Cyberpunk: Edgerunners

Jumpdoc by KinKrow



Welcome to the absolute flaming dumpheap of the Cyberpunk dystopian future. It's January 1st, 2076, and you're going to be here for a year.

Why a single year instead of ten? Well, the ten years after 2077 starts are already booked.

Have fun, Jumper, and put on a good showing.

ORIGINS

Each Origin is free, and a little freeform. Any option can be taken as a Drop-In, or you can use your chosen Origin as flavoring for corpo, street kid, or nomad. Want to be a neurotic mess? Take Child Soldier as a street kid. Be a little higher up the nomad totem pole by taking Leader. You can even manage the impossible and become a genuinely likable corpo by taking Choom.

Origins get their 100cp perk for free, and a 50% discount on the rest of their perks.

DROP-OUT

All that talent, and barely any drive to follow through. Some might say you lack will or drive, but it might be more honest to say you simply haven't found it yet. Everyone has something to fight for, and you're no different.

CHILD SOLDIER

Trained from an early age, you didn't really have a childhood. You had purpose, and those that instilled it in you weren't particularly keen on taking no for an answer. You have scars on your heart, Jumper, but you have technical skill in netrunning in spades.

LEADER

When it comes down to it, Eddies talk. Get money and you get food, weaponry, gear. Doors open, more opportunities appear, and people start listening. But in order to get those Eddies, well, you need to put in a little work, and in order to do that work you need people to help you out. You're good at pulling people into trouble, pulling them back out, and making sure everyone gets paid.

CHOOMS

Night City isn't a nice place. To be honest, most of the modern world isn't a nice place anymore. Mega-corporations, environmental damage, and even if you could ignore all that, odds are good your neighbor might lose their damn mind and go cyberpsycho. At the end of the day what really keeps you going is your friends, and you keep them going too. It isn't much, but it's life, and it's a little less shitty when you're surrounded by people that give a damn.

GENERAL PERKS

Nanotechnical Marvels – 200cp

Cyberware and bioware both rely on nanomachines. Whether it’s the finer details of function or making sure a person doesn’t reject the addition, modern technology wouldn’t work without it. Now you’ve got a certain knack for the field. No starting knowledge, but you’ll pick it up quickly and figure out how to modify equipment with time. Goes well with intelligence and science boosting perks.

Big Money, Honey – 300cp

Self-made man or daddy's spoiled brat, whatever it is, you've got deep pockets and a decent regular income. Not ultra-rich, but you're, uh, definitely not middle class. Not that middle class really exists in Night City.

Star of the Show – 300cp

You're the main character, Jumper! Or one of the other characters! As long as it doesn't go wildly against your Origin, you can Jump in as a setting's preexisting character. This gives you no natural protection from the danger they were in, mind you.

Drop-Out Perks

Straight A 'Saka Student – 100cp

Memorizing lessons is easy, doing homework is easy, and against all odds, getting a fat scholarship is easy. As close to a free ride to a decent job as you can get. Oddly enough, this helps get your foot in the door for other jobs as well.

Getting Fit – 200cp

Congratulations, you're genetically blessed when it comes to packing on a better physique. Get a trainer, get a regimen, and get them gains. What takes other people months takes you weeks, and you have the stubborn will to hold onto training. Give those ladies (or gents) a good flex, Jumper!

Built Different – 400cp

Cybernetics, curses, demons, what have you. If it's something that goes into you and causes deleterious side effects, they're reduced, and with a few weeks of training they disappear with you having completely adapted to them. To be completely clear, this isn't immunity, but a training and adaptability booster. Add too much if a bad thing too quickly and you'll break no different than any other psycho.

For Someone Else's Dream – 600cp

Some look down on fighting for other people's dreams, but not you, not when it's for someone you care about. Willpower, growth, and aptitude all take a spike when you're genuinely working for someone else's interest, and there's a massive increase when they're in danger. No guarantees you'll make it out alive, but it's safe to bet against the people trying to hurt your loved ones.

Child Soldier

Cool Beauty – 100cp

You look good, Jumper, damn good. As in, you look good in a city where genetic modification, surgery, and cybernetics run rife. Not only that, but you have a distant, aloof type of appeal that has people clamoring to get your attention. Good for you, maybe try for a modeling gig?

The Basics, and a Little More – 200cp

Hacking 101, 2076 edition. Well, the edition Arasaka puts effort into teaching children that they throw into the meatgrinder that is the old net in pursuit of lost company secrets. You have a deep knowledge of netrunning, talent for it, and can quickly learn more.

Shoot for the Moon – 400cp

You did it, you got away. More importantly, you actually got away with it. When you manage to escape a terrible situation with intention to permanently leave it behind of your own will, you'll find any enemies are willing to let sleeping dogs die. That said, if you start round two against them, they won't give you a second chance.

Infohazard Countermeasure Electronics – 600cp

The internet wants to kill you. That isn't hyperbole, but a modern fact any modern netrunner worth their salt knows if they don't want to be a dead netrunner. You though? You kinda... squeak by. Passive digital threats don't touch you, while active threats have to work hard to hit you, and damage dealt is minimal. It takes a truly colossal effort to kill you from digital means.

Leader

Getting Gigs – 100cp

It's hard work, being a mercenary. Stress, violence, death, and so on. Now you don't need to worry about paychecks. Freelance jobs have a funny way of falling into your lap. The better your skill and rep, the better paying they are. You're decent at doing this for other people too, although a little less effective.

Showing the Ropes – 200cp

So you've got some gonk fresh off the streets that doesn't know shit for shit, and says they're gonna do right by you. Thing is, Night City plays for keeps, and it's brutal about it. Fortunately, you're good at beating important lessons into people's heads quickly. Oh sure, the standard 'the barrel points away from you and point end of the mantis blade goes in them' stuff, but you also have a talent for getting some common sense across. When you say 'stop', that dumb gonk will stop, and not run into a mine.

Is... Is This My Fault? – 400cp

Some people have trouble accepting they make mistakes, or coming to terms with it even after they do. Not you. You quickly move past the acknowledgement and acceptance, quickly moving on to planning how to make things right. Maybe an apology is needed. Maybe some violence. Whatever it is, you come to decide it with a clear head.

Hey, This Mess My Fault? – 600cp

Clear all the code. Remove all the metal. Cut away the meat. All that's left at the end is you. Even when you break or are under effects that influence your mind, be they digital, chemical, or even mystical, you still maintain a basic amount of 'youness'. You won't hurt the people you care about, you won't kill anyone you wouldn't have otherwise, and you can be sure that with time to cool off you'll go back to normal. Your lethality while under such effects? Greatly increased. There's a reason MaxTac was created, after all.

Chooms

Heart of the Party – 100cp

Plans, purchases, and execution. What, do you think this is about business? Nah, choom, this is about relaxing after business! You're the fool, the friend, the party fiend that gets everyone's spirits up in downtime! You don't need drugs, booze, snacks, or music to make sure everyone has a good time. Any of those things would definitely help though.

Through Thick and Thin – 200cp

For a city where loyalty can be gained and lost with a paycheck, you have good fortune when it comes to finding people that will have your back. Spend some time with them, and those bonds will deepen. It's small and personal, but human. Something even this hellhole can't completely stomp out of humanity.

Big Hands, Big Heart – 400cp

Did somebody say 'best girl'? Because that's you now. You have thick skin for emotional trauma, and can shoulder a large portion of other people's pain and trauma to get them through tough situations. That's literal, by the way, you can actually take up to half of their negative emotions and mental state to help them. This doesn't offer you any particular protection from those effects, but hey, that wouldn't bother you if it were to help out a choom, yeah?

The Gang's All Here – 600cp

You have a ton of luck for keeping yourself alive, more luck than you can use, actually. Why not divvy it up instead? You can give people you know portions of this nebulous luck, and if you work together circumstances align to keep you all alive. This is a synergistic effect where covering each other's asses is more likely to get you all through, so give it to people you trust. You can withdraw this luck at any time, and give it back out to whoever you want. Best spread out among 3-10 people, anything beyond that and the luck's effects are unnoticeable.

ITEMS

You get a single 100cp Item for free, and a single discount on each pricing tier after that. That means a single 200, 400, and 600cp Item of your choice will get discounted. Any technology-based purchase comes with design schematics and notes.

Fat Stacks – 100cp

How does a cool million worth of Eddies sound? Because that's what this is, and you now have. Don't spend it in one place. Or do, I'm not your boss.

'Party Favors' – 100cp

Otherwise known as booze and drugs. A weekly refilling stock of the good stuff: not too addictive, never gives you a bad trip, and won't cause you to overdose. Well, unless you're stupid with it.

Basic Necessities – 100cp

You've got a few guns of your choice and a single melee weapon. Nothing too fancy, but hey, it's DRM-free! That's a thing, by the way. Weaponry in the future has DRM.

Shitty Apartment – 200cp

It's a roof over your head, but uh, paradise it ain't. That said, for some reason the landlord keeps forgetting to collect rent or kick you out for not paying, so it's a free roof over your head! Can be attached to the Warehouse post-Jump

Point-A-to-Point-B – 200cp

You've got a decent car by modern standards. Nothing fancy, but it rides steady, doesn't need refilling, and it self-repairs when nobody's looking at it! Also comes with a no-questions-asked field to keep the repair functionality from being noticed.

Ordinance – 200cp

So, you've hit the medium leagues. That is to say, you've been getting some pretty good jobs, but it's a little outside the range of dealing with using only a peashooter. This is a Big Crate O' Stuff, and that stuff is explosives. A single rocket launcher, a few boxes of grenades, and some plastic explosives to boot. Refills weekly, so don't go to crazy.

Quality Condo – 400cp

Like the Shitty Apartment, but not shitty. Spacious, nice view, high tech entertainment. Comes in your design choice of Cozy, Swank, or Spartan. If you purchase this and the Shitty Apartment, the condo is a lot bigger. Can be attached to the Warehouse post-Jump.

Hot Wheels – 400cp

You have a pretty damn good ride. It goes fast, it has soft seats, and a few accommodations that make driving around more satisfying. It has the same benefits as the 'Point-A-to-Point-B' Item, and if you purchase both you instead get one of Cyberpunk's future supercars.

BD Setup – 400cp

A nice set of equipment to run a braindance operation. Chips to stick in people to record experiences, the hardware to modify it easily, and a large collection of textbooks and documentation on how to brush yourself up on the process.

Netrunning Gear – 600cp

The good shit for netrunning, to be clear. All the best equipment you could possibly have that doesn't require being bolted into a supercomputer. While you don't have any daemons, with this equipment it wouldn't take long to get funds to buy them.

Cyberskeleton – 600cp

Over-designed as hell, clunky as hell, and with a big shiny weak point. What this prototype exoskeleton lacks in grace and good design it more than makes up for with raw power. See, this baby is packing a gravity manipulation engine in it to allow it to move all its mass. That same gravity engine can be used offensively, effectively turning you into a melee-artillery unit.

Military-Grade Sandi – 600cp

Do you like going fast? Because with this, you can go fast. Really, ***really fast.*** This piece of hardware is powerful as hell, and because you're paying premium it's far safer for you to use. While a normal person would only be able to use it two or three times a day before cooking their brains from sensory input, you can use it a few dozen times before feeling the burn.

COMPANIONS

Canon Companion – FREE

You have to convince them, but if someone agrees to leave this shithole they can leave for free. Importing them to a future Jump still costs money there though.

Import – 100/200/300cp

The first purchase lets you bring in one person, the second purchase lets you bring four, and the final purchase lets you bring in eight. They all get an Origin of their choice and 600cp to spend on Perks or Items. Have fun with your friends, choom.

DRAWBACKS

Prequel – 0cp

Want to stay for 2077? Fill out it's Jumpdoc ahead of time and you'll immediately continue into the future of this setting. If you rock the boat too hard, there's no assurance that the plot of the video game will come to pass, and things could easily be better or worse. Any Drawbacks taken here will fade away at the turn of the year to 2077.

Prequel Prequel – 100cp

Instead of the one-year limit you get to stay the classic ten years, isn't that nice? Unfortunately (or fortunately, depending on your view) you don't stay through the events of Cyberpunk 2077, your Jump-entry is instead moved back to 2067.

Crass Dude – 200cp

Well at least Pilar will have an equal to get along with. You're positively obscene now, Jumper, with fetishes and a sense of humor that are just gross as hell. Expect to easily turn people off with your attitude.

Just One More Piece of Chrome – 200cp

It isn't addiction, you can stop anytime you want. Except it is actually addiction, and you have trouble stopping. Whatever reason you have, you have a persistent desire to replace your meat with metal.

Just Keep Running – 300cp

You have trouble… settling in with people. It isn't that they don't like you, or you them, but it's harder to forge genuine connection with people anymore. You'll have to try much harder to get closer to people. This disables charisma perks/abilities.

Loyalty's Price – 300cp

You're tired and jaded as hell. It's hard to see the good in other people when you've seen how awful they can be to each other. If someone were to come knocking with a big paycheck and the only effort you had to put in was betraying the trust a few people have in you… well, it depends on how much you think of them, and you don't think much of anyone.

Metaphysical EMP – 400cp

Poof, no more powers. They only thing you have going for you in this dystopian cyberhell future are the Perks and Items bought in this Jump.

RAM Failure – 400cp

Do you remember… no, never mind, it seems you don't. You don't have any memories save those your Origin grants you, and if you decided to be a Drop-In without in-setting knowledge, you don't even have those memories. On the bright side, if you didn't take the Metaphysical EMP Drawback then you at least have your powers! That you don't know exist! Or how to use!

Absolutely Smashing – 600cp

Arasaka's number one killborg is a psychopathic murder machine that hates people and insists that all jobs he get sent on allow for collateral damage. He now has a particular hatred of you and will do his level best to put you in the ground. You can probably handle that, but each time you kill him he somehow comes back, and causes mass-casualties on the way. Keeping him trapped doesn't work either, somewhow.

Things Get Worse – 600cp

So you have some family. They die. So you make some friends. They die too. Sometimes they go psycho, other times you just see them bleed out. You can fight against this fate, but it doesn't stop until the Jump ends, and will be an uphill battle the entire way. You only need to fail once, and any failure is costly.

Sorta Psycho – 600cp

Oof. Well, on the bright side you haven't snapped yet. The downside is that you can only replace so much of your body with chrome, and some chrome is 'heavier' than others on the mind. The reason for this is that, well, you've got some baggage, Jumper, and it's serious. Grief, rage, pain; whatever it is, it weighs heavy on your heart and any chrome you put on is going to hit you hard.

NOTES

Military-Grade Sandi

If you purchase this with CP it isn't incompatible with the Kerenzikov or other Operating Systems.

Shitty Apartment/Quality Condo and Point-A-to-Point-B/Hot Wheels

Purchasing both of the matching items only gets you the final, better product. You don't purchase the two homes and get three total homes, you get a much larger home. Same with buying the two vehicle Items and instead getting a supercar.

Prequel and Prequel Prequel

These two Drawbacks stack, in the event you want to be in Cyberpunk for twenty straight years. You absolute maniac.