharp wire in mesmerizing and lethal displays. Some Netrunners have even found ways to use the wire to transfer programs and quickhacks. The charge dissipates quickly though, so it's best used in single, devastating strikes. By far the most unobtrusive of the cyberweapons.

Ordnance Launcher (300, discount Techie)

A versatile and devastating launcher system concealed in the arm, allowing the bearer to fire payloads of various kinds at their enemies, ranging from explosive to EMP to incendiary to chemical. Minimum safe distance is recommended.

Operating System (1 active at a time)

Cyberdeck (100-400, Discount Netrunner)

An all-important tool for anyone looking to collect and analayze data and a must-have for Netrunners, this cerebral implant allows you to interface with technology at a far greater level, delving into the Net... or other secure locations you shouldn't be in. Different models carry differing amounts of RAM, buffer and quickhack slots. More RAM allows you to do more complex actions or more quickhacks in rapid succession, a better buffer makes it easier to get through cybersecurity, and more quickhack slots means the more quickhacks you can have active at once.

100: A basic cyberdeck with limited RAM, a small buffer and a couple slots for quickhacks. Nothing fancy, but it works and lets you interface wirelessly with nearby machines. Comes with two common quickhacks.

200: A decent deck with middling RAM and buffer and a few slots. More versatile and powerful, and enough to safely delve deeper into the Net if you're a Netrunner. Comes with two common and a rare quickhack.

300: A powerful deck with high RAM, a great buffer and several slots. Excellent for any aspiring Netrunner, and decks can specialize in attack, defense, codebreaking, Netdiving or other such things at this level if you don't want a generalist approach. Comes with three common, two rare and one epic quickhack.

400: Holy shit, are you even allowed to have this!? The holy grail of Netrunners and the sort of thing that would get the Voodoo Boys or Netwatch interested in you if they knew you had the skills to use it, this deck has it *all.* RAM to burn, top-of-the-line buffer, a mess of slots for

quickhacks and specialized hardware and software to make it the absolute best at two specializations for the Netrunner in need. Three common, three rare, two epic and one legendary quickhack come with this deck.

Sandevistan (300)

This is where you start lookin' like one of those flashy action heroes! This little implant gets you *movin',* as in 'bullet time'. Perfect for anyone looking to be fast, precise and deadly; I've literally seen a solo cut a bullet outta the air with this! Doesn't last long of course; your brain ain't up to safely perceiving that kind of speed for more than ten to fifteen seconds and it can be hard to control. Training your body and reflexes up will let you handle it longer and be able to slow time a bit more while it's up.

Berserk (300)

Oh man, careful with this one; Berserk's heady stuff, choom. Short version; for about half a minute or so you'll be fast, strong, and damn hard to kill. Slightly longer version; it essentially produces and stores a combat stim and dumps it all into your blood. The short duration is intentional, both to restock the supply and to prevent people from causing themselves damage; you don't really feel pain when it's active, so it's easy to accidentally tear your muscles and you'll sure as hell feel it afterwards if you overdo it. Those with a tougher body will get more time and power outta the implant, so drink your soymilk.

Headware (2 active at a time)

Self-ICE (200, discount Netrunner)

This nifty little implant is the word in middle fingers to all those assholes who like to quickhack your gear in the middle of a firefight. With this installed, you and your gear have a thick layer of protection against hacking attempts of all kinds. Quickhacks as a general rule won't work at all unless they're done by someone incredibly skilled with a powerful system. Also, whenever someone tries to hack you, the ICE will engage a tracking subroutine so you can know exactly where the asshole is, and you'll have at least double the time you would usually have to enact further countermeasures... like shooting them in the face.

Analysis Engine (200, discount Techie)

Sometimes your life depends on having information and sorting through it *fast.* Well, this nifty little tool is here for you! It provides a Sherlock-esque level of rapid analysis, allowing you to digest and sort through information quickly. While this doesn't technically boost your intelligence, it certainly helps in organizing details and bringing the relevant ones to the front. Coupled with a good set of cybereyes, there's not much that will escape your notice!

False Face (200, discount Infiltrator)

A favorite among assassins and espionage agents, this is a series of augments that allow a person to, with about fifteen seconds of uncomfortable shifting, change the structure of their face to look like a completely different person. In addition, this also comes with a voice changer and a retinal-copy scanner, allowing you to copy someone's voice or retinas to get past security scans.

Combat Sensor Array (200, discount Solo)

The worst thing in a firefight is not knowing where the assholes shooting at you are. Thankfully, this is no longer an issue with this ‘ware! A combination of subtle scanners, ultrasound and threat-recognition software keeps a consistent eye on your surroundings, flagging hostile targets and keeping track of them to a distance of 100 meters. This distance drops against people with stealth tech or with a lot of walls in the way, but someone just ducking around a corner or behind cover isn’t gonna get the drop on you! In addition, while you don’t have eyes in the back of your head, you DO have a constant sense of where people are and if an attack is being made outside your vision, giving you a chance to dodge. Not quite the fabled ‘spidey sense’, but not bad eh?

Body Ware (2 active at a time)

Subdermal Armor (100-400, discount Solo)

Survival is paramount, and another layer of protection goes a long way, particularly if they don't expect your fleshy bits to be as tough as kevlar! Resistance varies by level:

100: Basic, resists low-caliber pistol shots and helps against blunt weapons. Better than nothing.

200: Solid, resistant to small arms fire and blunt weapons, and gives a little resistance to edged weapons.

300: Excellent, will outright stop small arms fire, resist larger calibers, mostly ignores blunt weaponry and resists even edged melee weapons.

400: Ironclad! They might as well be shooting spitballs! Anything not rated for armor piercing you can laugh at and even those will only injure instead of kill if they can't land a lucky shot.

Resistant Skinweave (50-200)

Sometimes your enemies get downright nasty with their weapons. Corrosive acid, incendiary rounds, EMP blasts, shredder ammo... but a little preparation goes a long way.
For 50 points, you can choose to be 50% resistant to bleeding, corrosive, thermal, or electrical damage. You may buy this cyberware up to four times. Buying the same type of resistance twice grants immunity to that type of damage. Yeah, I know you want it all, but you can only fit so much onto *skin*, choom!

Optical Camouflage (400, discount Infiltrator)

Oooooh a lotta people will NOT like that you have this. Who can blame them? This is scary shit! A combination of mimetic skin mods and cleverly hidden holoprojectors can generate a field around you that alters to show what's behind you, essentially making you invisible. This works best when moving slowly or staying still; while you're still covered if you decide to book it, parts of the field will glitch as they try to compensate for your rapid movements. The same will happen if the field is disrupted by physical force, like someone throwing a ball at you... or a spray of bullets. Still, this also covers the gear you're wearing too, though it will strain a bit if you move too far beyond what a bulky suit of body armor would cover.

Eye Ware

Cybereyes (50, 100, 150, discount Infiltrator, Media)

All the better to see gangoons with! Some of the most common cyberware around, and practically a fashion accessory in certain crowds. All models include cameras, with internal storage for photos and video. Camera quality and storage capacity increases with each rank.
<u>50:</u> Basic, 20/20 vision, 5x magnification and a scanning feature. Simple, clean, sexy.
<u>100:</u> Quality, increased color reception, including infrared and ultraviolet. 10x magnification, more detailed scanner and nightvision.

150: Superb, full tetrachromatic vision, 20x magnification, lightning-fast and top-of-the-line scanner, nightvision, thermographic vision.

Hand Ware (1 active at a time)

Smart link (100-200, discount Techie)

Ever want an extra edge in a firefight? Ever want to CHEAT in a firefight? Of course you do, and this little widget will do the job. The 100-point version of this will allow you to use smartweapons to their full potential and curve bullets to strike targets. However, for 200 points, your link will be refined and allow you to specifically target limbs, eyes, weapons and more! Cheat your way to trick shots!

Ballistic Coprocessor (100-200, discount Techie)

A nifty little tool that helps you predict shot angles... which on its own is good, sure, but with a ricochet weapon it's devastating! For 200 points, this gadget will take scans of enemies and use predictive software to show how to hit multiple targets with ricochets and how to get more bounces out of your shots!

Leg Ware (1 active at a time)

Pneumatic Legs (200-300)

Who the hell knows how THESE work, but these legs vastly increase your jump height and let you land safely from long falls with a bit of clever timing. Infiltration missions get a hell of a lot easier when you can just enter through the roof. For 300 points, tiny jets in the legs let you hover or change direction mid-jump, and you can now use pressure-powered kicks!

Lynxpaw Legs (200-300, discount Infiltrator)

For the aspiring sneaky bastard, these cyberlegs shift your weight so your footsteps are absolutely silent, as well as increasing your sprinting speed. There's nothing quite like getting shanked by a perfectly quiet gangoon running at 45 MPH. For 300, special pads on the feet increase your grip, letting you accelerate quicker, make tight turns and run up walls, ninja style!

Companions and Contacts:

Generic/Import (50-200)

New faces or old, your chooms are what get you through the night. 50 to make a new friend or bring in an old one, with 800 points to spend and 200 in cyberware.
You can bulk-buy eight for 200, enough for a solid crew; maybe enough to start something big?

Animal Companion (50-200)

Whether a dog, cat, tortoise, or something else entirely, this animal is a faithful friend that will never fail to lift your spirit.
For 50 points extra, they can be combat trained (yes, I suppose you could have a literal ninja turtle, but don't expect him to move fast).
For another 50 points, they can be a large or exotic animal like a horse, monkey, tiger, bear or boa constrictor.
Finally, for another 50 points, you can have your animal companion outfitted with cyberware. This will triple their durability, attack power and speed, and also allow you to see through their eyes if you desire.

Canon Character (100)

Wanna run with Jackie Wells? Get into trouble with V? Rub elbows with the Arasaka family? Go for it choom, but keep in mind, paying points here only guarantees you the introduction and a friendly start; you'll have to convince them to come along by the end of your time here. However, Johnny Silverhand is not available; see the scenarios for details.

Fixer (100)

You know a guy who knows... well, several dozen people really. They won't fight on your behalf and will get annoyed if you bring heat down on them, but keep to their good side and they'll find you work, dig up information, pull favors, find equipment and point you in the right direction. Support at its finest!

Mechanic (100, Free Nomad)

Mouthy and rude, but they can keep an engine purring until the sun burns out! This master of metal is your go-to for keeping your engine greased and your guns oiled, and is a master of modifying your weapons and wheels to be the very best they can be, provided you can get them the materials.

Ripperdoc (100, Free Street Kid)

Sometimes you need the good stuff, and this ripper knows just how to get and how to give it to you. They're discreet, quick and an expert at sourcing and installing cyberware. They might even be able to get augments that you technically shouldn't find at your level of cred, just remember you still have to pay for top-shelf goods.

Flunky (100, Free Corpo)

A bureaucratic master, this aspiring corpo rat is hoping to ride your coattails to their own glory, in or out of the company. They've got their fingers on the pulse and know just who to talk to, what forms to file and what bribes to pay to get things done in the corpo-political sphere. Just don't ask them to fight, that's what security is for.

PR Agent (100, Free Rockerboy)

Rep is all in Night City, and people who know how to work people into stars and legends are worth their weight in gold! Your personal PR agent will do wonders for this, knowing just how to pitch you to various groups and how to spin things so that your successes are grand and your mistakes and indiscretions trifling... in the public eye, at least.

Delemain Excelsior Package (300)

Congratulations, you are the prestigious owner of the Delemain Excelsior Package! Your transit security is assured! The eloquently-spoken A.I. cabbie will happily transport you in one of his secure, armed and armored cabs upon request for the duration of your stay. Delemain does tend to grab attention, so this isn't ideal for quiet work, but if you need a hot extraction or to be sure to arrive somewhere in one piece, Delemain will get you there fast and furious. Just beware his occasional... split-personality problem.
In future jumps, Delemain can be transferred to any vehicle that can support an AI navigator.

Trauma Team (200-600)

You are the proud owner of a Trauma Team Package! In the event of critical injury, Trauma Team will arrive within 180 seconds and do their level best to extract you... and they are very, *very* good at doing so. Only supernatural or incredibly strong resistance will prevent them from this duty, as each team is heavily equipped and includes expert medical assistance. For 200 points, the standard package, they can arrive once a year. For 400, the

gold package, once a month. And for 600, the platinum package, once a week! But if you die before they reach you... well, at least their life insurance package is incredible.

Drawbacks:

No limits here choom, Night City is always happy to add an extra helping of frustration to your plate if you're asking for it.

Chrome and Neon Nights (0, Toggleable)

Like the atmosphere? Well, let's crank it up a bit! The nights are darker, the lights are brighter, and cyberware is more ubiquitous; this doesn't actually change much about the setting other than ramping up the aesthetic, but as a bonus, you can apply this to future jumps to spread the aesthetic wherever it would be appropriate! Want the Teletubbies to be sporting chrome and My Little Pony to be obsessed with neon? Now you can!

Other Wars to Fight (0, incompatible with 'V for Victory' and 'Edge of Glory')

Wanna see how we got to this point? Maybe get down and dirty in the Corporate Wars? Witness Bartmoss' crippling attack on the Net? Get in the ground floor of Arasaka's founding? Or maybe just watch Richard Night plant the flag? In any event, go ahead and pick your poison; just realize that technology WILL regress appropriately, so don't expect fancy aircars and sleek chrome-skin mods fifty years before now, alright? If you wish, you can elect to stay until the biochip debacle in 2077, though you'll need to figure out how you're gonna live long enough to see it happen.

V for Victory (0, incompatible with ‘Other Wars to Fight’ and ‘Edge of Glory’)

You take the place of the mercenary V, starting with your background as normal and progressing through the questline to obtain the biochip containing the engram of Johnny Silverhand.

Edge of Glory (0, incompatible with ‘Other Wars to Fight’ and ‘V for Victory’)

You’ll begin your Jump in front of the Arasaka Academy, about fifteen minutes before a soon-to-be legend, David Martinez, will walk in and crash their systems, setting the gears in motion to join a band of Edgerunners and become a legend. Whether or not you decide things have to play that way is, of course, up to you...

Rain Rain Go Away (100)

Except it doesn't. Hope you're ready to get wet for the next ten years. Constant grey skies and anything from drizzle to incredible monsoons are in your future. Pack a raincoat, and I hope your tires have good grip.

Face Like A Meat Grinder (100)

Goddamn, someone beat you with the ugly stick and then shoved it somewhere uncomfortable! You're ugly choom, plain and simple, and people can't seem to refrain from commenting on it. No amount of surgery will fix it, so be ready to deal with 10 years of people giving you shit.

Pop-ups! (100)

You don’t know who put you on all these mailing lists, but for the next ten years you are going to be *flooded* with adware. Watching TV? Ads. Getting a snack from the vending machine? Ads. Trying to buy *anything* on the Net? *So many ads.* These won’t prevent you from doing what you want, but they will be a constant, irritating presence throughout your time here.

Bad Firmware (100-200)

Damn, you didn't read the warranties, did ya? All cybernetics implanted in you are easier to hack, and have a tendency to malfunction without constant updates and maintenance. Hope you're good with tools, and that you didn't go for... groin modifications. For an extra 100, this is even worse, with malware and hardware malfunctions acting up at least once a day, often in the midst of combat.

Easy Mark (200)

Hope you're good muscle cuz brains ain't your strong suit; you're gullible, choom. It's easy to pull the wool over your eyes, whether you're naive, inexperienced or just thick as corp bullshit. They ought to call you Guppy cuz you fall for it hook, line and sinker. Better find a friend who knows better, but how would you know?

Coward (200)

'Better part of valor' only applies if you have some to begin with, and you assuredly don't. You avoid violence and conflict and are constantly in fear for your life. While you can push this aside if you must (even a cornered rat will fight), you will flee at the first opportunity rather than carry the fight through.

Southern Heat (200)

Night City has a hundred and one ways to satisfy lustful cravings; which is good for you, because you are certainly going to partake! You are now easily distracted by sexual situations or sensations, and what's more you are easily manipulated through seduction and dirty talk. While you can resist this in dire circumstances, afterwards you'll likely head directly to the nearest BD parlor or joytoy. Try to avoid getting crotch-rot, will ya?

Livin' Low (200)

Your standard of living is less than desirable; all your eddies seem to drain back into equipment, repairs, bribes, and you never seem to have enough to get a better car or apartment. No ritzy digs or wheels for your stay. If you buy a home, stronghold or car with CP then it'll be forever dingy, infested or have other problems that make it feel long past its decommission date. You still get the benefits at the end of the jump though.

Trouble Magnet (200)

No matter what you do, you just can't seem to get a moment's peace. You always find yourself drawn into events, whether that's a gunfight on the way to a food stall, a robbery as you stand in line at the bank, getting caught up in a love triangle (or two), or somehow being swept into a revolt against the corps. Point is, you'll never have a dull week, but you'll also rarely have chances to kick back and chill, and the stress will probably get to you over time.

Gangoon Monsoon (200, 100 per extra)

One of the city's gangs hates your guts. This isn't unusual, but they're gonna be proactive about it; expect ambushes, street fights and swift retaliation for anything you do in their territory. Diplomacy is laughable and they're not gonna stop, even teaming up with hated enemies against you; best option is to avoid their territory or put them in the ground. For another 100 CP you can pick another gang to have pissed off.

City Bound (200 - 300)

It can be hard to say goodbye... but for you it’s downright impossible. You will be unable to leave Night City’s borders for longer than one week. If you do, your chain will end with a failure. For an extra 100 points, you can’t leave at all; hope you weren’t aiming to roam the Badlands.

Addict (200 - 400)

There's poison aplenty to choose from and one of them is your favorite; whether it's alcohol, nicotine, braindance or something more dangerous, you have something you must indulge in, and if you don't partake at least once for at least half an hour each day then you'll get withdrawal symptoms. For an extra 100 this increases to twice a day, and for another 100 you're addicted to something highly illegal or taboo that would get you in major trouble if you were discovered, like black BDs or hard drugs.

Orders from Above (300)

You’re part of a megacorp! Congratulations? Unfortunately, you’re one of the flunkies. You’re expected to work long hours, do their dirty work and your movements and rights are heavily restricted. Sure, you get paid, but good luck finding time to spend it. You’ll be stuck in this position for five years, after which you will have the opportunity to leave or start climbing the ranks, but it will be a long, stressful time.

No Cred (300)

Sorry choom, but I've never heard of ya. Becoming a legend's gonna be tricky when your rep's as hard to grow as corn in the badlands. This might not seem so bad, but rep is *everything* in Night City; expect to be barred from clubs, have top-shelf gear out of reach, and get smaller gigs due to this deficiency, to name just a few problems. Hope you like doing side gigs to drag your rep up!

Debts to Pay (300 - 400)

You owe someone. And you owe them BIG. Whoever they are, they're no lightweight, and they got power and eddies to spare to make sure you pay up. A powerful fixer, a politician, a corpo officer, a nomad leader... hell, you could just be paying off a bank loan, those repo men are no joke. Point is, you'll be paying them back, either through eddies or... 'favors owed' from time to time, at least once a month. Failure to pony up once means a few folks with heavy fists and bats come 'round to 'take collateral'. Repeated failures or refusal to pay means they'll resort to drastic measures to force you into service; blackmail, forced addiction, threats against loved ones are all possible. For an extra 100 points, killing your creditor (not an easy task!) will only stop the problem for a year at most; someone else will pick up where they left off in time. The only way to permanently be rid of this problem is to pay it ALL back, which will involve either a metric ton of eddies, intervention from another powerful backer, or an incredibly dangerous mission to pay off the favors owed, all of which won't be viable until at least two years have passed.

Softhearted (300 - 400)

Well goddamn, look at you all high and mighty! You can't bring yourself to kill, no matter the circumstances. Non-lethal takedowns are the only method that you'll be capable of, and for an extra 100 points, you'll try to prevent your allies from doing the same. Accidents won't

bother you as much, but should someone die at your hand you will be inconsolable and strive to atone before doing anything else.

Sudden But Inevitable (400)

'Look out for number one' is an old phrase, but most people don't add 'stomp on number 2' to the list... well, unless you're in a corp. But you attract betrayals, jumper. Fixers sell your info, lovers whisper to their outputs, and the mercs that got your back often shoot you there. Your companions are immune, and this doesn't mean *everyone* is going to screw you over... but make no mistake, whether for money, power, or a misguided attempt to 'help' you, you're going to be betrayed multiple times over the course of your stay, sometimes from people you care for. And in case you're thinking of getting clever, no, you won't remember taking this drawback while you're here.

Psycho-prone (400)

Better be careful choom, your 'ware and your mind don't get along. You are prone to the terrifying condition of cyberpsychosis. Any modifications beyond your datajack, eyes and maybe a ballistic grip or cyberdeck will increase the chance of having a psychotic episode. A few extras will see you being irritable and more aggressive, while military-grade hardware or invasive augments will see you become one of the raving urban legends that terrify the masses... and likely get you hunted down.

Night City Blues (400)

NCPD has a warrant out for your arrest and, unfortunately for you, they actually are pursuing it. Walking about in broad daylight is a sure way to get picked off and information on your movements and whereabouts will be actively gathered. What's worse, many fixers will be leery of you due to the heat you could bring down.

Stormtrooper Aim (400)

Your trigger finger leaves a lot to be desired. Your aim with any firearm or ranged attack is poor at best and disastrous at worst; you'll almost never hit what you aim at and there's a good chance that you'll hit something that will make your situation worse!

First Day Release (400)

Oof, poor choice choom. The world is... strange. People you kill t-pose, you can set down an unconscious guy and he'll suddenly die messily, you call for your car and it ends up in a building, and *what* is going on in that tree? Glitches and bugs will plague your existence all ten years, up to and including gigs you do; some will stop working, some will have people talking about it exactly like the last one you did, some you'll never even find! No one else seems to notice this, and you'll find this never works in your favor either, as enemies are suddenly immune to damage temporarily, slightly pushing a cop aside brings the entire force down on your head, and that sniper down the way seems to be able to see and shoot through walls for some reason! And don't get us started on the fuckin' trees...

Corporate Interest (600)

Ohhhh shit. One of the big megacorps knows about you, Jumper. They know you're in Night City, and they want you. They've devoted a tiny fraction of their immense might to capturing you and plumbing your secrets, and they have dozens of methods to do so. What's worse, they'll devote more and more resources to this as time goes on and you avoid their clutches. Keep your head on a swivel and be ready to run.

Adam Smash! (600)

Adam Smasher hates your guts and it's personal; he'll be gunning for you, and be using his not-insignificant corporate and low-life connections to do so. He's mean metal personified and he's killed more than one legend; hope you got ideas on how to put him down for good.

Locked Out (600)

You knew it'd be here, right? No other powers, no warehouse, and no items from previous jumps. Your companions are allowed but all their out-of-universe powers and items will be locked.

Scenarios

Burn This City to the Ground

Night City, shining example of the future... well, you've seen the future and you've decided it needs to burn. Your goal is break the power structure of Night City. The corps, the politicians, the corrupt police, it all needs to go.

If you succeed in burning out the corruption of the city (much, MUCH more difficult than you might think) then you will gain the ability to instantly spot such corruption in the future; while you may not know what they did, you will know when the mighty try to hide in laws and bureaucracy. In addition you'll find it easier to hold these people accountable, legally or otherwise.

However... you may decide there's a gentler path. It will likely take time, a LOT of time, but you can instead try to rebuild Night City into the shining example it was supposed to be. This is a *herculean* task, requiring you to eliminate corruption, fix the legal system, provide healthcare and food, protect and care for the people, all while avoiding the interference of other politicians and especially the megacorps! If you succeed however, you get the Key to

Night City... and the city you helped rebuild will follow you into future jumps, if you desire. Otherwise you'll have a door to it in your warehouse.

Corporate Wars

This one's pretty simple; by hook or by crook (probably the latter) you must first become the leader of a corporation... and then become the most profitable and powerful, and stay on top for ten years. Okay, 'simple' is not the right word.

You may choose to either take over an existing corp or start your own. Expect assassination attempts, espionage, sabotage and everything else to be thrown at you. As you rise in the ranks of the mighty, more and more forces will be thrown at your company to control or destroy it, from other corps or more shadowy organizations...

However, should you succeed, you may take your corporation and all of its holdings and add them to your warehouse; they may also be deployed in future jumps as a 'new' corporation, but still have access to all of their research, employees and infrastructure.

Silverhand, Shattered Mind

Johnny Silverhand was a legend, and now his biochip is free of the cage it was trapped in; your job is to get Johnny a body and keep him alive for ten years. Considering he's a drunken, passionate, hedonistic, anarchic asshole of a rockerboy that engaged in terrorism before his demise, this will not be a simple matter.

If you succeed and befriend Johnny:

He'll offer to come along on your adventures. Johnny is a damn good fighter, rocker and gunslinger and has both raw charisma and a surprising amount of street wisdom, and is very, very good at tearing down the mighty and knowing where to hit to make it HURT.

If you keep him alive but piss him off (very easy to do):

You get Johnny Silverhand's gun; a devastatingly powerful pistol that never runs out of ammo, increases your resistance to external mental and emotional influences, and seems to increase in power when used against authority.
Alternatively, you may choose to take a simple wooden pencil that is, nevertheless, completely indestructible, always returns to your hand if you will it, has the same mental-resistance and authority bonuses, and can pierce armor as well as adamantium.

Skynet Lives!

The Blackwall has been holding back the AI revolution... your job is to tear it down. Almost no one wants this, so be ready for NetWatch and other parties to bring the hammer down on you with extreme prejudice. The Blackwall is failing, but it's still strong, and you only have 10 years to *permanently* dismantle it so AI's can roam freely in the Net; temporary breaches do not count.
If successful, the leading AIs will grant you one of two rewards; first, a virus that will subtly and nigh-instantaneously provide full access to any system that is not guarded by a sapient AI (you will still need a connection) or second, they will enact a procedure to allow YOU to become an AI of great power, gaining an alternate form that can live solely in a computer system, though it may be uncomfortable or impossible in low-tech jumps.

Gangoon Paradise

Maelstrom? Dead weight metalheads. 6th Street? Bunch of hicks. Tyger Claws? Wannabes in face paint. You and yours are gonna outshine them all.
Your goal is, within ten years, to utterly and completely destroy, suborn, or rout every gang in Night City limits, and replace them with your own. Many of these gangs are entrenched, are part of international syndicates, have corporate backing, or are just plain mean.

Furthermore, as gangs are eliminated, other gangs will attempt to claim abandoned territory or expand. New gangs may even try to move in or form. You will need to maintain an iron grip.

If you succeed, you will be able to summon twenty armed members of your gang at will in future jumps, to help you in larger fights. You may summon them at any time for a maximum of a week, after which time they will be unavailable for twice the time they were summoned for. In addition, you will gain the Stronghold item for free. If you already had it, it's now twice the size with better gear and a full armory.

All In Your Head

Oh geez. You were hit with the Soulkiller, either through experimentation or other means. What's more, the chip you're inside has been 'deployed' in Night City as an experiment of sorts by Arasaka to see what the long term effects on a host are.

Your host can be anyone, a random person, a companion, even a canon character (maybe even V!), but is likely to be one of the disenfranchised masses of Night City, someone no one would care about if they were to suddenly disappear. And now you share a headspace with them.

You are unable to physically interact with the world. You may have the ability to take over the host body, and this will become easier with time, but you do not have access to the warehouse, any of your items, or any powers that you cannot use with only your mind/soul. Also, use of any powers will act as if you are drawing from your host, not your normal ridiculous mana/stamina/energy pools.

However, if the host allows you to take full control, you may, briefly, exercise the full extent of your powers and access the warehouse. This is exhausting to your host and possibly damaging, however, and you'll want to avoid it.

Because your objective is to ensure you stay alive for ten years. If your host dies, you will die, the scenario will fail and so will your chain.

You will be hunted by Arasaka through this whole time as they try to unravel the secrets of Soulkiller by observing and experimenting on you. Even if you avoid their capture teams, expect them to place various obstacles and troubles in your way to 'stress test' your capabilities.

Furthermore, Netwatch and the Voodoo Boys will also want to access your unique nature for their own gain, trying to use your unique digital nature as leverage against the AI behind the Blackwall.

Also, much like V and Johnny Silverhand, you will find that you will slowly overwrite your host over time. You'll have two years until this process is complete, and this can be hastened or slowed down by various means.

You will gain one of three rewards depending on how you accomplish this task:

If you overwrite your host:

You will have become the living example of 'replacement' immortality, and will gain all data on Soulkiller; how to make it, how to use it, and all the principles that went into its design. You can 'backup' your memories and soul into a biochip that can be deployed once each jump, that will prevent you from failing the chain if you are killed and the chip is still intact; a companion or follower may implant the chip in someone else to 'rebirth' you.

If you live with your host the whole time without overwriting them:

Two minds are better than one, right? You get your host as a free companion, and after ten years in each other's head they *get* you, and you *get* them. Furthermore, you have constant, perfect telepathy with each other, no matter the distance, even if you're on different planes of existence... or even if you leave them behind on a jump. If you do not wish to bring your host along, you can apply it to another companion you have.

If you manage to get your own body and your host still lives:

Hoo, this is a hard one choom. That kind of tech is difficult to come by, and even if you have your own fancy tech, you'll need the original project notes, a new body that can handle your

brain, and probably more luck than anyone could fathom. But, if you do manage it, you'll have managed to conquer death and do it without sacrificing another. Your host will be available as a companion, you'll get all notes of the Soulkiller project, *and,* just to put the cherry on top, your soul is now utterly, completely immune to attack. No one may steal your soul, harm it, alter it, smother it, taint it, or a hundred other things besides without your consent, free of coercion.

Furthermore, as you've taken destiny and made it your bitch, you're immune to 'fate and destiny' as well, which also has the effect of giving anyone who tried to peek into your future one hell of a migraine.

You are the master of your fate, choom, and let no one tell you different.

NOTES:
Thank you to everyone who encouraged me to finish this, my first jump!

All weapons, armor, vehicles and cyberware can be modified, but including all the possible modifications is boring as hell, so please be responsible when installing mods.

When it comes to item rarity, please act responsibly. As an example: a common gun is just that, a simple firearm that's easy to find for civilian use. An uncommon gun would be something of good quality for civilian use, rare would be top-tier civilian or mid-grade military, epic would be high-quality military, and legendary would be specialized or incredibly expensive, immaculate hardware designed for special forces or high-value operatives. Feel free to alter the scale as you see fit, just remember that this world is *mostly* grounded in realistic physics and engineering.

Another's Dream (600) is based on David Martinez' incredible resilience and sacrifice when it came to helping Lucy achieve her dream in the Edgerunners anime. Essentially, this is an anti-dystopia effect to help combat the helpless, hopeless feeling people have in such settings. And, importantly, it *propogates.* It'll take time, possibly decades or even centuries, but if you need to remind people there is hope in the world, accept no substitute.

9/23/2022 - Rearranged and altered 'Might of Midas' and 'Money Talks' to be more clear and have more distinct effects. Added an Edgerunner toggle to the Drawback section via 'Edge of Glory'.
Added the 'Another's Dream' perk in the General section.