GHOST IN THE CITY

A CYBERPUNK S.I. GAMER TALE

BY SERAS

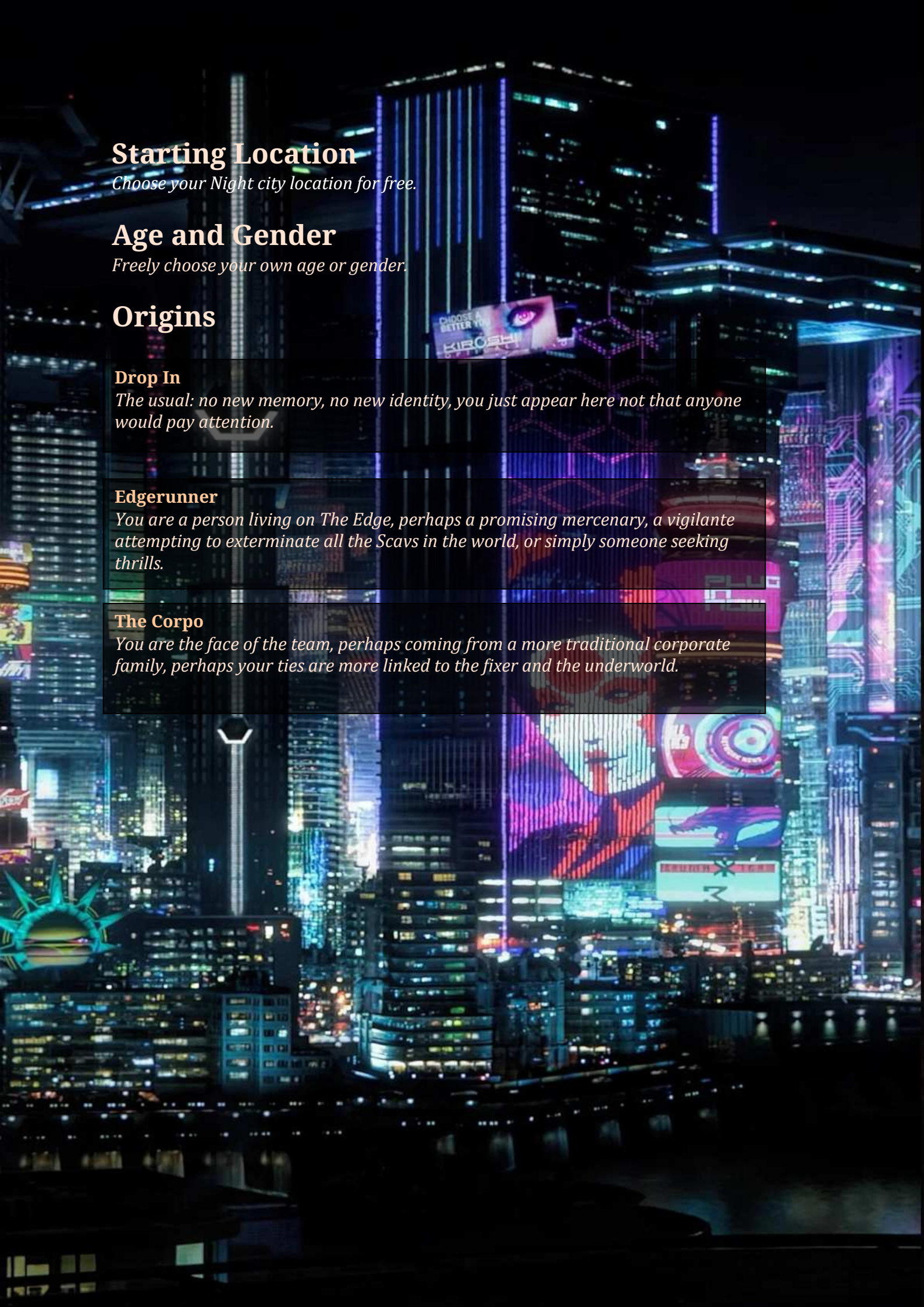


By Faucheusestar

Night City, it's a place of endless wonders and horrors. Opportunities and dangers, but before Motoko Kusanagi can access any of them. She first has to build up enough strength to walk again. Learn the basics of living in a world that was just a game to her before. Good thing she found a Shard hidden in her stuff that opens the door of opportunity. But like all opportunities in Night City, it usually ends up in a gunfight.

You start on the same day she opens her eyes.

Good luck and since luck alone isn't always enough here, take 1,000 CP.



Starting Location

Choose your Night city location for free.

Age and Gender

Freely choose your own age or gender.

Origins

Drop In
The usual: no new memory, no new identity, you just appear here not that anyone would pay attention.

Edgerunner
You are a person living on The Edge, perhaps a promising mercenary, a vigilante attempting to exterminate all the Scavs in the world, or simply someone seeking thrills.

The Corpo
You are the face of the team, perhaps coming from a more traditional corporate family, perhaps your ties are more linked to the fixer and the underworld.

PERKS

The perks corresponding to your Origin have a 50% Reduction and those with 100 CP will be offered to you.

Professional cosplayer

You aren't just any random weeb gonk. No, you're the real deal. Choose a character; not only will your first, last name and appearance correspond to the character chosen on your paper, but everything you do to imitate the chosen person works better.

100 CP Free Drop in

Cyber ninja

You are a parkour expert, who always landing on your feet as gracefully as a cat, thus considerably reducing fall damage. But it doesn't stop there: as a ninja, you are as stealthy as a shadow, whether in the real world or online.

200 CP Discounted Drop in

Loot goblin

How do all those weapons actually fit in the trunk? And is that a box packed to the brim with explosives under the passenger seat?! You're a Tetris master and you always know exactly where everything you've stowed away is located, all without the risk of explosion due to storage.

200 CP Discounted Drop in

Number go brrrr

As long as the numbers of what you enjoy increase, whether it's XP or something else, you'll never get bored. It also gradually cures cyberpsychosis and its equivalents. You also earn more of what you enjoy, which makes the numbers climb even faster.

400 CP Discounted Drop in

Onryo (can be enabled/disabled)

Fear is your ally, and you don't feel it. The same cannot be said of your enemies: in their eyes, you resemble a ghostly urban legend more than a real human being. The "Onryo" quickhack often triggers on its own, without consuming RAM or even requiring you to have an equipped cyberdeck. The effect of this advantage intensifies when you seek revenge.

400 CP Discounted Drop in

"Didn't I kill you?"

You are truly hard to kill it's as if the world is conspiring in your favor: getting stabbed and thrown out a 12th floor window? No problem cables broke your fall! Besides, no one is thinking about "double-tapping" you or checking if you're dead.

600 CP Discounted Drop in



Fight knowledge

You know how to fight, it won't work miracles, but you won't die at the hands of just any random gonk. At least you know how to use a little bit of every type of weapon and how to fight in an urban environment.

100 CP Free Edgerunner

Rider

You're the Driver, the kind of person who can shoot while drifting without spilling a single drop of your drink. You also know how to drive any vehicle. You also know how to maintain vehicles, just like a Nomad mechanic.

200 CP Discounted Edgerunner

Techie

You know how to fix just about anything, which is good because most people don't even know how it works. You can customize weapons, craft gadgets, robots, and surprisingly, a lot of explosives.

200 CP Discounted Edgerunner

Solo

You are far more capable in a fight than the average mercenary, making you a formidable hired killer. Beyond your obvious combat skills, you tolerate cyberware better than most and possess a supernatural instinct for sensing danger and traps.

400 CP Discounted Edgerunner

Netrunner

You are a Netrunner, a genius hacker who can literally walk in the net. Your skills in your chosen specialization are comparable to those of characters like Kiwi, Lucy, Sasha, or Mokoto, though slightly less so in other areas.

400 CP Discounted Edgerunner

"High functioning cyberpsycho"

You are a Mini Smasher: Chrome no longer bothers you at all. On the contrary, all chrome works better for you and allows you to push any capacity further than the normal peak. You also master martial arts created for cyborgs, such as PanzerFaust.

600 CP Discounted Edgerunner



Schooled

You went to school or at least you have the knowledge of a diploma from a prestigious Arasaka's academy. In this world, that gives you a serious edge over most gonks when it comes to making deals.

100 CP Free The Corpo

Rockerboy/girl

You know how to play every instrument and can easily recall the music you listen to, identifying the instruments and the scores so you can play them yourself.

200 CP Discounted The Corpo

Corpo routine

Being a Corpo means knowing how to find opportunities and, above all, how to create them. You don't live in a den of assassins without picking up a few tricks: you have a real knack for anticipating assassination attempts and thwarting them or even instigating them and framing someone else for the deed.

200 CP Discounted The Corpo

Yakuza Princess

You are a mafia princess like Hayato Nakagawa, you can be his sibling or even her. Beyond your expertise in gang management, you excel in the use of your gang's signature weapon and you are an Ace for your gang.

400 CP Discounted The Corpo

Sign here

You're a devil, a fay, no, worse, a Corpo! You see the small lines instantly, always find a way to break a contract and not only will you not fall into this type of trap, but you can take advantage of it to set a dozen traps for your unfortunate victim! And, of course, the skills expected of a high-level corporate professional.

400 CP Discounted The Corpo

Manager Fixer Mafia boss

24 hours a day is a perfectly normal rhythm for a Corpo... Or at least it is for you, strangely enough, you have 12 more hours than the usual 24 hours of a day and excel in multitasking, able to manage several positions at once. No one will make the connection that you seem to be in two places at once.

600 CP Discounted The Corpo



ITEMS

Any cyberware you acquire here can be installed in you immediately, if you wish. Objects of the same type can be imported into each other, for example, gun into gun.

RT-46 Burya

The iconic anti-Borg revolver used by a certain gremlin who loves watching numbers goes up. In addition to being as reliable as the ads suggest, it comes with a manual teaching you how to hold it without losing an arm with every shot and 4 bullets per day.

100 CP Free Drop in

Apartments

It's in the average range of "good" apartments in Night City and it's yours. Strangely, they always seem to make you a neighbor of one of the protagonists (and improving it if it moves to a better location), for better or for worse! But hey, the shower is free, and there's a burrito vending machine less than ten meters away!

200 CP Discounted Drop in

Tachikoma kit

It's a construction kit for building your own small Tachikoma drone. Each week you receive an important piece and a small illustrated booklet detailing the code and tips for making it work

200 CP Discounted Drop in

HMG-Chan

Also known as the Militech Mk. 31 HMG, it is a large, fully automatic heavy machine gun. As if that weren't enough, it fires explosive rounds, and you receive a fresh magazine every week. The weapon adapts to your power and is far more portable than it has any right to be.

400 CP Discounted Drop in

Freezer?

At first glance, it looks like a completely ordinary freezer. In reality, however, it still contains the body and useful MacGuffins linked to a legendary figure from the world you are in (here, it could be Bartmoss).

400 CP Discounted Drop in

Just one Shard

A small, sleek, flawless case containing a single shard... And yes, these are the famous nanomachines that transform the person who activates them into a gamer (fiat). The system is the same as Motoko's or similarly powerful, based on another RPG. (You get one more with each Jump.)

600 CP Discounted Drop in



Your ~~Weapon~~ Tactical Burritos

What would an Edgerunner be without a good weapon? You get a standard weapon of your choice and the magazines to use it each week. Plus a daily supply of burritos! Apparently, some capable people get that strong eating nothing but those!

100 CP Free Edgerunner

The Hideout

Being an Edgerunner means making plenty of enemies, so you need a safehouse. This one is much safer than it should be, allowing you, provided you don't get spotted when leaving, to even evade the searches of a corporation like Biotechnica.

200 CP Discounted Edgerunner

A car

This is a car or a kusanagi (the motorcycle not the gremlin :) of your choice it could be a Caliburn or even Motoko's Shiv Reaver model Quadra Type-66 or another. The car doesn't run out of fuel and repairs itself from time to time when no one is looking.

200 CP Discounted Edgerunner

Behemoth

It is an armored transport vehicle, ideal for hauling away anything not nailed down at your enemies' bases to resell. Additionally, a Minotaur mech is stowed in the back, taking up less space than expected. Neither requires fuel, and both self-repair over time.

400 CP Discounted Edgerunner

Katana

This isn't just any blade. It's a blade forged for a Kensei. Not only is it more effective for your style and indestructible, but it also adapts to your level and cuts through metal as easily as it cuts through a burrito!

400 CP Discounted Edgerunner

Arsenal Printer

You own a case equipped with a state-of-the-art 3D printer capable of printing any part for which you have the schematics. In addition to being able to hold everything you have printed, it comes with schematics for all the non-unique weapons you could find here, as well as a weekly delivery of spool and other granules of necessary materials.

600 CP Discounted Edgerunner

Eddies

Who doesn't want money? This investment secures a massive upfront deposit and permanent passive income. Low tiers grant a Corpo rat salary to avoid eating burritos. Higher tiers upgrade your wealth to a Senior Director, Regional Director or an Arasaka Board Director, turning money into a statistic to even fund a private corporate war.

100/200/400/600 CP (Free/Discounted for The Corpo)

Executive Suite

A real player needs a proper place to secure assets away from prying eyes. You get a luxury penthouse or condo in Charter Hill with automated systems serving real food and a defense grid. Buying the Corporation item upgrades this into a massive estate in North Oak with a private helipad, infinity pool, underground garage, and a secure perimeter.

200 CP Discounted The Corpo

Contact

One of the most valuable assets for a Fixer or any Corpo really is having the right contacts: people who can help you sell your mercenaries' finds, track down rare items, identify who needs to hire Edgerunners, and handle all the other matters that prove your effectiveness.

200 CP Discounted The Corpo

Megabuilding

The rent alone makes you incredibly wealthy, but that's not all: the building is constructed like a veritable fortress combined with a massive trading hub. It boasts numerous impregnable turrets, a top-tier netrunner, and enough warehouse space to store mountains of loot

400 CP Discounted The Corpo

Diamond Trauma Team Package

Health is wealth, especially in Night City. You hold the ultimate, high-priority premium medical coverage, free of charge for life. Then within minutes of critical injury provided you have no other lifelines left, a heavily armed team will drop in and try their best to extract and revive you back to perfect health. It will even save you from what would normally flatline you once per decade,

400 CP Discounted The Corpo

Corporation

Well, it looks like you're no longer a nobody. You're at the helm of a rapidly growing corporation in the field of your choice. While you aren't quite Arasaka yet, you're getting closer and strangely enough, the other corporations won't even have you on their radar for at least another five years.

600 CP Discounted The Corpo

Cyberware:

The Chrome purchased here or in the item can be integrated directly or not, depending on your preference. After this jump, you'll obtain a new alt form equipped with all the Chrome you've integrated into your body, whether it was purchased here or found in Cyberpunk, which is now Fiat-backed.

You start with the basic gear used by Night City residents, such as basic optics, Neuroport...



• Kiroshi mk1 [50 CP]
Scan mode, Near-instant network connection, Compatibility with smart weapons, color choice options, a much better image resolution, any surveillance camera will capture your face as a blur, vision in the dark, see through walls. Say goodbye to boring civilian optics!



• Militech-Armalite Ballistic Guard [50 CP]
Tired of getting shot by gonk? Well, with this you'll feel less pain. Remember, though, it's not bulletproof it just makes you more resistant to bullets.

• Serano Air-Groove Ankles [100 CP]
These high end sportsware quality tendon modifications allow you to easily make two-meter leaps and move with a highly springy gait, ideal for both basketball and parkour.

MoorE Titanium Bones [100 CP]
Your skeleton is now made of titanium, making you more resilient and preventing you from dislocating your shoulder or taking damage when using strength-enhancing cyberware.



Biotechnica Muscle and Bone Lace [50 CP| free with MoorE Titanium Bones]
Nanites integrate microscopic artificial fibers into muscle and bone tissue. The result is tissue that is stronger (with increased physical strength) and more resistant to damage.

Cat girl [200 CP| Discounted Corpo]
It's not all about chrome: some more eccentric Corpo prefer bioware. You can have whatever Exotic Bodysculpts you want. In addition to already being installed, it is of high quality and will not cause rejection, giving you the joy of being a cat girl or even a shark.

Cyberdeck:

• Militech Paraline [50 CP]
Hey, it's something! It's not the best cyberdeck, sure, but it works. Even though it's 50-year-old tech, you can hack things with it... albeit a bit too slowly.



• Seacho Electronics Mk.2 [100 CP]
Now we're talking, it's not the ultimate cyberdeck but it's three times more powerful than the Paraline and Made for rapid instant break ins and uploads.

• Arasaka Corporation Cyberdeck 'Shadow' Mk.4 [300 CP]
It was one of the specialty Cyberdecks made by Arasaka, and it was basically custom made for corporate espionage. Stealth, and data gathering, a lightning fast response time, and enough RAM to carry a plethora of programs and Daemons.



• Cyberware bundle for Net Runner [100 CP]

•Raven Microcybernetics Ex-Disk
•Raven Microcybernetics RAM Upgrade
•Camillo RAM Manager
•Rostovic Self-ICE

This bundle includes an extra 8 GB of RAM, ICE to protect you from hacking, and space for plenty of daemons.

Speedware:

• Kerenzikov [100 CP]
A high-quality Kerenzikov that amplifies reflexes, allowing for consistently faster reactions than normal, giving the impression that everything is in slow motion. Unfortunately, unlike a Sandy, it cannot be deactivated and therefore remains always active.



• Dynalar Sandevistan Mk.2 [200 CP]
A mid-range Sandevistan; although it is of lower quality than some of the best models, it remains an incredibly useful piece of gear. You'll feel like time is slowing down, but not as much for you, which greatly increases your reflexes and speed. But unlike the Keren, only in short bursts and thankfully, it can be turned off!



• Sandevistan Prototype [400 CP]
*This is The Sandevistan the one seen in *Cyberpunk: Edgerunners*. Its effect is simple: it does everything a standard Sandevistan does, but far better. Normally, using it in rapid succession would be suicidal, but you are special enough to handle it.*

Companions

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Motoko Kusanagi? [100 CP| Free for Corpo]
Your own friend (maybe more like a "roommate") Cosplayer equipped with a Gamer system (Just one Shard item) and 600 CP to spend on their build such as perks or items. He or she does indeed resemble the character of your choice, but in a cyberpunk version, and has similar abilities adapted to this setting. You can customize their age, gender and origin.



"Section 9" [300-600 CP| Discounted for Corpo]
Your own team of elite goons... I mean, friends! They are effective, to say the least, comparable to Section 9 in the future, each gets 600 CP, and there's even an equivalent of Motoko.

You can import/create companions into it and for 300 more CP you can have a whole team of expys that have similar abilities to the companion "Motoko kusanagi?" but the base level with just one that is as strong as Future Mokoto.



Drawbacks

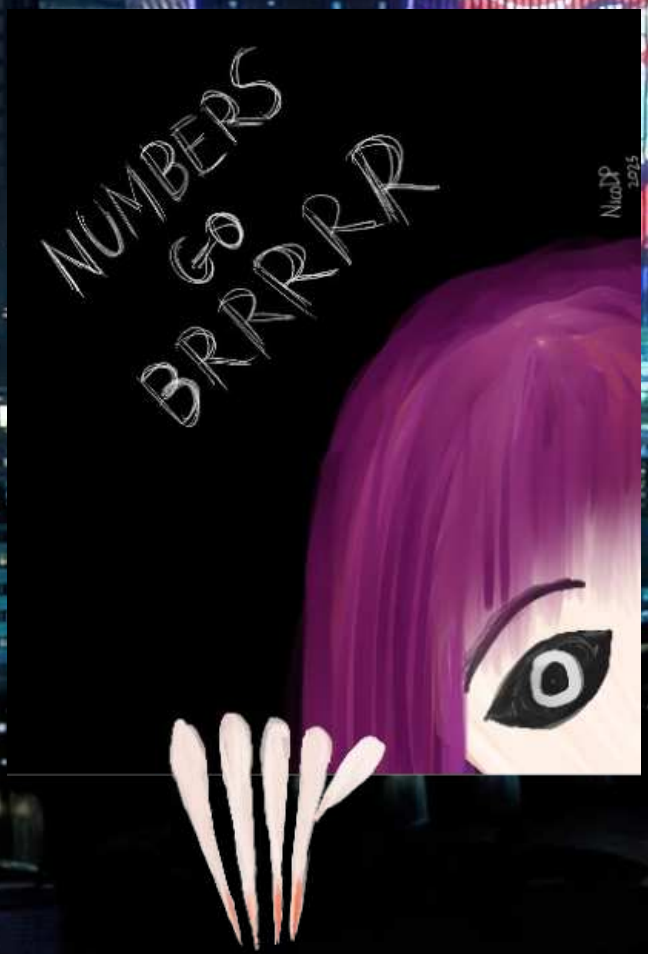
Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years

Onryo [+100 CP]
It's probably due to an illness, maybe psychosis, maybe you just feel lonely, in any case you sometime see Onryo in a corner of your vision. She doesn't attack you, but she does silly and slightly creepy things in the background.

City Slicker [+100 CP]
You just cannot stand the "Great" outdoors. When outside the metropolis of Night City itself, you get quickly irritated by just about every inconvenience: The weather, the dust, the smell, the terrain, the lack of stores, and so on. You can stomach a road trip if you need to visit another city, but you will loathe leaving the steel jungle, and everyone around you will know it. Nomads will definitely point and laugh, and probably refuse to travel with you due to your complaining.



Whatever, Kid [+100 CP]
Reputation is everything in Night City. Too bad yours is going to struggle to gain any traction. People just will not take you seriously. Perhaps it's because of your Gremlin-like size or your Professionalist gear that prevents you from standing out among all those suicidal, neon-clad Edgerunners. In any case, wiping out entire bases filled with Scavs, Maelstrom, or Raffen Shiv every day isn't going to impress many people. Perhaps the fixers will eventually understand your talent, but is that really a good thing?

Regina [+100 CP]
You've got the attention of a Fixer who'll far, far too often send you jobs... Sounds cool, right? So why is this listed as a Drawback? The problem is that she's Regina, an incompetent Fixer who always sends frustrating, underpaid jobs. The upside is that if you end up pissing her off, the Edgerunners she sends out will be prepared to face someone completely different from you and won't even have your photo. After all, it's not a Fixer's job to send Edgerunners suited to the mission and give them the necessary intel!

Tyger Claws and other gonks [+200 CP]
You aren't a member of this gang, yet they keep hassling you and acting as if you were one. They never actually carry out their threat, but everyone acts as if you're a member of that gang at first glance. Explaining to others that you're not might work, but the Tiger Claws won't believe it and will just behave as if you were a Tsundere.

"Unfamiliar ceiling." [+200 CP]
Wake up Jumper, there are burritos to eat and Scavs who need to renew their subscription to life. You wake up from your coma in the exact same situation as Motoko. You can be her if you want or simply someone else in a similar situation, which is not lacking in Night City, or be a new member of the Kusanagi siblings. Don't worry about your debt and the money needed to raise two gremlins, it's already paid off and your brother got a slight sponsorship from the burrito brand so you're safe for now.

Crippled [+200 CP]
Recovering from a coma like yours and regaining full use of your body takes time. It seems that even with those famous nanomachines, they are partially on the fritz. Instead of regain your ability to walk without assistance within a few hours like Motoko, it's going to take you a while: weeks or maybe month. At least there's some old gear lying around you, like beginner guides for Netrunners and plenty of junk to start learning the ropes as a Techie.

Scav Target [+200 CP]
Maybe they think your chrome will sell for a high price, maybe they think you're a threat that needs to be killed quickly, maybe you just look like an easy mark. Whatever the case may be, any Scavengers that see you will be very interested in killing you and chopping you down for parts. Even if you go on a killing crusade across the city, the unfortunate truth of the world is that there will always be more like them attracted to Night City, and thus you. Try not to start a city-wide incident, because the Cops only enjoy someone taking out the trash until it spills onto their shoes. To say nothing of those who are profiting off the Scavs and what they will do when you start inconveniencing them.

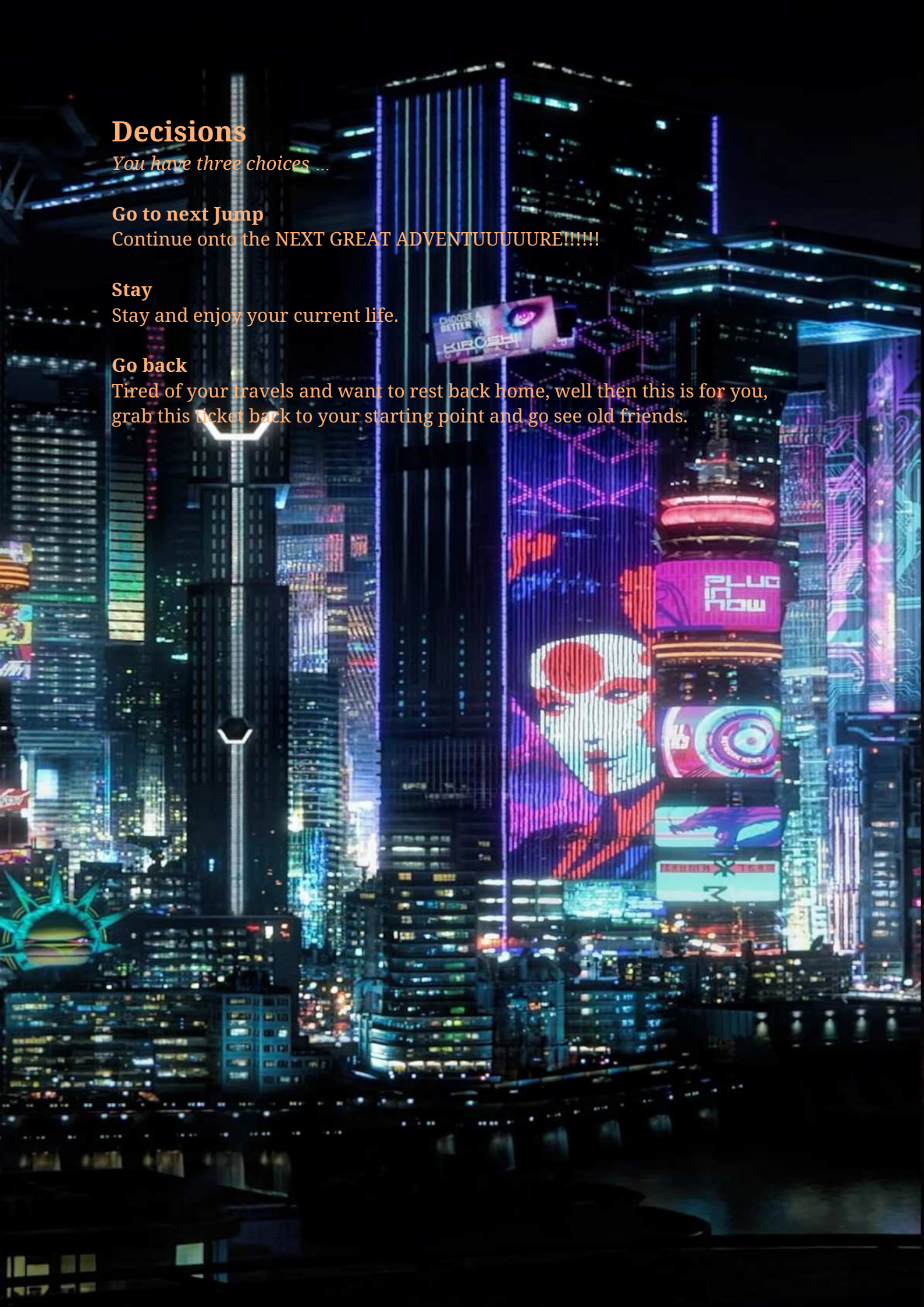
Maelstrom Target [+200 CP]
Maybe you're too "ganic" for their taste, or maybe they think you'd make for good entertainment or even a "recruit." In any case, as soon as a member spots you, he will try to capture or kill you. If they manage to capture you, they'll hook you up to some cheap chrome and make you fight in their arena. With every victory, they'll forcibly add more chrome to you.

Doormat [+300 CP]
You said you didn't want a drink, only to wind up five shots in with a little cajoling. You said you wanted to keep your old car, but now you've bought the newer model anyway. When it comes to your family and friends, you just can't seem to keep any firm boundaries, and end up caving to their suggestions and pressure constantly. When it comes to life and death matters, you're firm as can be, but outside of that, you're a pushover who lets others tell them how to live their life.

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Lockdown [+600]
You have no Out Of Context items, powers, or warehouse. Incompatible with Partial Lockdown [+400 CP]





Decisions

You have three choices ...

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Note:

Stat and skills:

The Body attribute determines Motoko's raw physical power, impacting her strength, toughness, endurance, melee effectiveness, carry weight and overall health and recovery.
Skill (Athletics, Street Brawler, Annihilation)

The Reflexes attribute determines Motoko's manoeuvrability, impacting her overall speed, dexterity, reaction times, and her ability to dodge.
Skill (Blades, Handguns, Assault, Driver)

The Technical ability attribute represents Motoko's technical know-how, particularly in the fields of crafting. repair and Engineering. and may well include First Aid and Medicine skills.
Skill (Engineering, Crafting, *probably Riperdoc or similar*)

The Intelligence attribute determines Motoko's netrunning proficiency. In addition to allowing her to hack interfaces, it increases her ability to manage programs, quick-hacks and makes it easier to hide her presence from other netrunners. It may also have an impact on general knowledge and education, including the learning of specialisms and skills.
Skill (Quick Hacks, Breach Protocol, Programming)

The Cool attribute determines Motoko's resilience, composure and effectiveness in operating from stealth. It may also have an impact interactions with other people as it measures the charisma and aura of an individual in the TTRPG.
Skill (Ninjutsu, Cold Blood, Rockerboy)

Xp and level up:

The only benefit for a level up is 1 stat point, and 1 skill point

Character level is 1000 times level we are going towards. So currently Motoko is level 1. She needs 2000 XP to get to level 2. And then she would need 3000 XP to get to level 3.

Skill and stats are the same. Level 5 Body where Motoko is at, needs 6000 Body XP to get to the next level. Of course unlike killing people there is a lot of diminishing returns for skills. Where killing people always gives the XP.

250 for a civilian.
500 for a normal threat.
750 for a dangerous character.
1000 for a very dangerous character.

Stat values for the gamer system:

Body 1 is someone pretty unhealthy. You can run... For a bit. You aren't very strong. You probably look very skinny.

2. Is like a teenager Omaeda is around here since he doesn't excercise and is over-weight.

3. Is an average non-excercising adult. You are capable of doing anything a person needs to do, but running a mile would be... Not easy.

4. This is where you start getting into people actually exercising. This is, You do some running and pushups from time to time.

5. You do some good exercises, and it shows.

6. Much stronger than the average person. This is where you would start seeing a lot of muscle definition, or people about to run a mile easily.

7. More than above.

8. You are exceptional.

9. You are an Olympic contender.

10. You are the best of the best. You could be an Olympic gold medalist.

11+ You have surpassed the human level through cybernetics. Gene enhancements. Drugs or something else in the Cyberpunk world to make you better.

Max stat 20. You have reached the maximum technology (Current Cyberpunk tech) can take you.

10 is the max level you can 'grind' out a stat. After that, you must use a stat point for numbers exceeding 10, and the same applies to skills with skill point like Programming 10 to bring it to 11.

PERKS:

When a skill reaches level 2, 5, 10, 15, or 20, you can choose a perk for it. Certain perks require having other perks in progress, such as Gun-Fu, which requires Grappling and Improvised Weapons. There are many more perk than the examples, so don't hesitate to imagine others.

Example of perk based on Mokoto's perks:

Recoil Reduction - Annihilation(Shotguns/LMGs/other High-Recoil weapons) 2 - Know how to best reduce the effect of recoil on your aim and on your body.
Slam Fire - Annihilation(Shotguns) 5 - You know all the ways to hold, cock and fire a pump shotgun, including holding the trigger down and slam-firing all the shells in the tube.

Gun Nut - Assault(Auto-Rifle/SMG) 2 - Pick up any gun and immediately know all its quirks and difficulties.
Rifle Ace - Assault(Auto-Rifle/SMG) 5 - Long rifles of all types(Assault/Sniper/Precision) are deadly in your experienced hands. You can ready your long gun to aim and fire in a blink of an eye.

Parkour - Athletics 2 – Improved traversal pathfinding. Instantly pick out viable parkour movement routes so you don't have to plan it out in advance.
Cat-Like - Athletics 5 - Fall from greater heights before taking damage, and take less damage when you do.

Ambidextrous - Blades 2 - Use your other hand as competently as your dominant hand.
Parry - Blades 5 - With a blade in hand, deflect both thrown and standard melee attacks.
Bullet Parry - Blades 10 - With a blade in hand, deflect both ranged high-velocity attacks, and high-speed melee attacks.

Wall Breaking - Breach 2 - Create a backdoor in the system after a Breach. Makes future access to a particular system instantaneous.
Ghost Touch - Breach 5 - Slow and quiet, Breach through a system as a ghost, without anyone the wiser.
Strong Breach - Breach 10 - A door is only as strong as the wall next to it. Damage code, break data & make your own path. Allows you to circumvent the normal locked doorways and to break into nearly any system. Will instantly alert anyone monitoring the system.
Team Breach - Breach 15 - Know how to work in a team of Netrunners to break through even the strongest firewalls when breaching systems. Know when and how to strike a system to let another runner maximize their ability, and in turn how to guide other runners to take up system resources to give you an advantage

Cool Nerves - Cold Blood 2 - Your body no longer suffers shakes or muscle twitches in combat.
Fearless Chill - Cold Blood 5 - Fear is a powerful enemy. Good thing your enemies think you have none. Fear is your ally. You have no fear.

Robotics Wizard - Crafting 2 – Other techs make machines. You can make life, or the cybernetic simulation thereof(i.e. sentient cybernetics; V.I.).
Enduring Builds – Crafting 5 - You can make it stronger, tougher and generally more durable. You know the tricks of the trade to make your product rough and tumble; resistant to the trials often encountered in the life of an Edgerunner.

Quick Draw - Handguns 2 – You can draw and holster your weapons as fast as possible.
Rapid Reload - Handguns 5 - Never drop a mag, or fumble a reload. Reloading your gun will never slow down your rate of fire.

Danger Sense - Ninjutsu 2 - You recieve a moments alert just before you are seen or attacked.
Cyber Ninja - Ninjutsu 5 - After Breaching a system, you can automatically upload a Daemon that makes you more difficult to be seen by members of the network. This ability increases in effectiveness based on your skill level of Breaching.
Ninja Running - Ninjutsu 10 - Not being seen is stealth as well. Move quietly, and quickly. Use stealth while sprint-crouching.

Debug - Programming 2 - At a single glance, you will know what is causing your program not to work, or where the program can be improved or made more efficient.
Inspired Programmer - Programming 5 - Inspiration strikes constantly. Never run out of new ideas while programming.
A.I. Whisperer - Programming 10 - Daemons, Smart Programs, Virtual Intelligence, Simple A.I. and true A.G.I. You don't just create a mind. You create sapient life.
Stress Testing - Programming 15 - The more you use your code, the more its weakness stands out to you.

Cyber Security - Quick Hack 2 - Massively increases time(x2) for opponents to Quick Hack or Breach your System.
Hacking Wizard - Quick Hacks 5 - Upload multiple Quick Hacks at the same time, to as many targets as you have identified(pinged).
Ninja Hacking - Quick Hacks 10 - Slip in hacks below the notice of your target

Perfect Musical Memory - Rockerboy 2 - You'll remember perfectly any song you've heard once . Including the musical notation needed to replay it as well as the lyrics.
Siren Song - Rockerboy 5 - You control your voice. You can sing. Croon like Sinatra, or Rock like Silverhand. You know how to get the most out of your voice.
Force of Personality – Rockerboy 10 – While performing, you know exactly what to do to draw the eye and ear, to force the attention upon you. Stand on a stage and throw a hand in the air, and none will resist you.

Grappling - Street Brawler 2 – You have mastered fighting techniques based on clinch fighting including: throws, trips, sweeps, ground fighting and submission holds. Your hands and body can lock your opponent into place.
Improvised Weapons - Street Brawler 5 - Sometimes in a brawl anything you can grab needs to be used. Know the best way to fight with day to day items that were not originally intended as weapons(i.e. You know how to use a ball-point pen or a roll of duct tape as a deadly weapon).