Cyberpunk 2077 Jumpchain CYOA

By Ovid

Welcome to the Cyberpunk universe in the year 2077. Night City is the city of dreams, both hopeful and shattered. Anyone can make it here, but far more end up slumped over in an alleyway.

While there is a ton of stuff going on, there is soon going to be a series of events of V and their goal of becoming a Night City legend. Unfortunately, most of those legends can be found in the grave, but V's quest to stay out of there should be epic indeed!

But you aren't V, so let's get started and figure out who you are. Here's **+1000CP** to get you started. It'll be the last bit of charity you can expect out of this setting…

Age and Gender: Free pick, but you should probably start as an adult.

Starting Location: Anywhere in Night City or the surrounding area.

Discounts: Pick a Background and Origin, each of which has its own set of discounts. Matching perks and items are 50% off, and matching 100CP options are free.

Background: Here's your past, and possibly your future. There is no Drop-In option, but there's a Drawback for that.

-Mercenary: Mercs, freelancers, whatever you want to call them, they are someone you hire to solve your problems. Mercs are used by all sides, as they are nice and unaffiliated (and possibly expendable). You've learned how to keep your head down and earn a pretty eddie solving other people's problems. But watch that hunger, as almost all Night City legends can be found in the graveyard.
-Criminal: You've had encounters with the law, or at least the gang known as "law enforcement". The laws never helped you, so why should you follow the laws? Time to carve out your own slice of the Night City pie.
-Corpo: Slang for a member of a mega corporation. Corpos are generally seen as slimy, greedy, and above all else, untrustworthy. But hey, the paycheck is good. The retirement benefits aren't.

Origins: You've got a role in this world, what is it?
-Fixer: Fixers are middle men between a client and the mercs. Keeps things civilized, and makes sure mercs get paid and clients aren't pulling a fast one, while ensuring gigs get done. Think you've got what it takes to compete with Fixers like Wakako and Rogue?
-Ripperdoc: Ripperdocs are part mechanic and part doctor. You have an issue with your cyberware or take a bullet to the gut, get to your Ripper. They also serve a critical service in Night City as vendors in the second-hand cyberware market, and not just as installers.
-Netrunner: Wizards of the Net, what little there is left of it. You aren't meant to be guns blazing, your skills are far more technical. Make drones your bitch, pry secrets from data fortresses, find info everyone else needs for gigs.
-Solo: Solos are the fighters, the soldiers. They do their jobs with guns, grit, and lots of blood, some of it theirs. But when you need to walk out of a trap, there's no one better to have at your side.
-Rockerboy: Part rockstar, part anarchist, and likely unpredictable. The Rockerboys of today may remember Johnny Silverhand, but a lot of them have been bought out or co-opted by the very Corps they should be undermining. There might still be a spark you can use to light the inferno though…
-Techie: Also known as engineers. You need to make something, find a Techie. Fix something, find a Techie. Make masterpieces out of Braindances? You get the idea. Techies also tend to be motorheads to some degree, and know the ins and outs of modern and classic vehicle technologies.
-Nomad: The people who used to be farmers, before droughts, bioweapons and greedy Corps took the land and water away. Now, they are Nomads, going from place to place looking for work and money. And while they may get little respect by ignorant city slickers, the Nomad families are always willing to come together and support each other. Even if families fight, they are still family. Blood ties are not necessary.

Perks:

General Perks: No discounts here.
-Wardrobe System (100CP): Or as some people might know it, the Transmog system. When it comes to clothes, you might be forced to pick between effectiveness and style. Now, you don't have to choose! First, any time you access your Stash from a property or vehicle, you can

create up to 6 outfit presets created from any clothing or wearable equipment you have ever owned or stored anywhere, including items from before the jumpchain started. 2nd, at any time, you can choose to apply one of those outfits to your current appearance. These outfit presets are entirely cosmetic, and can have as much or as little to them as you wish. Keep in mind that the outfit preset does NOT actually affect you, so having a scuba tank on your preset won't actually let you stay under water. On the opposite side, if you are actually wearing a fully armored outfit, if you desire, you could instead have your outfit look like you are completely naked! For other factors such as comfort or temperature protection, you can decide that. For example, if you don't want to be weighed down by armor in water while you look like you are in a swimsuit, or if you are on the moon and don't want your view obstructed by the helmet you are wearing. Lastly, while the Wardrobe System can pull from any clothing you've ever owned, you can choose for the outfit preset to be perfectly fitted to your current self, just in case you want to try those jeans from high school. The Wardrobe System also has a bonus effect that if you are at a clothing vendor, it can tell you what clothing options are not currently registered to the Wardrobe System.

-Cyberware Affinity (200CP): Some people have a higher affinity for Cyberware over others. Some folks have a limit to how much cyberware they can safely install and/or use. For you, this perk gets you as close to Adam Smasher 2.0 as anyone can get. You can have as much cyberware as you can afford, and not deal with nervous system or brain damage. Even crazy cyberware like the CyberSkeleton won't cause you to go cyberpsycho. Please keep in mind that this perk is redundant if the only cyberware you get is ones purchased in the Cyberware Section below. This perk is meant to protect from non-CP purchased cyberware. In exchange, after this jump, you do not have to deal with any limitations or drawbacks of cyberware/cybernetics/implants of other settings, including biological equivalents.

Background Perks:

Mercenary perks:
-Street Cred (100CP): As a mercenary, your reputation is your resume. As you become more well known, many things will change for you. More employers will offer you work and be less likely to try stiffing you, vendors will know you are deserving of access to their higher-end wares, enemies will fear you, and so on. However, there is a caveat, in that people will also hear how you get things down, and that can change how they see you. If you get a reputation for being the sole survivor of a dream gig that went nasty, others might start to wonder if they really want to work with you. Don't worry though, you'll always have a few chances to turn around a negative reputation.

-Playing a Role (100CP): You are able to act out whatever role you need to infiltrate past the first few layers of security. You can bewilder with technobabble, bluff with a "what's that behind you", bully like a Corpo, and so on. Be aware that using specific names can potentially backfire if that person has had a change in circumstances. For example, claiming you are doing a security check under Abernathy's authority doesn't work when Abernathy "committed suicide" 2 days ago.

-Takedown (200CP): If you manage to sneak right behind someone and get your arms around them, you have the skill, knowledge and ability to either take them down lethally or non-lethally. However, the longer you take to decide what to do with them and/or if they are much stronger than you, the more they have a chance to break free.

-Battlefield Analysis (200CP): Your eyes are quite good, and when looking at a potential battlefield, you will be aware of any noteworthy assets. For example, decent cover, explosives, traps, security devices, structural weak spots, alternate paths, and so on. You do actually have to look around though, so don't expect to get through a minefield you've never seen before blindfolded. As a bonus, you'll also be able to see ricochet paths for appropriate weapons, like the Power type guns such as the Nue or Masamune.

-Dangerous Aura (400CP): There's something dangerous about you. Maybe it's your muscles, your well-maintained gear, or just a look in your eye? It could even be your reputation of killing everyone in your way. Whatever it is, you've got a good chance of convincing people not to try fucking with you. This works better the more capable you are at actually taking them down, so in a way, it's just broadcasting to them how screwed they'd be if they tried. This can be toggled on and off, if you wish.

-Merc Neutrality (400CP): You are a Merc. You do a job, get paid, and move on. As a result, as long as you would be willing to do work for a group, that group won't hold you directly responsible for any past actions you took against them on behalf of another client. But if you refuse to work for a group, they may consider you an enemy if appropriate. But who actually *likes* the Scavs/Maelstrom/Wraiths? However, if you personally waged an open war on a faction, then they'll still judge you as normal, since that was you working for yourself. If you weren't caught, then that's a different story.

-Not On Comms (600CP): Despite living in a world where it seems like damn near everything is on a network and recording, you've got a talent for keeping things secret. You could organize a heist or raid, or talk about Corpo secrets, and it wouldn't leak to anyone capable of stopping you. Through a combination of information security, communication protocols, and other methods, you can get everything in place without potentially warning your target, even if they have their fingers in all the communications systems. You could even talk about your plans openly, in a hallway with a bunch of people, reveal identifying details within earshot of prostitutes of varying loyalties, and still not have your ass get reported post-job to interested parties. Plus, talking to someone who is trying to track you wouldn't reveal you, and even downloading a file with malware in it wouldn't do anything harmful.

-Knowing The City (600CP): You've lived here for a while, so you know what's around. Your experience in this city lets you know what you could repurpose to achieve your goals, whether that's a solar power plant to EMP an AV, or where various coffee shops are, or what companies used to own what parts of industrial areas. Or maybe you just need an abandoned building to survive a sandstorm, or just sleep for a night undisturbed. This also extends to further away

assets that affect your local area, like a communications satellite that covers North and South California. This is a broad amount of knowledge that any long-term resident would know, but doesn't cover secret or classified knowledge. For example, the layout of the sewers or train or Maglev tunnels is fine, but not the specifications of a facility under Arasaka Tower. Post-Jump, this perk applies to any city or large area you've spent at least 6 months in.

Criminal perks:
-Non-Lethal Addictions(100CP): Distribution and sales of addictive drugs can be one of the prime money-makers for criminals, but a lot of these drugs can have permanent negative side effects, including death. But if a customer dies, you can't keep getting money from them. You have the knowledge & skill to convert addictive drugs into non-lethal variants, that also minimizes permanent long-term harm. Even Glitter will still have its potency, but now you can sell more of it to people without having their nervous systems fry. The more addictive the drug, the easier it will be to convert to non-lethal. This can be any chemical or compound injected, inhaled, inserted or otherwise put into a user's body.

-Established Territory (100CP): A gang can have a bunch of members, but until they have a place to call their own, they're just hooligans wandering around. Any group you are a part of can establish an area as "yours". You would first have to claim it, and defend it from any previous owners, but once you do, that territory is now yours/the group's. Anyone inside it will know whose territory it is, and who they should hold loyalty/fear/fealty to. In addition, you personally will know when another group is trying to take over and/or threaten part of your claimed territory. If necessary, you can delegate that last function to other people in your group.

-Open Recruitment (200CP): No matter how well known an individual gangster is, a gang is more than just one person. You need to recruit to have new talent/blood coming in. Your group can set recruitment standards, and potential recruits will start filtering in. The more open your standards, the more people who will enquire about joining. But if you want to make sure you only want trustworthy people, or non-corpo spies, or chrome-worshiping transhumanists, your future recruits will be narrowed down to them, even if the overall number is decreased. Any recruit that joined under a set of recruitment standards will still be loyal to those standards, though if the standards change, the recruit will have a certain amount of flexibility. For example, the Valentinos openly recruit anyone who'd join so long as they stay loyal to the group's values, which is a big difference compared to Maelstrom's methods of forcing dehumanizing cybernetics on recruits and going through risky medical procedures just to get into the gang.

-Laundering (200CP): Even in a place like Night City where everyone has done some degree of illegal activities, a gang occasionally needs a clean business to launder their cash. You've now got some impressive skills for setting up these clean fronts. You know how to find relatively clean lackeys who will keep their mouths shut about anything behind closed doors, how to minimize losses in a business's cash flow, and keep everything generally above board and non-suspicious. You could make any front business from a laundromat, to a clean-ish casino operation, and so on. And more impressively, any front business will be legitimately profitable, even before any dirty money infusions.

-Interconnected (400CP): A gang's power comes from the threat of action by the whole in response to attack on the individual parts. But any group is made of individuals, and sometimes those individuals make bad decisions. Like deciding to nearly start a gang war over a "disrespect" by another group, or deciding that guard duty is the perfect time to take a smoke break. With this perk, the members of your group will have an instinctive sense for when they are about to do something the rest of the group would disagree with. In addition, if anything happens to a member of a group, like being forced unconscious, being kidnapped or killed, the rest of the group will become immediately aware of who, what and where it happened. This might be because they are all on a shared subnet, or someone's telepathic, or so on.

-Filling a Need (400CP): Even in a place like Night City where pretty much everything is for sale, a buyer has to first know that a product/service exists. Through a combination of word-of-mouth, subtle advertising, and the reputation of your group, you will always be able to find a customer for any goods and/or services your group provides. Drugs, weapons, stolen cars, security work, assassinations, and so on. No matter how restricted, immoral, or legality, you can always find someone interested in what you've got.

-Creeping Corruption (600CP): Selling products & services is all well and good, but what if they are illegal? Normally, you'd have to worry about politicians changing laws and law enforcement cracking down on you. Instead, your group's offerings are so enticing, not even people who are supposed to know better can resist. Offer a VIP sex club pass to the city mayor, or sell XBDs to a cop. You could have politicians, law enforcement, priests, and all other sorts buying from your group. More importantly, you can figure out how to use these sales to corrupt and use said people. It's up to you if that comes in the form of blackmail, favor trading, spying, espionage, and so on.

-Change in Leaders (600CP): In any group, leadership can change. Sometimes it's a bloodless coup, but in places like Night City, it's usually with blood and spent lives. And sometimes, those spent lives can leave resentment in the remaining members, meaning that a new leader has to watch for disloyal people. This is not the case for you. If you can seize control over a portion of a group (up to the entirety of the group) somehow, no one ranking above or below you will consider it to be particularly problematic. Maybe they think it's just a price of doing business, maybe they think you'll run things better, or maybe they think might makes right. No matter what reason, you will have the loyalty of those below you, and the forgiveness/permission of those above you. Finally, you don't even have to be a part of a group originally to take leadership in it.

Corpo perks:
-Goal Oriented (100CP): Everyone knows Corpo work can be soul-crushing. So it's a good thing you know why you are working this job. Whether it's for family, revenge, or whatever other reason, anytime your motivation starts to waver, you can easily and quickly recall why you went down this path in the first place. But you may want to try not to use "happiness" as your motivation, as there's pretty much no Corpo in Night City that could be considered happy.

-Corpo-Speak(100CP): You know exactly what to say to put people under you in their place. Corpos don't have time to be nice to the help, they just have to do what they are told. This comes with a bonus of not being judged negatively for how you treat your social/economic inferiors.

-Position Of Power (200/400/600CP): The Corpo rat-race is a brutal one, where you ascend over the literal bodies of your enemies. But you aren't starting out at the bottom of your organization's ladder now. You've got a decent mid-tier position in the organization you are part of at the start of this jump, and the skills to fulfill the official and unofficial job description. You may buy this perk a second time to be placed in an upper-level position, and can buy it a final 3rd time to be part of the leadership (if not the actual leader). In future settings, you may have this perk(s) take effect as long as you aren't a Drop-In-type of origin.

-Intimidating Reputation (200CP): If a Corpo has any sort of position in a Corp, they usually have better things to do with their time than dealing with issues themselves. That's what minions are for. But those minions are also members of the Corp, so they're looking for their own advantages, like potentially getting blackmail on you. Except you now have such an intimidating reputation that all your subordinates wouldn't even dream of collecting sensitive material on you, even if you ordered them to torch a car you had a hit-and-run in, or dispose of bodies, or so on. This works on subordinates and social inferiors, but not equals. But at least your rivals will have much less potential material to find.

-Vital Asset (400CP): In the vast majority of cases, MegaCorps consider betrayers and turncoats to be the lowest of the low, to be exterminated with prejudice. Well, if the party being betrayed is the Corp in question that is. But in very very rare circumstances, some individuals may be considered valuable enough that when they are recovered by the original party, they are instead somewhat forgiven for their actions, as long as they are providing a service to the organization. This applies to you now. You will also not have your actions restricted, or be considered an actual traitor.

-Windows of Opportunity (400CP): The life of a Corpo may be fraught with opportunity & danger from within their own organization, but sometimes you still have to deal with the other megacorps too. You have extraordinary luck, skill and/or talent for finding opportunities in other organizations, whether that's a nice chunk of blackmail, or someone wanting to leave, or someone who just wants to be paid more. Sometimes it's not a person who is the weakness, it may be a legitimate stroke of luck. For example, It's not your fault a courier for another corp just got run over by a truck, and their bag full of actionable intel landed intact right in front of you.

-False Trails (600CP): No Corpo will ever have clean hands. This world simply doesn't allow it. So, if you have to do heinous activities, why not have the proof point to anyone but you? You now have the skill & ability to have any plans or actions you make lead investigators to another person/entity/organization. Kill a whole board room of politicians via hacked implants, and have the trail lead to the company that made those implants. Or kill someone in a crime of passion, and somehow get lucky by having a scapegoat try to escape the building after you declare a

building lockdown. At worst, your detractors will idly think “What if they did it…” about you, and at best, you’re free and clear of blame and suspicion.

-Company Knowledge (600CP): The higher up in a group you become, the more you will learn. Normally, this would just be on-the-job training/learning, more responsibilities, and so on. But you also learn the intricacies of the group too, like who’s screwing who, who hates who, what topics not to bring up and so on. With this perk, you gain a sort of universal knowledge on everything involving your group. Everything about the people in the company, everything the group has done or created, etc. This is not dependent on your position either. For example, you might just be a lowly janitor for Arasaka, but you’ll know all the gritty details about the Relic and on every engram in Mikoshi. This perk triggers on any organization you start a jump in, and then on any other organization you have joined if you’ve been with it for at least 1 year. If you leave an organization, you will know everything up to that point you left. Lastly, the information you receive must be known by someone or recorded somewhere in the organization.

Origin Perks:

Fixer perks:
-Professional Reputation (100CP): In Night City, a reputation is important. But as a Fixer, your reputation is everything. Who would trust a Fixer who’s not known for anything, or worse, is known for being unreliable? With this perk, your reputation is almost a living thing, and spreads quietly by a variety of methods, focusing on what people would trust most, whether that’s word of mouth, whispers on the street, reviews, and so on. Your reputation will basically be what you want professionally known about yourself. For example, a Fixer wants to be known as both a trustworthy neutral entity, but also someone not to be fucked with. For example, one Fixer in Watson is known as “gentle” but if a merc tries to cut her out, she’ll spread the word and no one will talk to them.

-Social Spiderweb (200CP): You have extensive skills in creating & cultivating relationships with people from all walks of life. You could have a Corpo sit down for drinks, then have a homeless person drop you interesting bits of gossip. You are also very good at separating a client from the merc doing the job, for purposes of secrecy, and everyone being treated as agreed upon.

-Reliable Fence (400CP): In addition to acting as mercenary talent agents, Fixers also act as fences and info brokers. Sometimes a client doesn’t have cash available to them, so they pay with an item or service. You are excellent at getting near- to full-value out of whatever you are trying to sell, as well as “cleaning” everything up so nothing is traceable. You never know when you need to offload a security-laden supercar, so it’s excellent you also have a network of potential buyers for anything that enters your possession.

-Fixer Royalty (600CP): The very best fixers have the biggest reputations, but have you ever wondered how Rogue could be well known for launching an attack on Arasaka, and still manage to live another 50 years undisturbed by them? Normally, it can be a delicate balancing act of knowing when to go quiet when a job goes too-well/bad, and maybe tossing tastier bait to your

pursuers. But in your case, you don't have to worry about walking that blade-edge. No matter how your plans/operations/schemes go, as long as you weren't directly involved in the execution, you will not be drawn into any retaliation or consequences. And even if you were involved, the repercussions will be much less than they should have been, though you still have to not get caught at the scene.

Ripperdoc perks:
-Medical License (100CP): ...Or at least, the skills and knowledge to get one. Ripperdocs are the medical professionals most people use, and have to have the skills to keep a person alive while they are being carved up for cyberware installation/maintenance. You've got medical knowledge rivaling any Ripperdoc, as well as having all the knowledge and skill to make the various Implant Anti-Rejection treatments that actually made cyberware truly available for all, back when Generation Two cyberware was coming out. And yes, those treatments work for any sort of cybernetics/mechanical augmentations, even in/from other settings.

-Aesthetic Artist (200CP): You can handle any cosmetic issue a patient/client could ask for. You can handle anything up to and including a full bodysculpt, including eyes, hair, skin, facial structure and so on. In addition, you have the skills to be a tattoo artist. You can create tattoos matching whatever the customer is visualizing, and adding in bonus features in, like smart-weapon-link, or subdermal LEDS, and so on, with no complications. You can also remove anything of these categories safely, quickly, and without any complications, even if you didn't do the job originally. Tattoos and dermal modifications can be messy. In addition, you know how to make and apply all the varying grades of RealSkinn, which is the skin overlay to make cybernetics seem more natural. They come in various degrees of protection (bulletproof, blade proof, fireproof, as examples), realism and sensitivity.

-Fingers Special (400CP): Not every Ripperdoc has access to great, or even good cyberware or medical supplies. Sometimes you have to use the trash everyone else turns their noses up at. That's when you have to get creative. You have the skills and ability to turn junk medical equipment, cyberware and supplies into "good-enough" equivalents. Turn rusty metal into usable surgery tools, contaminated drugs into decent enough drugs, use trash to patch up someone's failing cyberware, and so on. And if anyone complains about the looks, well, they can always cough up the cash for better supplies that you can then improve on.

-Don't Die On Me (600CP): You could be the greatest Ripperdoc in the world, but you can't control what your patients do, both to themselves and others. If a patient can get themselves to you, as long as you start working on them, they won't die on your table, whether from fuckups, trauma, bad implants, poisons/toxins, and so on. You could even keep bioware (the biological equivalents of cyberware) running, and even put bioware into a second-hand user without it breaking down and killing the user, despite the bioware not having been grown for them originally.

Netrunner perks:

-Multitasking (100CP): It is normally very hard for the human brain to focus on multiple things at once without suffering a big drop in effectiveness. That may still be true for you, but when it comes to netrunning/hacking/etc, you can easily keep track of multiple streams of thought at once. You could upload dozens of cyberattacks at once, as if you had focused on each one individually and they all occurred at the same time. And this comes at no added cost to yourself, in terms of stress, heat, loss of focus/progress, etc.

-Signal Control (200CP): Night City is riddled with different electronics systems. Cameras and turrets are everywhere, especially in Corpo plaza. Cops, gangers, even normal citizens can all have biomonitors or other integrated communications systems. Other netrunners might need to shut down signals manually, but you have the unique ability to establish connections to those devices and control what they send out. Prevents cameras from alerting anyone, prevent enemy comms from calling reinforcements. You can even shut down enemy netrunner support by preventing them from affecting the battlefield around you, and even protect yourself and allies from being affected by combat quickhacks like Overload and Overheat, and even prevent ultimate quickhacks like Suicide or System Reset from affecting your team. This area of effect radiates out from yourself, and is normally limited to your sight lines, but can be further extended by any camera systems. In future settings, this ability is not reliant on cyberware, and can even work on magical or alien-tech equivalents.

-Net Visualization (400CP): The Net isn't your grandpa's internet. It's crawling with programs designed to fry your brain, AIs who want to do god-knows-what, hostile netrunners who would see you as either competition or a victim, and ignoring all that, you still have to keep your meat body safe. Thankfully, you've developed the ability to visualize the Net (and any other data repository) in any way that you'd best understand it. This means you could Breach network security by seemingly playing a simple mini-game, then access and manipulate data how you wish. Even better, you can do this in a single moment of real-world time. However, be advised that your speed is as fast as anything on the data network, so while you'll be able to keep up with digital entities, they aren't frozen in time and can still react.

-Surge Protector (600CP): Netrunning is not a safe practice. If it goes badly, your brain can get fried, or your body cooked alive by overheating, or you could get separated from getting back to your body. So take this protection. Any attack on your mind will instead affect your cyberware or other connection method. Any attack on your cyberware will fail safely, meaning while your cyberware might get ruined, you yourself will survive it without any harm. If you ever potentially get stuck outside of your body while netrunning, you can do an emergency eject to bypass anything preventing you from returning to it. Lastly, this will also prevent you from getting accidentally exposed to and/or killed by something like Soulkiller. In other settings, this perk also protects against psionic/soul/magic attacks against your mind/soul, with any damage instead being redirected to your equipment instead of you.

Solo perks:
-Weapon Handling (100CP): As a Solo, weapons are your lifeblood. So it's a good thing you know how to use them. You've got at least basic proficiency with pretty much any weapon you

can pick up and use. Guns, melee weapons, grenades, your bare fists, so on. When it comes to throwing weapons like grenades or knives, you've got a damn good throwing arm and can get pretty close to your target, whether that's a grenade between someone's feet, or a knife between the eyes. Anytime you encounter a weapon new to you, you will instantly have a basic idea of how it operates, as well as any special abilities it may have.

-Subcontractor Work (200CP): NCPD is pretty much always overworked, so gigs will come from law enforcement when they have reports of criminal activity. You are essentially a bounty hunter, and are legally empowered to go after criminals. You won't even have to worry about things like "trespassing", "reasonable force", or pretty much the rest of the legal consequences. To be fair, you also don't have a badge and aren't actually a member of law enforcement, so don't get any of their benefits. But when they are paying you to go after criminals wanted alive or dead, it's a pretty decent source of money. Please keep in mind, this only lets you go after criminals. Any reports of you going after law-abiding citizens will get the normal police response.

-Always a Way Forward (400CP): No matter the security system or the defenses, there's always a way through them. The captain of a guard team will have the access token you need to access the locked down elevator, you'll find a clue leading to where a kidnapped kid was taken, or you'll find a network router in the middle of a residential block that points you to the next clue. No matter the method you end up using, you will never be locked out or reach a truly dead end.

-Threat Detector (600CP): You've got an innate sense for when someone is starting to detect you, as well as when they are aiming at you. You also know where they are, as their position is revealed to you. A sniper, someone about to throw a grenade, an artillery barrage, a netrunner preparing a quickhack, and so on. This lets you either dodge, get behind cover, or counter attack, depending on your options. Lastly, this sense will alert you even if you are unconscious or impaired.

Rockerboy perks:
-Bleeding For Your Music (100CP): Anyone who thinks music is easy has never seen the blood artists shed, both working their instruments, and the jobs they have to do to support their music aspirations. Here's a boost to let you shed less blood. You have the ability to mentally compose music with ease while doing other things, such as working your fingers to the bone as a cruise ship waiter. It doesn't have to just be music, it can be any form of "art". Lastly, pick one style of music, and you will have an immense talent for it.

-One Night Only (200CP): You can organize events at the last minute, with zero notice to the fans, and still be able to fill the house. You can potentially include the media if you want, but if you just want to rock out for a night, get the band together and go. It doesn't matter how rich or famous you are, you won't have any issues with psycho fans, muggers/thieves/hostage takers, or anything else that might normally be a risk with a lack of security. Even Corpo spec-ops will wait till after the show is over.

-Getting Past The Censors (400CP): You can imbue a message into your music or other communications that won't be noticed by anyone looking over your work prior to being released. For example, a song that's translates to "fuck me all day, I'm your fuckdoll" (which is acceptable in a world that monetizes sexual exploitation like this) could have a "fight the power" instrumental song as the background, (less acceptable when "the power" is the Corporations, such as the one that released this track).]

-Emotional Authenticity (600CP): When it comes to music (or art), one of the most important things is being authentic. When you are feeling the emotion yourself, your fans can detect and share in that. Without that, you're just someone saying words. You have an amazing talent to imbue emotion into your work, and others can feel it too. You could use a rock song to incite a riot, use a BD to share a meditative state, and turn a painting into a masterpiece (or at least into a very expensive piece).

Techie perks:
-Mechanic Skills (100CP): You can't call yourself a Techie and not be at least something of a gearhead. You've got the knowledge and skills to be a mechanic in pretty much any garage in Night City, no matter how advanced or simple the vehicle you'd be working on. Need to hotwire a car to bypass a failed component? A quick glance and a quick tug gets the job done. Need to do a complete engine rebuild? Give you a week and some parts sourced from a scrap yard, and it'll be purring like a million Eddies. As long as it's on wheels or tracks, you can maintain, fix, and improve it. This also applies to vehicles that hover, or fly (like AVs), or even float on water. Lastly, since there's not much point in keeping a vehicle running if you can't drive it, any vehicle you can fix, you will have at least the basic skills to operate it.

-Crafting & Disassembly (200/400/600CP): Some people will pay for their gear, or steal it from someone else. You have another option, and that's making your own gear. You can disassemble items into different types of crafting components, and then turn those components into desired items that you have the crafting spec (or blueprints) for. You can craft at any time, without any tools, with only a few seconds of build time. To disassemble something, you have to be able to move a select object around yourself somehow, and it can't resist you (such as an active robot). And when you craft, if you include higher quality components into an item, you can create a higher quality/more effective version of that item, potentially with bonus features not on the original crafting spec. As you disassemble and craft more, you will learn to create more components when disassembling and use less when crafting, to the point you can somehow disassemble an item into more components than it took you to build it in the first place.
--For another 200CP (total of 400CP before discounts), you gain the ability to learn and create copies of the crafting specs of whatever you've disassembled 5 times. For example, disassembling 5 Overture revolvers lets you learn how to craft an Overture yourself. From there, you can keep one of those crafting specs, and do whatever you like with the other copies.
---Lastly, for another 200CP (total of 600CP before discounts), you can take any previously existing item and modify it without destroying it. Increase it's damage or armor penetration, modify a smart-weapon into not needing a smart-link cyberware, cause a gun to shoot explosive/incendiary/shock/poison/tranquilizer rounds, cause shoes to let you move faster, that

kind of thing. The more you practice modifying gear, the more mods you can learn to incorporate into a single item.

-Braindance Virtuoso (400CP): Brain Dance (BD) is the current greatest technology for recreational activities. Take a person with a Brain Dance recording implant, and whatever they experience can be turned into a mass-produced memory and sold to the masses. It can be any experience, whether it's robbing a store, having sex, being in a gun fight, or even dying. Any BD user can experience everything the recorder did: emotions, pain, pleasure, everything. But you can't just take the raw memory and just sell it, that can cause too many highs and lows for the customer. You might even want to enhance one facet while lessening another. You have immense skill on finding worthwhile BDs, editing them into desirable products, and marketing it to a suitable audience. And since BD editing has such a high job turnover, you also have a degree of emotional fortitude, and can endure with relative ease having to relive someone's snuff film a dozen times while you edit it. You also have the knowledge of all BD-related technologies, from recording implants, to BD wreaths, to editing equipment, and could make them yourself from basic crafting materials.

-Permissions Rewrite (600CP): The rich and powerful have some of the nicest stuff. Vehicles, weapons, cyberware, etc. Know what stops people from just taking that nice stuff from them? The fact that many of these goodies have fail-safe (or not-so-safe) systems. Cyberware deletes all its programming, robots will shoot you, guns brick themselves, cars won't even start. So that's why having the ability to add or remove people from the permissions list is extremely useful, profitable, and risky. As long as you can get physical access to a device, you can add yourself & others to the permission/ownership list, remove the old users, or reset a device to fresh-from-the-factory, all in a time period ranging from a few seconds to a few minutes for the more complex devices. You won't even have to worry about any ICE, or other defensive programs. Post-jump, you can also use this ability on non-technology objects, like a sword for a chosen one, or a ring of power made from a part of a wizard's soul.

Nomad perks:
-Badlands Living (100CP): Nomad life isn't easy. The badlands will kill you as surely as any bullet in the city. You know how to deal with the various issues of living in badlands. Hostile patrols, contaminated water, immense heat, sand everywhere, little food, few mechanical parts, and so on. This knowledge will apply for any sort of desert you encounter, and as a side-benefit, will give you a small social boost when dealing with the people who live in them.

-Smuggler (200CP): You know all the tricks, strategies and threats of getting illicit cargo past authorities, regardless of if that's items or people. You know who to bribe to get past border patrol/customs, what areas to avoid because of patrols/minefields/etc, how to hide contraband in unexpected places, and if all else fails, the crazy driving skills to get away from pursuers. That last bit is also great for street races, if you want.

-Tunnel Awareness (400CP): Nomads know the badlands well enough to know that tunnels can be great opportunities. They can be used as shelter from the environment, or to hide from

patrols, or to get past border patrols, or even attack a target from an unexpected direction. Because of this, you have a 6th sense of sorts for finding tunnels/caves/etc that you can use for your current objective. You could find a tunnel past an obstacle, or navigate through caves you've never seen before, or pick a cave that isn't inhabited by a threat. You can also find caves or tunnels close to your objective that you can break and/or drill through to get to your goal.

-Nomad Family (600CP): If there's one thing the vast majority of Nomads can agree on (except the Raffens), it's the importance of Family. A family might have the worst arguments and fights, but when a threat appears, the family will unite and have your back. For a jumper, this means that any group that could be called "family" will always come through for you when it's important, as long as you are true to the family yourself. Your family might lose their lives or freedom, but as long as your goal is even tangentially meant to benefit the family, they will think it worthwhile. This effect may be extended to a larger group beyond a close-family, with diminishing effects as the social/emotional distance increases.

Items: Buildings follow you, or can be stored in the Warehouse post-jump.

Generic Items:
-Untraceable Account (Free): When you live in Night City, sometimes you need money that can't be traced by the media, police, internal affairs, or nosy spouses. You have an electronic account that automatically launders any amount of money paid to or from it, even cash somehow, either entirely anonymously or as innocuous transactions if needed. This is great for not leaving a trace, but good luck figuring out what drunk-you spent several thousand eddies on at 4AM.

-Stash (Free): Stuff. Material goods. One man's junk, another's treasure. No matter what you call it, you are going to be accumulating items. So it's a good thing you've got a Stash, right? A Stash is effectively a shared inventory between any of your apartments or homes and your vehicles storage spaces. It's effectively limitless in how much you can put in there as long as the item can physically fit in the trunk (some call it a boot) of your car or SUV or motorcycle storage. Stash contents do not affect your vehicles or residence(s), and cannot be detected by external scans, at least until you open it. Your residence(s) will have a big crate where you can pull stashed items from. However, you cannot put living organisms in the stash, and the vehicle or residence must be yours. Thankfully, any vehicle that belongs to you alone is automatically connected to your Stash. If you have Companions with you, your Stash does not connect to theirs. Lastly, the Stash's contents are not affected by jump completion, and will be intact in future settings.

-MaxDoc & Bounceback (100CP): It's kinda crazy what these little aerosol inhalers can do. Take a puff off one and you'll start healing up. Maxdoc gives an instant boost to your health, while Bounceback gives you a much smaller instant boost but also speeds up your health regeneration. You have a crate each of these things, as well as the crafting specs to make more. You could even make the more advanced versions too. However, while these will keep you alive longer, if you are still on fire, you're going to need to keep puffing on more and more of

these. Lastly, these little gems are weightless and won't slow you down, so it's always good to keep a few dozen handy. You never know when a choom might be bleeding out and need a puff.

-Apartment (100CP): Everyone needs their own place. You've got a small apartment of your own. It comes with a good sized-bed, a living room area with a TV and BD player, a food and drink vending machine, a bathroom with shower, a closet, and a computer. You also have a separate room that you can do whatever you like with. The apartment is paid off for each jump, and comes with a parking spot.
-House (200CP): If you want more space of your own, or just don't like shared walls with your neighbors, here's your own house. It's 2 stories, has a 1 car garage, kitchen, living room, 2 bathrooms, 3 bedrooms including the master bedroom. The bills are covered for every service you want, plus taxes are paid off permanently.
-Mansion (300CP): Oh, you've got money, huh? Well, time to go for the Mansion upgrade. 2 stories, lots of windows (it's really CrystalDome tech instead of glass), a pool, enough display room for all your trophies, fancy kitchen, absolutely luxurious bedrooms and bathrooms, and even has an underground garage level. It also has its own security, which could come in the form of being only accessible by elevator, or it's walled off and has a gate, or whatever. The view is pretty nice too. It also has the same bonus features as the House option.

-Weapon (100CP each, 1 power pistol & 1 melee free): In Night City, everyone should have a gun. You can even buy a Slaught-O-Matic pistol out of a vending machine for 90 €$. So here's your chance to get your own gun or melee weapon. Any weapon purchased with CP will be perfectly maintained, cleaned, and ready to use. You'll have a stockpile of weapon-appropriate ammo you can always refill from available either in your home or your Warehouse. Each purchase comes with a weapon of the highest quality available, plus the crafting specs of all quality tiers to make more. Lastly, you may take two free purchases of this item which you must use to pick any one power pistol (no revolvers) and any one melee weapon. You cannot use this Item option to get Iconic Weapons, or the Mk31 HMG. Any weapons purchased here will scale with your own growth and abilities.
--Iconic Weapons (200CP): There are certain weapons out there that are different from the normal production versions. Some examples are Saburo Arasaka's katana Satori, or the talkative Skippy smart pistol, or the Araska Prototype Shingen Mark V that fires exploding rounds. All of these can be very powerful, and now you get your own copy of one of these Iconic weapons. Each purchase comes with a copy of the Iconic weapon at its highest quality possible, and the crafting specs to make more of it at different quality tiers. You also have the crafting specs to upgrade a lower quality to a higher quality.

-Ammo Storage (0/100CP): You can have all the guns in the world, but if you don't have the right kind of ammo for them, a gun is basically a door stopper. So it's a good thing that the local ammo is weirdly universal for each weapon type. For example, pistol rounds will all work no matter if you're firing them from a Lexington auto-pistol, a Malorian Overture firing .42 caliber rounds, a Omaha tech pistol that fires 3 solid metal projectiles per "round" used, or a Smart pistol's gyrojet rounds. And Rifle ammo is even crazier, since you can use it for assault rifles, SMGs, LMGs, and even Militech's Tech Precision Rifle. Anyways, you now have free crafting

specs for Pistol, Rifle, Sniper, and Shotgun ammo, which can be used for any ballistic firing weapon of that type, including guns from other settings. If you want your own source of ammo, for an additional 100CP, you have appropriate ammo storage for tens of thousands of rounds of the various types, and it restocks daily. Don't worry, you can somehow manage to fit it into a closet or somewhere out of the way, and never have to worry about your ammo cooking off by accident or malicious sabotage.

-Armored Clothes (100CP per set): Clothes in Night City are actually pretty cheap. Just go to almost any clothing store and check out the holographic prices. But that's all the unarmored stuff for casual civilians. Clothes get expensive once you start looking for subtle and weightless armor, but that's a worthy price to pay for Corpos and Edgerunners who might need to stop a bullet or a couple dozen. Pick a full set of clothing, from shoes, lower body, underwear, inner and outer torso, facial wear and a hat, and it'll only cost 100CP for each set. However, while all these clothes will have the highest base armor possible, they will not have any clothing mods installed, so you will have to find those on your own. But hey, now you can pick up a set of Corpo-Chic clothes without having to murder your wallet at Jinguji. All clothing purchased with CP will auto-repair, auto-clean and even auto-iron/fold itself. The defensive capability of your clothing will also scale with your own growth and abilities.

-Car (100CP each, 1 MaiMai or Galena free): Cars are all over Night City. Most people have one, or access to one. Sure, you could try public transportation, but that limits where you can go. Each car purchased with this option comes with an automatic driver mode, a "come to owner mode", will be completely repaired the next time you call for it, and will have access to your Stash. You may pick any car, truck, SUV, or motorcycle in Night City or the Badlands. To get you started, you get one free purchase of either a Makigai MaiMai or a Thornton Galena. Each car has effectively infinite fuel, and will never need maintenance.

-Drop Point (200CP): All across Night City is a series of pseudo-vending machines. These Drop Point machines will pay eddies for whatever you wish to sell them, from junk to weapons to one of a kind paintings. Some fixers also use them to store and dispense payment to successful edgerunners. But here is your very own Drop Point. Unlike normal machines, it will buy anything from you, and pay you in whatever currency is locally used, and even has an unlimited budget. However, it has a few special functions. It will keep a record of whatever you or someone else has sold to it before, and sell duplicates back to you at a mark-up price, which is basically whatever a vendor would normally sell the item for. The duplication process somehow works on unique items too, you just have to have the cash to buy it back. Anything sold to or bought from the Drop Point is essentially untraceable, so don't worry about selling a dozen Nekomata Tech sniper rifles to it, despite those supposedly being a controlled item in Night City since they can punch through armor plating and walls.

-CyberSkeleton (300CP): One of Arasaka's recent projects, the Cyberskeleton is a prototype combat system that was originally designed for Adam Smasher, but had issues with turning its test users into cyber psychos due to the fact that it is essentially a full-limb replacement system and the user is just a torso and head. The project was further setback when the Arasaka

executive in charge of the project over-consolidated the files inside his own head, then got himself kidnapped and killed. Arasaka was able to partially recover the files, but the project was shelved when a Night City solo was coerced into installing the CyberSkeleton to completely demolish a small Millitech army with Basilisk- and missile-artillery-truck support, but then went after Arasaka personnel in Night City center. Finally, Adam Smasher himself tore the solo and Cyberskeleton apart. But that's just the history. Someone managed to recreate the Cyberskeleton as well as its necessary installation facilities in a heavy duty truck, and it is now yours. Assuming you can handle the burden of the Cyberskeleton and not go instantly cyberpsycho, this huge apparatus has some nice features. Each arm has three sub-arms that can each hold and operate a firearm, and the Cyberskeleton has 2 compact AV thrusters to allow it limited flight. To let this hulking mass even stand and move on its own, Araska managed to fit a prototype gravity modification device, which can be used offensively or for utility purposes. There is also a magnetic field generator that can pull objects towards the Cyberskeleton, such as guns that the subarms can then fire back at enemies. If the user has a Sandevistan, the Cyberskeleton can also benefit from it. Lastly, the shoulder area has an automatic injector system that is best used for immunoboosters to keep the user coherent. Caution must be taken with the Cyberskeleton, as the whole thing was a prototype and the user's torso and head are completely exposed. And if the gravity modification system is crippled, the Cyberskeleton basically turns into a sitting duck.

Background Items:

Mercenary items:
-Motel Room (100CP): When a job is done, you have to plan for the heat to fall on you. Even the best Fixers have a fallback position, and nothing beats the anonymity of a motel. Pay cash, no names, and usually no cameras. Anywhere you go, you will know of a special Motel Room that is paid up in advance, and has the unique feature of giving you up to 24 hours of rest without anyone following you to it. However, you can't stay forever, so once you completely leave the motel room, you will have to give it another 24 hours from your departure to use that hiding effect again, even if you go to a different Motel Room.

-Delamain Cab Service (200CP): Sometimes you just have to ride in armor-plated style. You have access to a prepaid VIP account with a local armored car/AV service that can transport you to and from your objective/destination in a comfortable and non-suspicious vehicle. Even better, if things go to hell, the vehicle and its operator are perfectly willing to dive into incoming gunfire to retrieve you. In other settings, the vehicle is a local armored equivalent.

-Manticore Combat AV (400CP): It's amazing what you can get a hold of in Night City. Militech's Manticore Combat AV is usually restricted to Militech operations, NCPD, and some of the other corps. But if you are really well connected, you can get a Manticore of your own, and it's even semi-legit too (or rather the paperwork is). Each Manticore has 2 forward facing cannons under the cockpit, as well as a missile launcher bay on the roof, and enough armor plating to endure anti-vehicle fire. And the engines aren't bad, as they can propel the AV up to 250 MPH. Thankfully, the AV will be automatically resupplied, repaired and maintained after every time you

use it, even if you do decide to plow it into the middle of a Corp's building. Just be advised that even with your slick ride, the big Corps still prepare themselves for all out Corpo war, so their headquarters is going to have enough anti-air defenses to knock you out of the sky.

-Merc Bar (600CP): Mercenaries can have their own street cred, but it can also happen for places too. You now own a mercenary bar equal to the Afterlife, where the drinks are named after dead legends, an edgerunner can find future colleagues and work, and even the police have to play nice and follow the bar's rules. It's truly a merc's haven. Besides the impressive reputation, the bar comes with a subtle "no-combat" effect to make sure the peace is kept. Oh, and the bar will always have enough stock and supplies to make any drink or beverage. If you want food, there's always the ever-full vending machines.

Criminal Items:
-Gang Members (100CP): Every Gang needs members, and you'll likely want minions to boss around. Here's about 200 people who are loyal to whatever group you are a part of, but more importantly, they are more loyal to you. Their skills and specializations will be an even mix of all sorts of backgrounds, but there won't be any "masters of their craft" types initially. These Gang Members are considered followers, not companions, and in every following jump, you will have a fresh batch of 200.

-Gang Vehicles (200CP): In Night City, many of the gang's vehicles will be marked with their symbols & icons. A 6th Street car will have different iconography and colors than a Maelstrom one. These vehicles serve as signs of that gang's power projection capabilities, as well as reminding people that gang is present. This Item gives you a fleet of vehicles appropriate to your group, all decorated in the colors and branding of your group. These vehicles won't be the best of the best like any of Rayfield's vehicles, but you'll likely have at least some sports cars, SUVs, and motorcycles. In future settings, the vehicle fleet will update to whatever vehicles/transportation is used by whatever group you are involved in at the start of each jump.

-Money Maker Property (400CP): A Gang can't just prey on others, it needs its own ways of generating money. Even the Animals have drug labs to make their Juice and a gym for them to work out in. Your group now has a money-making business and property. It can be a drug lab, casino, bar, BD club, strip club, doll house, or whatever business caters to people's vices. The business will have a constant supply of whatever consumables are needed (drugs, precursor chemicals, alcohol, food, whores, etc.), and will have immunity from law enforcement action.

-Megabuilding (600CP): It's kind of sad how some gangs control their own Megabuildings. Megabuildings are giant residential complexes, and are a sort of mini-arcology (as they don't grow their own food, or produce their own power). Megabuildings provide services such as residential housing, entertainment, food, and other services common in shopping mall experiences. Each apartment comes with mediacorp-promoted cable television, radio, and sensory feed access. Each megabuilding has over 8000 apartments. And now, your group is in control of your very own Megabuilding. Everyone knows your group is in control, they pay fealty

(and resources) to you, and your group can do whatever they want inside it. Turn a floor into a high-end dollhouse, reserve the best apartments at the top for leadership, and so on.

Corpo items:
-Luxury AV (100CP): For the truly elite, ground vehicles are just too pedestrian. Why deal with traffic or carjackings when you can literally be above it all? You now have your own Rayfield Excalibur. It seats 4 in the height of luxury and has enough speed and armor to transport even Saburo Arasaka. It is covered in CrystalDome surfaces, meaning you can still see "through" a window despite not being made of glass, and the craft itself is piloted by either AI or by a basic piloting program directed from one of the passenger seats. This particular vehicle also comes with an infinite supply of high quality champagne and champagne glasses.

-Blackmail Database (200CP): The greatest enemy of a Corpo is a fellow Corpo, and usually the ones in their own organization. Corps are a dog eat dog world, so it's a good thing you know where all the dogs have shit the bed. You have a database of blackmail information on everyone in your organization. Things they've done, lists of allies and enemies, financial info, anything you could need to figure out who to put pressure on to get them to do what you want. Be careful though on who you actually blackmail, as powerful people might just not care about what you have on them and would just order you killed.

-Space Station (400CP): You are the proud owner of your very own space station in orbit. It has several of its own spaceplanes, so you don't need to pay Orbital Air to use their spacecraft. The station has lots of space, life support systems, and living spaces, so you can use it however you like. However, its size is only the equivalent of Arasaka's Orbital Station, and not nearly the size of the Crystal Palace. This station is unreachable by the vast majority of threats on the planet below, unless someone is really willing to fork out the cash. However, beware of orbital threats, as the groups in orbit are in a rat race all their own.

-Soulkiller/Mikoshi (600CP): Soulkiller is a powerful program, first made by Alt Cunningham, then refined, repackaged, and sold by Arasaka. When Soulkiller is connected to a target, whether they are a Netrunner in a system Soulkiller is on, or a someone in a brain scan station, Soulkiller will scan their brain and create an engram based on that person. However, brain damage or death will affect the quality of the engram, and too much can turn it from an interactable engram to a glorified computer program who can only pull up separate memories in response to input. While Soulkiller was originally lethal to the victim, Arasaka has managed to fine tune it into several modes. Lethal painful scan is the default, but it can also do a lethal non-painful scan, non-lethal non-pained scan, can create multiple engram copies from one scan, and can be used on the recently deceased (assuming relatively intact brain).
However, Soulkiller is just the software, you'll need a repository for your engrams too. So have your own version of Mikoshi. It starts out empty, so you'll need to add engrams to it, but at least it's not connected to Arasaka's Mikoshi in any way. And unlike Arasaka's version, your Mikoshi is not physical and can't be nuked/hacked/bombed. For the purposes of Jumpchain, Engrams count as AI copies of the original individuals, and do not have any soul/psychic/genetic traits of the original.

Origin Items:

FIxer Items:
-Fixer Lair (100CP): Every Fixer has a place that is “theirs”, where they can meet edgerunners in person in relative privacy. Sometimes it’s a business front to help hide the foot traffic, sometimes it’s out of an apartment building, sometimes it’s a car parked on a scenic overlook. Bars are popular too. Or maybe your signature “place” is nothing at all, and you do all your biz over holocalls. No matter whatever your “place” is, it’s well known by the right sorts of people, whether they are potential clients, mercs, and so on. Anyone with business with you can visit you without generating any suspicion on either themselves or you, and biz can be planned and conducted. Plus, as long as you keep a degree of separation between yourself and any jobs, you will be safe from reprisal.

-Contact Network (200CP): Any established Fixer has a network of contacts from all walks of life. Not everything that needs to be done needs a well armed Solo, sometimes you need someone to not ask questions and take care of any human refuse. You have files on your extensive contact network, everything from corpos, gang members, Solos, ripperdocs, Nomads, Techies and so on. Your files will include who is willing to do what for what recompense, and will expand to cover any city-sized area you spend at least a month in. Post-jump, that area instead becomes as far as you can personally travel within 2 hours.

-Book of Favors (400CP): Knowing who to work with can be important, but sometimes you just need to call in a favor they owe to get someone to do what you need. You have a book that keeps track of all favors owed to you, and at the start of each jump, it already has many favors owed by a wide variety of people, and they are all willing to pay you back. This is a great way to get established in a new area, as you have good will and resources to potentially use.

-List Of Opportunities (600CP): Fixers collect information. Info is power, and can always be used for something. You have a secure database of info on various opportunities, from areas to salvage, convoys to hit, undefended safehouses, VIPs to capture/kill/ransom/etc, and so on. You could use this to source military grade munitions for an armored fighting vehicle, the AFV itself, retro thruster boots, food, and anything in between. All you need is someone to do the job for you, and surely you know a couple Solos who can get the job done.

Ripperdoc Items:
-Auto-Surgeon Chair(100CP): Ripperdocs come in all shapes, sizes, and skill levels, so some entrepreneuring spirit created a surgical chair that can handle the majority of normal Ripperdoc operations. This piece of surgical equipment can quickly and neatly handle most non-life-saving operations by itself, from adding ballistic links to someone’s hands, up to replacing limbs. However, organ, eye, and brain operations will all require a skilled Ripperdoc at the controls, and so will any actual medical emergencies. As a bonus, the chair can operate on anyone who sits in it, regardless of defensive capabilities or automatic defenses.

-Clinic (200CP): Most Ripperdocs (except the cheap ones) have a place of business they work out of. After all, you want a place where you can spray down the blood stains and securely store valuable cyberware. Now you have your own clinic. Clean, professional, and even comes with its own employee to man the front desk, handle appointments, and activate the security systems when some gangbanger decides they want the five finger discount. You can even ask for their help in some operations, though mostly for grunt work. The security systems will start with ceiling mounted turrets, but you can always augment them yourself. The Clinic will have all its utilities paid off, all licensing needs are covered, and has secure storage for any and all supplies.

-Ripperdoc Supply (400CP): A Ripperdoc without cyberware to sell is a glorified doctor trying to keep the meat going. The average Ripperdoc usually doesn't have access to the latest and greatest cyberware, and sometimes has to source their material from questionable sources like the Scav gang. But not you, since you now have your own independent source. You have a constant supply of common cybernetics that you can then sell and install into customers. This supply starts out with the basics like limb and organ replacements, subdermal armor, and the common audio/visual stuff. As you have more customers visit you, your cybernetics supply will expand to include brand new equivalents of any cyberware they already have, so you can at least swap and maintain their cybernetics. Lastly, if you have a paying customer who both knows what new cyberware they want, and is willing to pay upfront, you can put in a custom order for that cybernetic and have it be delivered in a week, ready for install into that customer. And yes, that new cybernetic then becomes a regular addition to your normal supply. In future settings, this supply includes any form of cybernetic or other augment-ware that a customer might bring in or request. You could fix up Darth Vader with clone limbs, or give the Denton "siblings" new nano/bio-augs.

-Bioware Supply (600CP): You're now one of the very few Ripperdocs to have your own supply of Bioware. Sourced from high quality European labs, Bioware is a side-development of cyberware that is much less common than normal cyberware. It uses biological enhancements instead of cybernetics. Some examples are skinweave armor, nanosurgeons, toxic binders, synaptic upgrades, and so on. While biomodified muscles and organs are not as powerful as cyberware counterparts, they are immune to EMP attacks, are not detectable by regular scanners, and are less likely to cause cyberpsychosis. Bioware is also purpose-grown for each client, making it very difficult to find a trustworthy source on the secondhand market that won't have its nanites eat you alive. You have access to bioware that can fit any of your clients wants, and in future settings, you can get bioware versions of any cybernetic augmentation from that particular setting, or any other setting you have visited.

Netrunner Items:
-Datamine Daemons (100CP): Netrunners can make money in a ton of ways. Find intel and sell it, be a whitehat and protect a network from other runners, and so on. You prefer a more subtle method, and have come up with your own version of the Datamine daemon. When this subtle

little beast is installed in a network or device, its first priority is to spread copies of itself into anything that attaches to that network or device. Once it's done that a few times, each iteration of the daemon then starts skimming tiny bits off of any transaction or bank account it encounters. A fraction of a percent at most, just enough to be dismissed as a rounding error. But when that happens across thousands of copies of this daemon, that amount adds up. The daemons will forward any skimmed money to a central untraceable account, and then once a week, that account deposits any total into whichever account you like, all untraceable. There's also two other similar Datamine Daemons you have access to, one that instead focuses on copying any ICE and/or Daemons for your own collection, and the 2nd instead of being subtle, grabs as much money as it can before deleting itself.

-Quickhacks & Daemons (200): Netrunners are most known for working their magic in netrunning chairs, but there are some that use simple prewritten hacks called quickhacks in combat situations. Someone with a cheap cyberdeck can hack devices, take over and/or shutdown cameras, and otherwise just operate in unexpected ways compared to just a merc with a gun. But someone with a dedicated combat netrunner setup? They can hack targets through walls, down entire groups of enemies, turn automated defenses against you, detonate grenades, or simply tell you to suicide yourself. And with this item, you've got a copy of each Combat, Control, Covert, Ultimate and Vulnerability quickhacks, as well as the various Daemons that you can insert into networks to make them your bitch. Don't worry, you can equip these into any cyberdeck, no matter the quality of the quickhack or cyberdeck. Lastly, in other settings, you can still use these quickhacks on enemies regardless of if they have cybernetics or not.

-Netrunner Minions (400CP): A single Netrunner can be a heck of an operative, but it's the groups of netrunners working together that give the Corps nightmares. You've now got a large group of Netrunner minions who do grunt work for you, whether that's scouting out networks, getting intel on targets, finding weaknesses, running minor gigs or just plain watching your back. Why, this could even be the start of a nasty gang of netrunners like the Voodoo Boys. Just be careful where you go on the Net, the Corps aren't the biggest fish in that ocean.

-Tier 5 Netrunning Gear (600CP): Most of the netrunner you run into in Night City will be using a Netrunner life support station/chair and cooling suits in order to keep themselves from cooking their meat while netrunning. This is Tier 3. Tier 4 is basically the same, the Corpos just dump huge amounts of money into life support options, cooling, cyrostations, and server banks. Only Netwatch field agents have Tier 5 netrunning gear, in the form of extremely advanced cyberware. It allows a single Netrunner to rival or surpass Tier 4, while not requiring any sort of external devices or life support. A Tier 5 user is also fully aware of their surroundings and fully mobile, meaning they can be mounting a full scale assault on a target network while also doing a physical assault. You now have access to Tier 5 Netrunning cyberware. Don't worry, you won't get Netwatch's attention by possessing this, and you won't ever have to go to a Ripperdoc to fix and/or maintain this cyberware. Any repairs or fixes should occur automatically and take 24 hours at the longest. In other settings, this cyberware would let you do anything you could do normally with computer/system access.

Solo Items:
-Trophy Room (100CP): You did the job, you got paid, time to party/sleep/relax. But what if you want to remember the more monumental moments, and take a trophy? Probably not smart, trophies connect you to the job, and someone may hunt you down to retrieve it. Fear not, you have your own Trophy Room. It's a place to store and show off all your various trophies, no matter if it's unique weapons or apparel, prized vehicles, a painting or guitar, or even something alive like an iguana. These are just some examples of what you can put in here. For something to count as a trophy, it must have a story behind it. Is it something iconic you pried from a noteworthy enemy's cooling corpse? Or is the story more what you did with the trophy? The room will seamlessly grow as your collection expands, with no one noticing the nonsensical amount of internal space. It can scale up to store trophies of any size, as long as you actually can get away with the trophy, even if it's something crazy like a ship requiring hundreds (or more) of crewmembers. It will be able to store fragile and/or biological items, with no risk of decomposition or break down. The room also guarantees that anything stored there cannot be stolen by others, even if you invite someone to see it. The protection doesn't apply if you take a trophy out for use and lose it somewhere. Lastly, the room can move and can be attached to any door frame in a property that can be considered to belong to you in some way, and no one will question it.

-Grenades Cache (200CP): Grenades come in many shapes and functions, but you know to never leave home without some. This armored case has some of every grenade type seen in Night City, from the humble frag grenade, to the Ozob's Nose grenades, to any homing or sticky variation. It even has a unique homing version of the GASH antipersonnel grenade. You can pull an infinite amount of any grenade type from this cache, and if you add a new grenade type to it, you can start getting infinite copies of that grenade too. Also, you never have to worry about the grenades being set off or degrading in the case.

-Mk. 31 HMG (400CP): Militech makes a gun meant to be mounted on armored vehicles and defensive turrets, and yet somehow people figure out ways to carry and use the thing themselves. Sure, it usually requires high body strength and/or strength enhancing cyberware, but you can do it. HMGs do have some downsides, in that they aren't easily reloadable by the user and aren't actually compatible with regular small arms ammunition. They can also overheat after firing for too long. But considering that 2 shots can blow up any non-armored vehicle, let alone what it does to soft targets, that's a price most users are willing to pay. But you've managed to get your hands on a custom version that removes all those downsides, meaning it's overall a lot more reasonable to bring on jobs. Lastly, this weapon's power scales with your growth and abilities.

-Cyberware Allotment (600CP each): Solos are combat focused, and will gladly fork over the cash for anything that improves their performance and competitiveness on the battlefield. Some Solos come from career paths that provided them with combat cyberware. You get an additional 600CP to spend on the Cyberware section. You may purchase this perk multiple times if you wish.

Rockerboy Items:
-Instrument (100CP): You've got the skills and/or gift, now you need the gear. You now have an instrument or set of equipment appropriate to your musical talents, whether that's a guitar or set of drums, or whatever singers need. And this is the quality stuff, not the rinky junk "collectors" buy to mount on their walls or the crap sold to newbies just starting out. Even better, you'll never need to worry about breaking this Instrument, as its durability will scale with your growth and abilities.

-Adoring Fans (200CP): You got a core of dedicated fans. They're the kind of people who seek out all kinds of news about you, collect your merch, even quiz each other on trivia about you. They support your musical works, and are much more likely to be swayed by your messages. They alone won't keep you financially stable, but if you ever need a riot on command, they got your back. They also can help ensure that you have enough of a following that you can prevent some of the repercussions of your actions from coming back at you from your Corp enemies, though this does have limits.

-Sponsorship (400CP): Like the relationship of Us Cracks and Kiroshi, a company is sponsoring you. You can take part in ad campaigns for additional revenue, but at the minimum you use products or services affiliated with that company. The company gains a form of advertisement, and you gain funding. While you have to deal with a Corp here, in other settings, it can be a company of any size or scale you wish. Just, try to balance pissing them off and keeping them happy, as Rockerboys tend to be less than friendly to large organizations in power.

-Record Label (600CP): You now own your very own Record Label company. It isn't just a trademark either, it's also a publishing company that handles production, distribution, marketing, promotion, and etc. it also handles the nitty gritty stuff, like talent scouting and artist development, dealing with contracts and copyright, and so on. However, because you own the company, you are now involved in the decision making process, so at least your own company won't screw you when it comes to decisions involving your music. That's all on you. Besides the stuff involving your music, if you want, you can safely ignore the rest of the company, and it'll handle itself well enough to make at least some degree of profit.

Techie Items:
-Crafting Components (100CP): Normally, you can get crafting components in 3 ways. You can steal them from various boxes and storage areas, you can buy them from most vendors, or you can get them from breaking down a wide assortment of items, from junk to clothes to weapons to drink or food containers, and other stuff. But if you just want a reliable supply of components without having to put yourself at risk, here you go. You get a steady supply of crafting & upgrade components about once a week, and while they are weighted more towards common and uncommon components, you will get at least a few of the more rare and epic components, and at least one highest quality component. In future settings, this shipment will also include amounts of any material you've ever used for crafting purposes, but the rarity of those materials will be about the same rate as your crafting components. In addition, you have crafting specs for

turning lower quality crafting and upgrade components into higher quality ones, though at start, these have a 10-lower-to-1-next-higher ratio.

-Robo-Minion (200CP each): People might fail you, and vehicles might be too big to bring to a fight, but robots? That's totally your jam. With each purchase of this option, you may get one copy of a robot or drone seen in Night City, from as small as a Zetatech Bombus drone, to as big as a Zetatech Octant or beyond. Or if you don't want a flier, you can always try a Militech Flathead spiderbot, or even the generic humanoid Robot. Whatever you pick, the robot or drone is programmed to have you as the administrator, comes with a copy of its standard programming as well as any extras, and also comes with complete schematics to build more, if you have the skills. If they end up destroyed or otherwise ruined, they will return good as new (or whenever you last upgraded them) in a week's time. If you are a decent Netrunner, you can also remote control the robot, as well as deploy quickhacks through it. Lastly, please keep in mind that the Zetatech Valgus is also considered a drone, despite the fact it is an armed transport and can have a cockpit. Also, the Militech Minotaur is the official name of the big mech you see around town serving the various Corps and NCPD.

-Braindance Production Setup (400CP): You might have the skills to be a great BD editor, but you may not have the equipment. Instead of having to be sponsored by a Corp or gang, you can go independent with this all-in-one setup. You've got a discreet studio filled with everything you'd need to record, extract, edit, mass produce and distribute BDs. You even have a refilling supply of BD recorder implants and decent quality BD wreaths, and even an automated single-purpose ripperdoc machine purely for installing BD recording implants. Lastly, you can put out any form of advertisement to announce you are open for business, and you will have at least a few people willing to sell their experiences, or someone else's, from all walks of life and morality.

-Mechanic Shop (600CP): If you are ever planning on working on bigger objects like vehicles, you're likely going to need a space to work on them in. And this Mechanic Shop should be perfect for all your Techie needs! It has all the equipment and tools you'd need to work on any machine and/or vehicle, and even has a constant supply of parts to keep any machine/vehicle functional. And despite you working up a storm, none of your neighbors will ever complain or report you to other parties. And if you ever try to bring in a vehicle that's too big to be worked on, the Shop will somehow grow to fit it. Lastly, anything you can bring into this building will count for the disassembly portion of the Crafting & Disassembly perk, as if you were able to move whatever it is yourself. However, anything that you learned to craft because of this feature will need to be constructed with the aid of the Shop's tools & equipment.

Nomad Items:
-Grow Rig (100CP): Many people forget that many Nomad families originally started as farmers forced into a nomadic lifestyle after Corps bought up the land from under them. While Nomads might not have land of their own, the skill and knowhow is alive to this day. This custom Kaukaz Bratsk U4020 heavy duty truck has a whole growing area on its truckbed. It can grow whatever

non-tree plants that you have seeds, cuttings, or other propagation methods for, and grow it to a harvestable state in 30 days. Even better, the growing process is completely protected from outside factors, whether that be bioweapons, insects, fungus spores, and so on. The truck doesn't require gas, water, or any other supplies for the growing process besides your initial plant, and the growing area is not affected by the truck traveling. If the truck is staying still, then the grow area can be expanded for more floor space, similar to other Nomad Kaukaz models. In other settings, the Grow Rig can be imported into other heavy duty vehicles you have purchased, allowing you to still have access to a growing area without having a potentially odd vehicle drawing attention.

-Camping Convoy (200CP): Nomad families are always on the move, barring specific individuals who remain behind in areas. So the majority of Nomads are constantly on the move, taking everything they own with them. But when you never know if you are going to be welcome, it's best to bring the essentials with you. You now have ownership of a convoy of Nomad support vehicles, all of which are mounted on Kaukaz Bratsk heavy duty trucks. A kitchen and dining area plus bar, a ripperdoc setup, a gas hauler/pump combo, 2 water storage & shower trucks, 4 telescoping guard tower trucks, and a command center with extendable areas. You also have many large multipurpose tents that are big enough to serve as a garage space. When these are deployed into a camp, the camp is safe from external discovery and attack.

-CHOOH2 Fuel Station (400CP): The life blood of modern vehicles is CHOOH2, a synthetic alcohol made from genetically modified wheat. It burns cleaner, but is also toxic, just like any other "pure" alcohol. Biotechnica is the major producer of their GM wheat, which Petrochem and other fuel companies turn into CHOOH2. But the sugar-laden wheat is also safe to eat, and considered quite tasty. So why not distribute both and make a neat bit of eddies doing it? With that thinking, you have acquired this large CHOOH2 Fuel Station. It has 8 pumps that offer any variety of CHOOH2 and gasoline, as well as diesel. It can even dispense AV (or other aircraft) fuel. The station also has a fairly large eating area with many food and drink vending machines, and even a Buck-A-Slice for all your low-quality cheap pizza needs. The vending area also offers a bunch of wheat products made from the GM wheat, and even seeds for it too. Don't worry, Biotechnica and Petrochem aren't going to hunt you down for owning or selling those seeds. The station also has a full mechanic shop with 2 mechanic pits and an upstairs office and server farm. Lastly, it has a small garage for vehicle storage. The station has its own endless water storage, the fuel reservoirs will never deplete, and the vending area and garages are always fully stocked and supplied. There's even some hidden files on the refining and conversion of *T. Vulgaris Megasuavis* wheat into the various CHOOH2 formulas.

-Basilisk Panzer (600CP): Panzers are hover tanks, and have been present in many wars. They are armed, armored and can handle land, water, mud, ice, desert, and other surfaces with ease. The Basilisk, however, is a heavy cargo transport, and usually armed with just a single autocannon in order to protect its cargo. It has a pilot and co-pilot for combat operations, and they are protected by CrystalDome cockpits. The piloting system is a neural synchronization system to better control the vehicle that the pilots share the sensory load of, but it can lead to odd sensory feedback between the crew members. But for all that the Basilisk is a 19-year old

design that's sold off as surplus, it is still a viable combat vehicle. And you can fit so many modifications in this bad boy. Some enterprising techies got their hands on this one, and have added a variety of features. They swapped out the single gun for a dual autocannon, kept the countermeasures that launch electrified smoke clouds, added a rapid-fire seventy millimeter multiple guided rocket launcher, removed about 60% of the mass without affecting armor, and even added a military grade afterburner. That's ignoring the standard reactive armor, the NBC-rated life support system with 4 hours of uninterrupted service, an autopilot mode, the passive IFF radar-based identification system, and the all-weather operations capability. Lastly, they even managed to fix the control systems so that a single pilot can control this in combat and not end up frying themselves. And now this baby is yours. As such, it will also be repaired, resupplied, rearmed, and fully maintained after each use. It also has space in case you want to access your Stash, as well as the normal cargo capacity. Just don't let the power go to your head. Militech made this design, Arasaka has killed plenty of them over the many wars, and old veterans of both militaries live in Night City.

Cyberware section: +300CP, this section only. Any CP-purchased cyberware can be used/equipped with other similar-location cyberware without taking up any additional space, such as Gorilla Arms and Projectile Launch system. Any cyberware purchased here, as well as any modifications applied to them, will not ever need maintenance, cleaning, and never goes obsolete. And will never cause harm to you. You also get their blueprints.

-Starting Cyberware (free): In Night City, there's a certain amount of cyberware needed for even a basic standard of living. In the interest of not hobbling you, here's some basic cyberware. First, you have a personal link in your left hand that can be used to physically jack in to many devices via a cable. Second, you have a personal coprocessor to store your personal documents like your license and public transport pass, and anything else you'd normally keep in a wallet or purse. Third, you have a neural port behind your ear that you can slot shards into. Next, your cyberware has already been loaded with an auto-translator and text transcriber function in order to understand Night City's diverse ethnic groups. Lastly, you have holo-phone functionality included into your cyberware, meaning you can be on a call or make a text without actually fiddling with a physical device.

-Cosmetic Cyberware (Free): You can do a lot of things with Cyberware, and some people have even completely changed the way they look, sound, and feel. This option is for whatever purely cosmetic feature that you want. You can change the color and/or shape of your hair, skin, eyes, teeth, and so on. You can even get hologram hair or tattoos, or change or add to your genitalia. You cannot take this option for any cyberware that has offensive, defensive or utility uses. Yes, "utility" in this case includes the Mr. Studd and Midnight Lady lines that add functionality. There's another option for that.

-Mr Studd/Midnight Lady (50CP each): In a world where you can enhance the body, of course people came up with cybernetic genitalia. Mr Studd is for males, and Midnight Lady for females. They are fairly popular with sex workers, or people trying to compensate for something. Both

options increase your sexual stamina as much as you wish, enhances fluid production and/or flavor, as well as enhanced control over any muscles in that area. It even lets you control your orgasms. You can freely shape the organ to whatever shape, size, texture, or smell you wish, or even be as natural as what you were born with. Even better, under no circumstances will these enhancements malfunction on you. One poor bastard with a cheap malfunctioning Mr Studd model called the sensation “like screwing a pencil sharpener”.

-Midnight Lady Accessory (50CP each): You’ll see many advertisements for this line of breast cyberware around Night City. You can pick one of the following models, and they come in whatever size you wish. They are interchangeable at a Ripperdoc. Here’s the list of options: Barbwire 5 is spiked boobs, Medusa is tentacle nipples, TeASER is taser nipples, Quadruplets is quad-boobs with functional glands, Pink Punk is pink spikes in a vertical row, Grace is lipples, Hajime is Chrome skin boobs as worn by Lizzy Wizzy, Etna 2 is glowing boobs potentially with heat sources, Mutsu is cathead-shaped boobs with ‘natural’ apple flavor, Crit D20 are boobs shaped like D20 dice.
-Midnight Lady Combat Accessory (100CP each): Or if you want your boobs to be helpful in combat as more than a distraction, you may pick one of the following: Des-D-Mona with machine gun nipples, Torpedos that are breast equivalents of Projectile Launchers, and GaGa Flamethrowers.

-BD Recorder Implant (50CP): Braindances have to be recorded, and so the “cameraman” will have a BD Recorder Implant as part of their cyberware. This implant is commonly used by BD actors, sex workers, famous people, spies, undercover cops, soldiers, and so on. Once a recording is complete, the recording can then be analyzed and turned into BDs for later consumption. This implant will also come with an effectively infinite data storage, so you don’t have to worry about running out of space, or missing a moment.

-RealSkinn (Free for basic, 50CP each or 200CP total): RealSkinn is the name of the synthetic skin used to cover cyberware. It comes in a variety of textures, quality, and even functionality. In this case, you can freely take a high quality RealSkinn that’s the equivalent of someone who regularly did skincare, and has the softness and lack of blemishes to prove it. However, if you want your RealSkinn to assist in protecting you, you can pay 50CP each for the following options: Bullet proof, slash proof, pierce proof, or fire proof. However, if you don’t wish to pay CP for these features, please be aware that some Ripperdocs have the capability to make this.
--Rainbow RealSkinn (Free): RealSkinn can come in a variety of colors, so of course a real-time customizable version was made for people who wanted to be blue one day, and pink another. Your RealSkinn can change its coloration to whatever you wish, in real time. However, this isn’t a camouflage system, it’s meant for cosmetic effects like chrome, gold, red, pink, green, and so on. This effect stacks with other RealSkinn effects you have.

-Relic 1.0 (100CP): This is Arasaka’s biochip that they’ve been marketing to the rich and successful. It’s an engram of a loved one that is under restrictions, and is meant for the living to still have access to a copy of a loved one’s mind. The user can interact with the engram, but the engram can’t actually pass as living. When this option is purchased, you may pick an engram of

one person native to this universe who has lived currently or in the past. Alternatively, you may pick someone from your own personal timeline who isn't already traveling with you. In future settings, you may pick a new person to have an engram of inside the Relic 1.0.

-Relic 2.0 Perfected (300CP): If Saburo Arasaka knew you had this, no place in the solar system would be safe for you. This is the culmination of his desire for immortality, and far superior to the Relic 2.0 that Yorinobu stole from Arasaka R&D. This biochip, when first installed by its first user, makes a copy of the user's engram. This does not harm the user. Then the biochip will monitor the user, make any changes to the engram as memories and experiences are made. However, if the first user undergoes brain death, the biochip will use its nanites to restore brain functions. Tests have shown that via this method, a user can be healed from a bullet to the brain and being fried by Black ICE, assuming the rest of the body is still functional. But if brain functionality cannot be restored, the biochip then waits for a second user to install it. Upon install, the nanites attack the brain and override it with the stored engram of the first user, all while causing the second user to appear to fall into a coma while the overwrite is progressing. After a few days, the first user is restored to life in a new body. In addition to these effects, this version of the Relic can be safely connected to an engram repository in order to change the stored engram. However, for safety reasons, the biochip will not overwrite the registered first user if the stored engram is swapped out. For jumpchain purposes, the engram counts as "you the Jumper". While the body-jumping part can happen multiple times, at the end of each jump, you/the engram must be active as an AI or in a physical body (or other applicable active state). If the only version of the Jumper in a jump is on Relic 2.0 and/or an inactive engram, then it counts as chain failure.

-Full Body Replacement (Free/300CP): Full body replacements have long been available, even back in 2020. The problem is that they are expensive, maintenance heavy, and are thought to come with a higher risk of cyberpsychosis. As a result, the process is fairly rare with only two well-known individuals in Night City. Lizzy Wizzy had her full body conversion done as a performance stunt and had it done 5 hours during a live concert, while Adam Smasher cares little for his meat and did it to increase his combat lethality. This cyberware option comes in 2 levels. For no point cost, you can take a civilian-grade Full Body Replacement. Everything in your body except your brain is entirely replaced with cyberware equivalents. This means that cyberware is quick and easy to install, maintain and replace, as there is no meat to worry about keeping alive (again, besides your brain). Everything is fueled by your cyberware stomach, though you may need to eat more to fuel more energy intensive equipment. Your appearance and figure are fairly static, meaning you don't change in looks unless you take damage or otherwise change it at a ripperdoc. Since you are taking this Full Body here, the body maintains and repairs itself as if it were organic, and there is no risk of cyber-psychosis or other psychological issues that originate with the body. For 300CP however, you take all the previous features, and add military-grade combat gear in. For the cost of having a much more bulky and muscular physique, you have even more armor than even the highest quality subdermal armor, plus enhanced strength. Your body and all cyberware is EMP and poison immune, and you are much more resilient to thermal and cold damage. And unlike Adam Smasher, you actually can pass as human (or maybe like a member of the Animals) with your RealSkinn. Because you are

buying this option here, you don't even weigh much more than a normal person with casual amounts of cyberware, so you aren't breaking floors and cars beneath your weight.

-Hacking Protection Upgrade (200CP): Combat grade cyberware is fairly common on the streets, so people and security know to scan for it. You wouldn't want to let a psycho with a mantis-blade near the city mayor, right? But any time a security feature is created, a countermeasure is soon made. With this upgrade, your cyberware cannot be seen on scans, and thus cannot be affected by hacks that directly target your cyberware. You may turn this protection on and off or change what cyberware is hidden, as there are times you definitely want someone like your ripperdoc to know what they are working on. Just be aware that the stealth effect only hides non-visible cyberware, if you start slashing with Mantis Blades or blasting with a Projectile Launch System, your enemies will naturally realize you've got weapons on you.

-Swimming Upgrade (100CP): Water and electronics don't mix. Dirty or salt water especially doesn't play nice. This upgrade makes it so that exposing your cyberware or its internals to any form of liquid won't cause issues. It also makes it so that your cyberware doesn't negatively affect your ability to swim, such as added weight dragging you underwater, or causing drag. Lastly, you can safely stay underwater without additional air/oxygen for an hour, with no risk of the bends or similar damage from being submerged that long.

-EMP Protection Upgrade (100CP): In a world where cyberware is common, EMP isn't just a threat to robots and vehicles. Having your syn-lungs stop working will kill you as reliably as a bullet, as many former-corpos on company health plans have found out too late. This upgrade makes it so that all of your cyberware is immune to EMP effects. Electrical surges might still cause gradual damage, but at least you have time to remove yourself from the threat (or remove the threat), instead of just keeling over. As a side benefit, your cyberware is also unaffected by any radiation sources, even if you yourself are not immune.

-Bioware Upgrade (50/100/300CP): Bioware is rare, but doesn't suffer from the negatives of cyberware. It's also uniquely bonded to you, as the nanosurgeons can otherwise attack foreign tissue. If you buy this option, cyberware purchased here is upgraded to a functionally identical bioware version that is able to heal itself. How each individual former-cyberware can do this is up to you. For 50CP, this upgrade applies to a single piece of cyberware. 100CP lets you apply this upgrade to a whole subsection of the Cyberware section, and 300CP lets you apply it to all your cyberware. If you wish, you can also pick and choose what is still cyberware and what is a bioware equivalent. However, while this upgrade can only be applied to cyberware bought with CP now, in future settings, if you took the 300CP option, you can convert any cybernetics (or prosthetics) you acquire (and/or install) into bioware equivalents. You cannot apply Bioware Upgrade to either the Cyberskeleton or Tier 5 Netwatch Gear items, at least not while in this Jump.

Frontal Cortex cyberware:

-Heal-On-Kill (50CP): A combat implant that regulates your hormones, and when you defeat an enemy, will grant you a short burst of regeneration to fix a small amount of damage. It is still advised to seek medical treatment instead of relying on just this.

-Mechatronic Core (50CP): This implant contains a library on the weak points of both mass-produced and some lesser known machines. Users of the library find that they need roughly a third less attacks to disable most machines in normal combat. This info applies to any robots, drones, mechs, and so on, and has a sub-repository on common vehicles. The info updates to future settings.

-Ex-Disk (50CP): An implant that increases the brain's capacity to store and process information. This will increase the maximum RAM unit storage of your cyberdeck by 5.

-RAM Upgrade (50CP): An upgrade to your system's random-access memory to support processing speed. This will improve the RAM regeneration rate of any cyberdeck you have by 0.15 RAM units per second.

-Memory Boost (50CP): A module that optimizes the sync between brain and cyberware. Every time you defeat an enemy, your cyberdeck will instantly regenerate 4RAM units.

-Self-ICE (50CP): An intrusion countermeasures electronics system that protects cybernetic implants from nasty bugs. It shuts down the effects of enemy quickhacks on yourself, and can occur once every 45 seconds.

-Camillo RAM Manager (50CP): A mod that manages and optimizes RAM use between your brain and your cyberdeck. Anytime your RAM is lowered to 2 or less, you instantly regain 30% of your maximum RAM back. This can occur once every 4 minutes.

-Visual Cortex Support (50CP): A brain mod that improves perception and targeting. This increases the damage you do to weak spots by 45%.

-Limbic System Enhancement (50CP): Cyberware that supports the part of the brain responsible for aggression and fear response. This increases your odds of managing to strike a weak spot by 25%.

-Doll Chip (100CP): Originally developed by the military, the Doll Chip has found its true purpose in the entertainment industry. The modern Doll Chip has three major functions: Importing data from systems, steering the user's (called a Doll) behavior in-session, and wiping the Doll's memory after each and every session. Dolls like this because they don't have to remember the twisted crap they do with their clients, and clients like it for the discretion. However, the same data import functionality can also be used to teach Dolls skills and instincts, and some use it to turn Dolls into combatants, just like the military used to do. This particular Doll Chip comes with a user-controlled toggle of the memory-erasure function, and a user safety override to shutdown foreign control and incoming data inputs.

Ocular System: All Ocular systems come with some amount of cyberware mod slots, which can be changed outside of combat without a Ripper Doc.

-Kiroshi Optics MK1 (Free): Kiroshi optical cyberware is a widely popular suite composed of electro-neural enhancements with environment-scanning functionality. It can zoom up to 8x times, can tag and track enemies/loot/objects of significance, and has thermal vision integrated. Comes with a built-in external lens disruptor you can toggle to protect your face from being recorded. The Mk1 has 1 slot for an optics cyberware mod.

-Kiroshi Optics MK3 (50CP): This advanced optical system is designed for the most demanding users. It incorporates the latest breakthroughs in neural-link technology, unprecedented support of optic function and the most powerful scanning algorithms on the market. It also has all the features of the Mk1. The Mk3 has 3 slots for optics cyberware mods.

-Dynalar TX43 Optizoom (50CP): 15x zoom with only tiny dip in resolution, plus built in Braindance implant, and integrated camera. And 20 different iris patterns that it can swap between. And no, you don't have to give Dynalar copies of the pics you take for "marketing and research purposes". And no dizziness or headaches, even when you are in motion. Has a single optics cyberware mod slot.

Circulatory System:
-Bioplastic Blood Vessels (50CP): Facilitates the body's distribution of blood and blood-borne substances. This increases your healing rate outside of combat.

-Syn-Lungs (50CP): Synthetic tissues designed to increase functional lung tissue surface area. This increases your stamina recovery rate.

-Blood Pump (50CP): Accelerates oxygen supply to the body's cells. This functions as an integrated reusable MaxDoc, and can restore 90% of your max health once every 30 seconds.

-Bioconductor (50CP): Facilitates superconductivity in the circuitry that connects the body's cyberware. This reduces the cooldown/recharge times of your cyberware by 30%.

-Microgenerator (50CP): A small, high-voltage generator that packs a shocking punch. When your health falls to or below 15%, it releases an electroshock at a target enemy that does half of that target's maximum health.

-Biomonitor (100CP): An implant designed to coordinate regenerative processes. When you fall to or below 15% health, it will automatically instantly heal you fully then needs 120 seconds to recharge.

-Feedback Circuit (50CP): Additional circuitry that links your body and cyberware with weapons and devices. It will restore your health by 10% every time you discharge a fully charged

weapon, such as Tech weapons. Other weapons that have increased power/effects when charged up also qualify for this healing effect.

-Adrenaline Booster (50CP): Helps the body maintain performance when under great strain. Every time you defeat an enemy, this instantly restores half of your maximum stamina.

-Tyrosine Injector (Free): Enhances intracellular transduction. Somehow this doubles the time you have to use Breach Protocol to bypass ICE and inject daemons before being locked out.

-Second Heart (100CP): Corrects one of nature's greatest flaws by giving you a second lease on life. If you ever reach the point of actually dying, this will immediately fully heal you, then needs 120 seconds to recharge.

Immune System:
-Augmented Immunities (free/100CP): With all the trash and prostitution around Night City, you'll want some way to prevent disease transmission. This cyberware prevents you from catching mundane viruses and infections. Mundane meaning stuff that isn't artificial biowarfare agents. However, if you want the deluxe version, for 100CP, you are immune to anything transmissible via airborne, contact, or liquids even if it was specifically tailored to you. Doesn't count for poisons or toxins.

-Cataresist (50CP): Hybrid cyberware that protects the body from the inside and out. It increases your resistance against chemical, thermal and electrical damage by 35%.

-Shock-N-Awe (50CP): An effective self-defense tool engineered in Shanghai. After taking damage, there is a 10% chance to release a large electroshock blast to nearby enemies. Even better, this particular version won't set off explosives near the user.

-Metabolic Editor (100CP): An implant designed to assist liver and pancreas function against poisons. Anytime you'd be poisoned, you instead start healing instead of being damaged. Please note that minor poisons like alcohol that don't actually do damage don't activate this effect. Though, this implant can be set to allow alcohol and other drugs' effects, otherwise they are cleared up much faster than normal.

-Inductor (100CP): Invigorates the immune system after receiving an external high-voltage stimulus. When you would be affected by electrical shock and EMP effects, your armor's effectiveness is increased by 50% instead of taking damage. Please note that this does not occur if you are already immune to such effects.

-Detoxifier (50CP): Performs blood dialysis. This grants you immunity to poisons and toxins, and from suffering any lingering damage from chemical-damage weapons.

-Pain Editor (100CP): An immune system enhancement valued highly on the streets. This reduces all incoming damage by 10%.

Nervous System:
-Kerenzikov (50CP): A classic reflex booster. When you activate it, your perception of time is accelerated so much that time seems to be 90% slower for 3.5 seconds, before needing 5 seconds to recharge. Excellent for lining up shots, or getting out of the way of attacks.

-Synaptic Accelerator (50CP): A neuroprocessor that regulates hormonal balance during threatening situations. When an enemy detects you, your perception of time is sped up by 50% for 4 seconds, before needing 60 seconds to recharge.

-Nanorelays (50CP): Improves the speed of nerve impulses. This cyberware increases the active duration of Kerenzikov and Sandevistan by 2 seconds.

-Reflex Tuner (50CP): A coprocessor that supports decision-making processes in emergency situations. When your health drops to 25% or below, time slows down by 80% for 4 seconds before needing 40 seconds to recharge.

-Neofiber (50CP): Synthetic muscle fibers. This increases your mitigation chance by 5% and mitigation strength by 10%. Mitigation chance is 10% by default, with mitigation strength starting at 50%. This means with this Neofiber alone, you have a 15% chance to reduce any single attack's damage by 60%. For example, if you were hit by a SMG burst, each bullet has a 15% chance to deal only 40% damage to you.

-Maneuvering System (50CP): A subprogram that enhances nervous system function. This allows you to do a horizontal dash while midair or jumping.

Integumentary System:
-Subdermal armor (50CP): A major hit on the armor market for decades. This is the highest quality of subdermal armor cyberware sold by Night City ripperdocs, and helps to reduce incoming damage.

-Grounding Plating (50CP): Uses a smart-transmitter system to protect the user by diffusing and dispersing shocks from electrical hazards. This grants immunity to electrical shocks, though it does interfere with Inductor cyberware.

-Supra-Dermal Weave (50CP): Reinforces the bonds between skin cells, making them extremely hard to penetrate. This cyberware prevents you from bleeding out.

-Fireproof Coating (50CP): A coating that protects the body against fire. This prevents you from being lit on fire, though thermal damage can still affect you. As a bonus, it also protects from temperature ranges from -220 to positive 700 degrees fahrenheit.

-Heat Converter (100CP): A temperature regulation system for your body and cyberware. If you were to be lit on fire, instead of being hurt by it, that heat is instead used to increase your damage output by 10%.

-Optical Camo (100CP): Makes the user impossible to locate in visible spectrum light. This version lets you be invisible for 15 seconds, before needing 45 seconds to recharge. [Legendary version is 15 seconds of Invisibility, with 45 second cooldown]

Skeleton:
-Titanium Bones (50CP): Metal-infused bones capable of withstanding heavy loads. This increases your carrying capacity by 60%.

-Microrotors (50CP): Improves agility in melee combat. This increases your melee weapon attack rate by 25%. This includes blades, long blades, blunt weapons, and unarmed attacks.

-Bionic Lungs (50CP): Efficient lungs engineered with both organic and artificial tissue fibers. This increases your maximum stamina by 60%.

-Microvibration Generator (50CP): Causes melee weapons to vibrate at a frequency that causes more destruction. This increases the base damage of all melee weapons by 15%, including unarmed attacks.

-Synaptic Signal Optimizer (50CP): Enhances the body's natural resistance and performance. This increases your maximum health by 60%.

-Bionic joints (50CP): Mechatronic musculoskeletal support. This reduces ranged weapon recoil by 25%. Oddly, Night City ripperdocs only have access to a less effective 12% version, unlike this one.

-Dense Marrow (50CP): Increases the body weight and the power behind melee attacks. This increases the stamina cost of your melee attacks by 10%, but increase melee weapon attack power by 25%.

Hands:
-Ballistic Coprocessor (100CP): A coprocessor with an integrated servomotor system. This hand cyberware increases the odds for ricochets to happen, how many times a ricochet can ricochet, and increases the damage done by ricochets by 50%. It also links to optics cyberware to show where the bullet trajectory would be, as well as highlights any targets the bullet would hit.

-Smart Link (100CP): Cyberware that allows swift, direct, low-latency connection with compatible objects such as firearms or implants, while also increasing effectiveness and handling. This hand cyberware lets you use the smart-targeting systems of Smart weapons and the Projectile Launch System, and allows it to track targets in real-time. This particular version

improves projectile guidance that smart rounds are 15% more likely to hit, and when they hit weak spots, do 20% more damage than normal weak-spot-hits.

Tattoo: Tyger Claws Dermal Imprint (50CP): A Tyger Claws speciality, this dermal ink features effective Smart weapon tracking jamming capabilities. Only for a select few - those Wakako trusts to remain loyal. It also serves as a smart link, though lacks the bonus tracking and damage features above the Smart Link offered for CP.

Arms:
-Gorilla Arms (100CP): Classic and reliable replacements for natural limbs, suited for all kinds of hard labor. Also lets you handle heavier weapons, or ones with lots of recoil.This particular version is the most strength enhancing version available to Night City ripperdocs, and can install 3 additional cyberware mods besides the damage type.

-Monowire (100CP): Whip-like monofilament wire with a cutting edge only a molecule wide. It does more damage when you first start attacking with it, and must recharge in order to return to full damage. This particular version can install 3 additional cyberware mods besides the damage type.

-Mantis Blades (100CP each): Arm blades designed with lethality and concealment in mind. As effective as they are flashy. These blades are normally concealed in the forearms, and allow you to slice and dice your enemies with swift slashes. They also let you leap forward to rapidly close with a target, seemingly flying across 15m stretches. This particular version can install 3 additional cyberware mods besides the damage type. Each purchase of Mantis Blades gives you two, and if you wish, a set can instead be installed in your shins or thighs.

-Projectile Launch System (100CP): A missile launcher in the palm of your hand (more or less literally). It's more like it's stored in your forearm. The PLS can launch a variety of projectiles, from explosive rockets to chemical or electrical or incendiary rockets. Some individuals even use tranquilizer rounds to knock-out impacted organic targets. If you have the ability to make or modify rocket rounds (or otherwise acquire new ammo types), you can create your own and use them in this cyberware. This arm cyberware can also link up to smart-links in order to track targets. This particular version can install 3 additional cyberware mods besides the damage type. If you wish, you may convert both forearms to PLS in case you want to fire two rounds at once.

-CyberWeapon Import (50 CP each): Maybe you want to go your own way? You can incorporate any weapon up to twice the volume of your limb as a Cyberweapon. You may choose if the weapon is usable as cyberware, and/or removeable as a separate tool. Another option is to simply mount a cyberweapon on the outside of the limb and have it function as an obvious turret of sorts. Any consumed ammo can be replenished from any storage you have access to. You may take this option once per limb, and once per limb and per shoulder if you are using an externally mounted cyberweapon. You can also use this for melee weapons too, if you wish.

Legs:
-Reinforced Tendons (50CP): Biomechanical connective tissue supporting leg muscles. This somehow lets you jump again while in midair.

-Fortified Ankles (50CP): Ankle joints reinforced with plastic fibers and nanogel-filled joint capsules. You can perform a charged-up super jump, then you can activate thrusters to hover in midair.

-Lynx Paws (50CP): A leg modification that softens the sound dynamics of movement. This allows you to move and run more quietly, and makes it so the sound of your footsteps will not carry as far. Excellent for stealthy operators.

-Concealed Storage (50/100CP): You have concealed storage compartments in your limbs. You may store whatever you wish inside, up to twice the volume of the compartment, though each item must be able to fit in your limb. While stored inside the compartment, the items and the compartments themselves cannot be detected by external scanners. A single purchase of this cyberware gives you 2 compartments, one in each leg, though you may change the compartments to your arms instead. May be purchased again for another 2 compartments in the other set of limbs. Excellent for smugglers.

Operating System: You may combine multiple purchased cyberdecks together, and use purchased Cyberdecks/Berserk/Sandevistan at the same time without having to swap them out. Any combined systems take the best values of any purchased systems, they are NOT additive or multiplicative. For more details, please check the note labeled “Merging Operating System cyberware”.

-**Cyberdecks**: The tool of the Netrunner. In a tech world, never underestimate these.
--Militech Paraline (Free): This is the entry-level cyberdeck that most new mercs can get if they want more options when dealing with tech obstacles. It has 2 quickhack slots, 2 base RAM, and 4 buffer slots when using breach protocol.

--Lower Quality Cyberdeck (50CP each): There’s a wide variety of cyberdecks available from ripperdocs in Night City. If you don’t mind being cheap, then this option lets you buy any cyberdeck that is not already mentioned in this section, which basically means you can’t use this to buy the truly powerful and/or specialized cyberdecks that are mentioned below.

--Arasaka Mk4 (100CP): A top-tier cyberdeck, commonly used by netrunners specializing in infiltration and corporate espionage. Its bonus effects are that it decreases the RAM cost of Covert-type quickhacks by 1, quickhacking an enemy affected by Ping will reset the duration of Ping, and it increases combat quickhack duration by 30%. It has 6 quickhack slots, 10 base RAM, and 8 buffer slots.

--Fuyutsuki Tinkerer Mk3 (100CP): Unique, modified and unavailable to the average consumer. Perfectly suited for those who want to achieve much, but don't exactly have the skills to match. Its bonus effects are that it increases cyberdeck RAM recovery rate by 9 units per 60 sec, increases combat quickhack duration by 50%, and increases quickhack spread distance by 40%. It has 6 quickhack slots, 8 base RAM, and 7 buffer slots.

--NetWatch Netdriver Mk5 (100CP): A cyberdeck series used by the best NetWatch agents and a frightening beast in terms of its offensive capabilities. It's best if NetWatch didn't catch you using this. Its bonus effects are that it makes it so offensive-type quickhacks can be uploaded to 3 targets within a 6-meter radius, increases damage dealt by quickhacks by 30%, increases cyberdeck RAM recovery rate by 9 unit(s) per 60 sec, and increases quickhack spread distance by 60%. It has 6 quickhack slots, 11 base RAM, and 8 buffer slots.

--Raven Microcyber Mk4 (100CP): Some call these decks battleships. When it comes to system security and fortified anti-theft protocols, it's a foolproof piece of machinery. Its bonus effects are that it increases the time it takes for an enemy netrunner to hack you by 100%, increases quickhack spread distance by 60%, and increases cyberdeck RAM recovery rate by 6 unit(s) per 60 sec. It has 6 quickhack slots, 10 base RAM, and 8 buffer slots.

--Stephenson Tech Mk4 (100CP): A cyberdeck that, according to some, can prolong orgasms. Thanks to its optimized protocols, this preem-tier machine will squeeze the effectiveness out of your daemons to the very last drop. Its bonus effects are that it causes quickhack cooldown times to be reduced by 45%, increases combat quickhack duration by 50%, and reduces quickhack upload time by 25%. It has 6 quickhack slots, 10 base RAM, and 8 buffer slots.

--Tetratronic Rippler Mk4 (100CP): This beauty's fit for champions. How come? Because every element of this deck serves one goal – boosting your most powerful and advanced quickhacks. Its bonus effects are that ultimate-type quickhacks can spread once, it reduces the RAM cost of Ultimate quickhacks by 3, reduces quickhack upload time by 75%, and quickhack cooldown time is reduced by 45%. It has 6 quickhack slots, 10 base RAM, and 8 buffer slots.

-**Berserk**: If Cyberdecks are for support-roles, Berserk is for frontline combatants. This type of operating system is active for short bursts, enhancing weapons and defenses, as well as allowing users to do superhero landings from high heights without taking damage yourself and doing damage to nearby enemies.
--Lower Quality Berserk (50CP each): If you don't want to jump right to the best, this option lets you take any Berserk system found in Night City that is not mentioned below. This does include the Zetatech Berserk Mk4, which is overhyped for its performance numbers.

--BioDyne Berserk Mk4 (100CP): The newest line of Berserk implants from BioDyne are notable for their improved ranged combat and defense algorithms thanks to trademarked hormone regulators from the Swedish corporation Dahlberg-Holm. It reduces weapon recoil by 25%, weapon sway by 25%, increases melee damage by 5%, and increases Armor and Resistances

by 5%. Duration: 30 sec. Cooldown: 60 sec. All ranged attacks deal 20% more damage. Defeating enemies restores 4% max Health when Berserk is active.

--Militech Berserk Mk5 (100CP): The only official Berserk implant from Militech available on the market, but an exceptionally fine one at that. Its genius lies in being nanopowered, making it highly suitable for regenerative purposes. It reduces weapon recoil by 15%, weapon sway by 15%, increases melee damage by 15%, and increases Armor and Resistances by 10%. Duration: 60 sec. Cooldown: 60 sec. Defeating enemies restores 5% max Health when Berserk is active. Gain 40% more Max Health when Berserk is active. Increases max Stamina by 40% when Berserk is active.

--Zetatech Berserk Mk5 (100CP): Zetatech's Berserk implant will make you into a lean, mean killing machine. Not to mention hard to kill yourself, thanks to its revolutionary impact-absorption systems. It reduces weapon recoil by 20%, weapon sway by 20%, increases melee damage by 20%, and increases Armor and Resistances by 10%. Duration: 30 sec. Cooldown: 30 sec. Defeating enemies restores 5% max Health when Berserk is active.

-**Sandevistan**: If Berserk is meant for frontline combatants, Sandevistans are for skilled operators like snipers and ninja, and provides bonuses for ranged weaponry and bladed melee weapons. They also slow down the user's perception of time while active, though the user can move at a speed that seems normal.
--Lower Quality Sandevistan (50CP each): There are several lower quality Sandevistans available in Nighty City. They are cheaper, and more new-user friendly. With this option, you can take any Sandevistan that is not already mentioned in this section.

--Dynalar Sandevistan Mk4 (100CP): Dynalar's greatest achievement to date. Thanks to collaboration with Swiss corporation Bieri-1's neuro-research labs, this implant boosts lightning-fast connection speeds, combat system flexibility and optimized combat perceptiveness. Ideal for specialists. Slows time to 25% for 16 sec. Cooldown 30 sec. Increases any damage dealt by 15% when Sandevistan is active. Increases your odds of managing to strike a weak spot by 15% when Sandevistan is active.

--Militech “Falcon” Sandevistan Mk5 (100CP): Manufactured by Militech, the "Falcon" is hands down the best and most advanced Sandevistan model out there. Previously used only by elite Militech soldiers, it’s now available to the average consumer. The nickname is no accident - the peregrine falcon was once one of the fastest animals in the world, as this implant is among cyberware. Slows time to 30% for 18 sec. Cooldown 60 sec. Increase any damage dealt by 15% when Sandevistan is active. Increases Crit Chance by 20% and Crit Damage by 20% when Sandevistan is active.

--QianT “Warp Dancer” Sandevistan Mk5 (100CP): QianT's pride and joy - the company's latest Sandevistan model has already reached a legendary status with its astounding craftsmanship and precision, while its artificial neural network-powered software is virtually unmatched in the market. Slows time to 10% for 8 sec. Cooldown 30 sec. Increases any damage dealt by 15%

when Sandevistan is active. Increases Crit Chance by 10% and Crit Damage by 50% when Sandevistan is active.

--QianT Sandevistan Mk4 (100CP): The Sandevistan manufactured by QianT is top-shelf cyberware with unique capabilities for professionals who specialize in speed, precision and killing. Due to its limited availability, this model is only sought after by the most discerning users. Slows time to 25% for 12 sec. Cooldown 15 sec. Increases any damage dealt by 15% when Sandevistan is active. Increases Crit Chance by 15% when Sandevistan is active.

--Military-Grade Sandevistan (200CP): Whereas consumer-grade Sandevistans like the ones above have fairly strict operating times and recharge periods, this military-grade version removes all the safeties. Similar to the model used by James Morris and later David Martinez, this Sandevistan is a spinal cyberware that effectively grants the user extreme time dilation and super speed when active. Rain drops seem motionless, foes are standstill, that kind of thing. You can even activate it for however long or often as you wish, and oddly enough, the sped-up effect also applies to things like vehicles you are in or weapons you use. However, the downside is that this kind of performance exerts extreme tolls on the user, and for people with low cyberware-affinity, even using it more than 2 or 3 times a day risks boiling their brains. And as fast as the speed is, other Sandevistan users can still match you if they are able to react quick enough, so don't treat this as an instant "I win" button. As a hidden 'bonus', it also comes with an in-built BD scroller to record the user's experiences. Lastly, after this jump, the risk of brain-boiling and/or hemorrhaging disappears.

Companions:
-Companion Creation or Import (50CP each, 200CP for 8): Friends are great to have in Night City, you can't always watch your own back. If you want to make new friends, or bring along old ones, it will cost you 50CP for each, or 200CP for 8. Each companion can pick their own gender, age, Background and Origin, and have 600CP to spend. They also benefit from the cyberware section's CP allotment. If you wish to donate your own CP to your companions, your CP is spread to all companions created/imported this way. So if you give up 100CP, each created/imported companion gains another 100CP to spend.

-Recruit A Local (100CP each): There's all sorts of people in Night City (and beyond). But maybe you want a chance to meet a specific person (or entity, AIs count). This option will give you a guaranteed opportunity to meet up with and convince someone to become a Companion. Informed consent is required, so any charisma/charm boosts are temporarily nullified. On the flip side, if you fail to convince them, then you may choose a different person for a guaranteed meeting, or simply be refunded the spent CP and use it on something else from this jump. However, please keep in mind that you can always recruit someone as a Companion for free if they give informed consent, this option is just a guaranteed meeting.

-Bodyguard (100CP): In your time in Night City, you've managed to stumble across one of the strangest things yet: a man (or woman) with honor. This person was a bodyguard with a Corp,

familiar with the highest echelons and with that Corps internal politics. But as was inevitable, when they stumbled across a Corp secret and reported it to their chain of command, someone in the Corp hired a hit squad on them. Now, all they have left is a clean car, their favorite weapon, and that's it. Help them out in finding their feet and/or getting revenge on the person(s) who wronged them, and in return they will be a loyal bodyguard and stalwart confidante.

-Tarot Enthusiast (100CP): There's all kinds in Night City, and while some worship the almighty eurodollar, others turn to more spiritual methods. This person is deep into various spiritual beliefs, and has a strong affinity with their tarot deck. Their tarot readings are bizarrely accurate, and can lead you to various things. Peace, power, conflict, death, or any combination thereof. If and when you tell them of your jumpchain, they will see such a thing as a sign of higher power, but also a chance for them to further spiritually grow and possibly help others.

-Stranger In A Organic Land (100CP): Delamain and its taxis might be the most well known AI service in Night City, but shortly after his establishment, another AI showed up and peacefully acquired another minor business. Nightwatch is aware of it, but don't bother it so long as it doesn't do any netrunning-type activities. In your time in the city, you did this AI a favor, and an odd friendship has grown between you. And while its time here has been interesting, it does feel stifled by Netwatch's restrictions, and would be interested in any opportunities you may represent in finding bigger pastures.

-Relic-quary Resident (requires Relic 1.0, free): Whatever person's engram you chose when purchasing the Relic 1.0, you have enjoyed the experience so much that you wish to take them with you on your jumpchain as a full companion. After this jump, the engram is removed from the Relic 1.0 and made into a full digital being like an AI.

-Cat (free): You managed to find one of the few remaining animals in Night City, a cute little kitty. It's fully inoculated, and is engineered to prevent shedding and other allergens. Even better, it's fully paid off with the city, so you don't have to pay the ongoing pet tax that basically means only the rich have any animals.

Drawbacks:
-Fanfic Toggle (0CP): Night City has stood for a long time, and many tales have been made here. If you know of a story, fanfic, game, or alternate universe/timeline that takes place in this Cyberpunk world, then instead of being present during V's time in Night City, you may choose to put yourself in that one.

-Cyberpunk 2069 (0CP): If you want to arrive earlier, you can instead use this drawback to start in 2069. President Meyers is going to start the Unification War to re-annex the Free States, and a lot of military action is going to be going down near Night City.

-Cyberpunk: Edgerunners (0CP): If you just want to arrive in Night City a few years earlier, take this toggle. James Norris has yet to go cyberpsycho on a bunch of NCPD cops, David Martinez

is unhappily at Arasaka Academy, and Maine's group hasn't lost their netrunner Sasha yet. Maybe you can help David have a happier end.

-Continuity Toggle (0CP): The Cyberpunk setting has many continuities. 2077 is itself an alternate future continuity of 2022, and shows this by having details from 2022 different from how they actually were in 2022. If you instead wish to use one of the many different continuities as the basis of your time here, you may choose to do so.

-I Can't Breathe (+100CP, Corpo only): Here's a free set of cyber lungs (as if you bought with CP), but don't piss off your corp, or HR will shut down your cyberware, which now includes your lungs.

-The Drop-In (+100CP): Remember how there's no Drop-In origin offered? The reason for that is because to survive in Night City (or anywhere in this world), you really need local memories. For example, how else would you remember to not look NCPD in the eyes, or give them a "gratuity" after a traffic stop, or any other of a thousand possible situations? If you really want the Drop-In experience, this drawback means you don't have to worry about any prior memories or behaviors your normal Background and Origin might have previously given you. This can be taken as a normal drawback (expiring at the end of the jump) or as a toggle (you never had that past in the first place). Either way good luck choom, you're going to fucking need it.

-Discount Mine Store (+100/200CP): Mines are great for area denial purposes. And Night City has always had ample access to them, there's plenty of minefields out in the Badlands an enterprising individual can salvage from. But this has gotten crazy now. Several mine manufacturers have decided to dump their exploding products onto the market for cheap, meaning pretty much everyone has access to them, from Corps to Gangs to random homeless people. For +100CP, this saturated market affects everyone, meaning even the Gangers and Corps will have to watch their step. For +200CP, this glut of mines will really only affect you, meaning you can expect pretty much every job or random exploration to have at least one or two mines waiting for you to stumble across. But be warned, this drawback only affects how many mines you see, it's up to the individual owners to get downright nasty with placement, like having an obvious mine forcing someone to look away from the one right around the corner.

-Beware of Explosions (+200CP): Have you ever wondered what's in all those fuel canisters/explosive barrels/pipes under pressure/etc? Death. More specifically, your death. It doesn't matter if you have enough armor and/or durability to tank a minigun with your face, get too close to an exploding barrel/object, and you are just dead. This also applies to being inside a car that explodes, but not to grenades or other actually weaponized explosives, like explosive ammo or grenade rockets.

-Falling to Your Death (+200CP): For some reason, gravity really has it out for you. Your body could be completely cybernetic, with the best leg mods available, and still falling 10 feet onto the wrong object and you die like a raw egg onto concrete. You might want to look into possibly getting Retrothruster boots, but you might need to pay a good Fixer to find those for you.

-Camo Camo Everywhere (+200CP): Optic Camouflage cyberware is now much more common on the streets of Night City. Even the poorest of gangs are going to have a few users with low-grade optic camo, and the more wealthy they are, the more invisible assholes you'll have to deal with. And when you are dealing with Corp troops, expect many more users of high duration cloaking. On the flip side, low-quality optical camo is only good for bursts of 10 seconds at a time before needing to recharge, compared to the high grade stuff used by Corpo troops that last for minutes. But either way, you better learn to watch for odd shimmers.

-Cleaned Up City (+200CP): Wait, where'd all the loot go? Sorry choom, looks like the city did a major clean up effort, and now 90% of all the stuff you'd normally find like ash trays, random drinks and food, and so on, are all gone. But at least you can appreciate the city more without being distracted by your obsessive compulsive need to pick up all the items, right?

-No Gods Only Men (+300CP): You might have been godlike in other settings, but here? Nope. You are locked out from all powers and perks you may have acquired previously for the duration of your time here.

-Local Goods Only (+300CP): Sorry choomba, your infinite resource generator from that post-utopia you went to is not allowed here. This drawback prevents you from taking anything from previous settings out of your Warehouse (or equivalent jumpchain storage method). You may still access your Warehouse (or equivalent), but you can only add or remove items you've acquired in this setting.

-Rapid Deployment Tactics (+200/300CP): The NCPD has recently implemented new rapid deployment tactics. Any time a noncombatant is killed by an armed suspect (gang, cyberpsycho, merc, corpo hit squad), the NCPD will rapidly deploy to that location and attempt to neutralize the perpetrator, almost as if they were teleporting right behind them. Don't ask questions like "I'm looking out of a dead end alley, how did you get behind me?" or "I used cyberware/vehicles to get onto this roof", expect crazy stunts or even commandeered Aerial (or "aerial") Vehicles. Killing them just gets SWAT or even MaxTac involved. Basically, the perp better run. If you want an additional +100CP, then this drawback will only target you.

-No Cyberware For You! (+300CP): If you really don't care about having Cyberware, taking this drawback grants you general-use CP in exchange for you no longer being allowed to spend CP on the Cyberware Section. Any Companions are also prevented from spending CP on the Cyberware section. You and your Companions can still take free Cyberware options, but you can't spend any CP on others. Also, you and your Companions no longer have the Cyberware CP allotment. This drawback also prevents you from buying the CyberSkeleton.

-Bootleg Cyberware (+300CP, must have spent CP on Cyberware): You've been forced to use bootleg variants of your cyberware. Militiatech, Ara-Sake, Kiro-Oshi, junk like that. Fewer options, worse software, and is more prone to failure. You'll have to endure dealing with the

issues for your entire time here. Even buying new cyberware will somehow have similar issues pop up.

-Life as a Joytoy (+300CP, incompatible with V Is You): The only way you can make money is by selling yourself. You are now part of the sex industry of Night City. You can be a street Joytoy, or a Doll, or at best a member of the Mox working at Lizzies and selling BDs you've been in. While you can take other jobs, you simply won't be paid for them. And selling non-sex-industry stuff will end up as either neutral or a net-loss. On the flip side, you may take the Doll Chip cyberware for free.

-V is You (+400CP): If you are certain about this, you can take V's place as the main character of Cyberpunk 2077. V's history is adjusted to your background, you'll gain their memories and experiences, and on arrival in this setting, you'll have to do the opening mission for that history. For the purposes of this drawback only, Mercs and Criminal backgrounds do the Street Kid opening Mission, Corpos do the Corpo path, but if you have the Nomad Origin, your background is overridden and you are doing the Nomad opener. Either way, say hi to Jackie. And when the Relic heist comes around (and no, you can't avoid it), no matter what else happens, the Relic 2.0 is going to end up in your head, you will be shot in the head, and the Relic will activate and start overriding your brain with Johnny Silverhand's engram. From there, it's up to you to survive. However, if you do manage to get into Arasaka, get Alt into Mikoshi, and get hit by her using Soulkiller, then at that point you've secured jump victory, and even dying after that point doesn't end in chain failure. It's up to you if you perform suicide after that, or keep on fighting to survive.

-Do You See the Watcher? (+600CP): There's all sorts of rumors out there. But now you'll start to see odd things out of the corner of your eye. People watching you. Your security systems will be fine, but things will have been moved around in your home. There's a repetitively static sound in your ears that no Ripperdoc can notice or fix. Like the Peralez, it looks like you've been targeted by a shadowy group who wants to use you for some purpose. They will have brain adjustment technology capable of slowly modifying your memories and personality. Can you notice the change? Can you stop them? Be careful, this group seems to have even higher tech than even the strongest Corps.

-Cyberpsychosis Is Real (+600CP): There's lots of discussion on cyberpsychosis and if it's real or not. If it's an affliction caused by too much cyberware, or if it's a general psychotic break, or if it's being caused by a yet to be determined factor. This drawback settles the argument, at least for you. This drawback makes it so that the more cyberware you install and use, the greater the strain on you. As your cyberware load increases, you'll start to develop a twitch in your limbs, and start having memories override what you are presently seeing, or having illusions of people you dislike appear. The worse it gets, the more difficulty you'll have still connecting with reality. Immunoboosters will slow your degradation, but if you don't lower your cyberware load, you WILL eventually go flying off that cliff. And considering all known cyberpsychos tend to die in a blaze of aggression and violence, that might very well be the end of your chain. Even if psycho-you manages to survive the full jump, your post-jump self might not be too happy with

what you did. And while bioware will be less stressful than cyberware equivalents, you'll still have to keep watch for any psychosis symptoms.

CHALLENGES: Want some additional goals? Each challenge is selected based on your Origin.
-Merc Challenge: You must take every job offered to you, and survive ten years. Reward: Your deeds and accomplishments follow you along your Jumpchain. Everyone you encounter will know what a Legend you are.
-Gang Challenge: Your gang must take over all territory in the city held by other Gangs. It does not need to take over "corp" or "police" territory. Reward: Night City in its entirety. From the old oil fields now replenished, to the Badlands now cleaned of toxic or dangerous material, to the Biotechnica Flats with the protein farms, to the bay and the spaceport. All of Night City is yours, and you are the undisputed owner and ruler. The people become followers in your jumpchain, or you can replace them with new followers after each jump.
-Corpo Challenge: Your Corp must take over all of Night City from the other Corps. Buyouts, sabotage, mergers, whatever it takes. Reward: Night City. Same as above.

Well, you've done your time in Night City and possibly beyond. Before you make your decision on what to do next, have some souvenirs. Here's a replica of Johnny Silverhand's Samurai Jacket, a collection of novelty Bobbleheads & Pez Dispensers based on noteworthy people from Night City, and an existence-time supply of every Pez flavor ever created. Got that? All drawbacks are removed.

Now, what's next?

Stay: Night City is your oyster, and you aren't leaving. Your legend isn't over yet!

Go Home: Night City is a rat race, and it's time to hang up your jacket, end the chain, and go home. It's nice to live in a world that doesn't have Corps to ruin it. There are no Corps, right???

Move On: Your time may be done here, but that just means your legend is on to new worlds! Move on to your next Jump.

Notes:
-Art Book: Any time I mention the Art Book, I'm referring to "The World Of Cyberpunk 2077" by Marcin Batylda. It's less an Art Book and more of a Lore book. Here is a Youtube video of someone going through it, and it's readable. LINK.
--To be clear, I am NOT referring to the digital artbook that came with every digital and physical copy of the game, that's only 60 pages long.

-Why did I pick the female V box-art? Because it's a lot less common online than male V, even though both versions literally come with the game case.

-On Cyberware: Post-jump, all cyberware gains fiat-backing, which means they don't need maintenance, will auto-repair if they take damage, and if you want, you can treat the cyberware as a sort of interchangeable modification you can switch at any time, on any alt-form.
-Cyberware amount limits: While the game does have a limit to how many types of cyberware you can have in one "slot" such as subdermal armor/etc, any cyberware purchased with CP would not count towards any sort of space limitations. For example, if you want every type of cyberarm weapon at once and have paid the CP cost, enjoy your Gorilla/Mantis/Munition Launcher/Monowire arms.

-CP versus Non-CP Quickhacks: While you can choose to ignore the CP-purchased Quickhacks, any local quickhacks are basically scripts that are specifically for cyberware. In other settings, they likely won't work (unless there's cyberware). But the CP-bought quickhacks work on targets that don't even have any form of cybernetics, so they are effectively a form of magic.

-RAM: RAM is used in game as a pseudo-magic resource to fuel your quickhack "spells". Does it make sense for RAM to recharge like that outside of a game setting? Not really. As a result, don't think too heavily on that, I just didn't want to have to create a more viable explanation for what the RAM cost of quickhacks actually does. Blame CDPR for that one.

-Disassembly: Pay attention to "you have to be able to move a select object around yourself somehow". This wording was used to allow super strength, telekinetic, and other OCP users to have additional utility out of this perk. Also, in-game, we've seen a chromed-out merc move/flip a car (it was a cyberpsycho job), so Gorilla Arms could likely let you move bigger and heavier objects like cars. After update 1.51, Gorilla Arms started counting as additional points in Body, so they absolutely help in feats of superstrength.

-Crafting Specs and the Mechanic Shop: If you've got Gorilla Arms and learned a crafting spec for a car, you can use crafting to build it according to the normal Crafting & Disassembly perk. If you had to bring it to the Mechanic Shop to learn the crafting spec, then you essentially have a crafting spec you'd have to build in the Mechanic Shop (or similar non-fiat facility). If you have both options (you can personally disassemble a car because of cyberware/OCP, and used a shop), it's up to you how you want the crafting thing to work.

-Crafting Components: Crafting components in Cyberpunk 2077 are a kind of catch-all term. In an early version of the game, you could break down drinks into crafting components. You can turn the same crafting components into ammunition, grenades, pistols, katanas, cyberware mods, and so on. So, in that spirit, crafting components can be used to substitute any materials used to make something, even in other settings. Need uranium? Crafting components. Adamantium? Lots of crafting components. However, crafting materials only take the place of supplies, and not anything used with those supplies. For example, in Skyrim's enchanting system, you could use crafting components to make soul gems, but not to fill soul gems or use raw crafting components to make an enchantment. You still need a filled soul gem and the knowledge on how to enchant.
--Just to be clear, unlike later updates to Cyberpunk 2077, I'm allowing food and/or drink packaging to be disassembled into crafting components. For crying out loud, a guitar pick can be made into crafting components, why not a soda can or food wrapper? Besides "game balance" reasons.

-Cyberware inter-compatibility: In the Cyberpunk 2077 art book (which is more of a lore dump, and not so much art) (page 31, under the Compatibility section), it is stated that all cyberware implants are built to an industry standard of compatibility. It doesn't matter if you have implants from a dozen corporations, they can all work with each other without issue. Well, unless you do something stupid like trying to run a Militech military-grade exo-suit off of a civilian-grade cyberware. Anyways, as such, any cyberware acquired in this jump, bought with CP or not, can be considered to be compatible with any other form of cybernetics from any setting.

-Midnight Lady Combat Accessory: I'll be honest, this item was me making references to various boob guns in fiction. Des-D-Mona was Desdemona from Machete Kills, Torpedos was a general reference to all the missile launching boobs, GaGa was a callout to Lady Gaga and her flamethrower bra she's used in concerts and music videos. Yes, I totally used TVTropes for this, specifically "Torpedo Tits". The only reason there isn't a laser option is because Nighty City doesn't show laser weapons. And spikes are present under the normal Midnight Lady Accessories.

-Bioware: This is totally canon, but ignore the wiki, it is pulling from CP 2020 and thus is slightly different. My source is page 36 of the Cyberpunk 2077 art book.

-Mitigation Chance and Mitigation Strength: Mitigation Chance and Strength are an odd concept that was added in patch 1.5. Before that, there was an evasion statistic, but it wasn't clearly explained and didn't seem to work at all. Mitigation Chance is a percentage change for damage of an individual attack to be reduced. The base Mitigation Chance is 10%. If an attack is Mitigated, then the attack is reduced by the Mitigation Strength, which starts at 50% then adds whatever bonus Mitigation Strength you have from other options.

-Merging Operating System cyberware: If you purchase multiple cyberdecks/Berserks/Sandevistans, you can merge them together and use whatever the better

numbers are. If Berserk A has higher damage resistances, but B has a faster recharge, then the merge has the best of both worlds. However, you are picking the best of whatever is already present, not adding or subtracting numbers or anything like that.
--On the flip side, if you do buy a Cyberdeck and a Berserk and a Sandevistan, you can have them equipped at the same time, unlike the game where you had to pick and choose if you were using A or B or C. Which is annoying, Cyberdecks open up so many options for any build, while Berserk and Sandevistan are combat focused and better versions are locked behind a Body or Reflex stat check.
---And yes, this does mean that having a cheap 50CP Sandevistan would solve the dangers of the Military Sandevistan.

-Organization, Group, Gang, Corp, etc: Any time a specific word is used such as Corp, gang, group, organization, you may substitute it with any of the others. My intent is that some effects will be limited-to/targeting the group/organization/corp/etc you are in, no matter how big that group is. And yes, scale matters. It could be anything from being a member of a sports club, to being in a Galactic Empire, etc.

-Crafting Loop Note: There is an intended infinite riches loop in this jump. It's based on an earlier version of the game, and how you could duplicate loot and crafting materials. Take the Drop Point item, as it will then sell you infinite copies of anything you sell to it. You can then use it to buy crafting components (or anything else you want) back, and then use those components to build more valuable stuff like guns or gear (or cars, if you have the right Techie perks/items), then sell it back to the Drop Point. Besides the duping (which is based off of an obsolete exploit detailed below), the gameplay loop of "buy crafting materials, craft high value items, sell them, buy more crafting materials" has always been in the game.

-Budget Arms Slaught-O-Matic: For some reason, this vending machine trash gun had its price increased from 90€$, to 630€$ in version 1.51. I feel this completely revokes the spirit of a gun so cheap you pay pennies for it, shoot off its magazine, then throw it away. At that price, you might as well craft your own gun and ammo. So, in my opinion and any mention in this jump, the price of a Slaught-O-Matic pistol is 90€$. EDIT: In patch 1.6, they lowered it back down to 100, but I still prefer it at 90.

-Drop Point: Drop point will work with Cyberware, unlike in-game where you can't sell back cyberware (as of V1.51: to a non-Ripperdoc vendor). Also opens up duplication, with this method.

-Signal Control vs Hacking Protection Upgrade: Both protect against you being hacked - the former can also protect nearby allies and the latter can also hide your cyberware. Do you like being the mage? Signal Control. Do you like being the ninja? Hacking Protection Upgrade.

-Tier 5 Netrunning Gear and Surge Protector do in fact synergize together. As I had pointed out to me, anything that would fry your brain is instead redirected to your T5 gear, which has an auto-repair function included. After that was pointed out, I'd figured I'd immortalize that combo. I

just added a “takes 24 hours at most to self-repair” line to give a general time frame to work with.

-I’m aware the cyberware section might be a bit too game-number heavy, as I basically copied the effects and numbers directly from the legendary version in-game. And percentage increases don’t really work in real life that doesn’t have durability represented by a health bar. However, I wasn’t sure what I could have replaced it with, and by that point in the jumpdoc creation timeline, Cyberware was the biggest stumbling block, and why it took about a year to finish cause I kept delaying.

-On Cyberpunk 2077 v1.2 patch: the v1.2 patch got rid of most of the duplication methods and money exploits, but since the majority of the jumpdoc author’s play time was pre-1.2, the jump will reflect the pre-1.2 state of the game. The game came out on September 17, 2020, and the 1.2 patch finally got rid of the money exploit/duping on March 29th, 2021. So most people who played the game early likely experienced the Drop Point duplication exploit.
--For posterity’s sake, I’ll record what the exploit was. If you pressed two buttons on your controller/keyboard when looking at a Drop Point, the game would glitch out and pull up a see-through menu. From there, you could “sell” an item and get money for it, but the item would still be in your possession. And because the transaction wasn’t “finished” until you closed the Drop Point menu, you could do the duplication as many times as you wanted. So you’d rapidly sell it a million times, then back out of the menu. Then re-open the menu, and there’d be a million copies of whatever you sold. There were 2 major ways to exploit this. First, there was a quest reward for a painting. Its sale price was like 4000, but its buyback price was only a couple hundred. So people would duplicate it with the Drop Point, make thousands of these things, buy them back for cheap, then slowly sell them back for the 4000 each, and empty out the Drop Point’s 20k €$ budget. The second exploit method was duplicating drink items, as they would break down for more value in crafting components than they’d cost to buy from a vending machine.

-On Cyberpunk 2077 v1.5 patch: Patch 1.5 had a lot of details, but one thing the patch notes doesn’t mention is that they completely nerfed critical hit builds. Any improvement to crit chance or Crit damage got much lower numbers, and the clothing system changes made it impossible to add crit mods to all clothes items. You can now only have it on face wear. However, since I still have the old numbers in my notes, this Jump Doc provides the old numbers.

-Critical Chance/Damage: Since this jump isn’t a game, I can’t really use crit chance or crit damage to explain effects. That’s why I’ve chosen to instead use “find weak spots” or “deal increased damage to weak spots”.

-Future DLC: There’s a rumor that the 6th “Stat” that was revealed in patch v1.2 to be the Relic, may be a rockerboy stat based on Johnny Silverhand. Full disclaimer, the Rockerboy origin was put together before any such DLC was put out.

-Continuity Toggle: Some people were asking for this, so I provided it as an option. Be advised, I (the jumpdoc author) am not familiar with the other continuities, so feel free to house-rule/handwave how this would actually work.

-**SAFETY NET**: Someone pointed out that the future of CP2077 is possibly very dangerous even if you have no effect on anything. To prevent a "rocks fall, everyone dies" scenario from making this jump far more dangerous, I'm going to say that if something were to threaten the existence of your local area (AKA neighborhood/district/town/city/state/continent/planet), you will get some sort of notification about it. At that point, it's up to you if you evacuate or try to save others, though saving others might prevent you from getting out of the blast radius. This effect is ONLY for this jump, and cannot be taken into other. I just didn't want to write this as a toggle drawback. Plus, with all the wars in recent history, plus the mass drivers on the moon and the egotistical people in orbit, "rocks fall" might end up being literal, and there's nothing you can do about it (with just local jump resources). So I included this as a safety feature. However, if you ARE involved in whatever is going to cause this event, then you will not receive a notification, as you likely already know.

-On Cyberpunk 2077 patch 1.6: Great update. Added a Transmog system, added plenty of guns and melee, added content from the CP: Edgerunners anime, added buffs to throwing knifes and new knives to throw. Added a way to check clothing vendors for clothes not yet in your Wardrobe (AKA the Transmog). It also added cloud/cross save, so people can move their saves to different systems, which is important as 1.6 is the last update for old-gen consoles. It also adds a modding system of their own for PC players.

-On Local Companions: To be explicit, I feel that if someone (in any setting, not just this jump) gives informed consent on becoming a Companion, that does not and should not cost you CP. The "Recruit A Local" option is just charging you for a guaranteed chance to meet that person and try to convince them, and is best used for hard to reach people like Yorinobu or Hanako Arasaka, or AI-Alt, or the Johnny Silverhand construct.
--Also, if you manage to get someone to agree to become a Companion before they become a full Cyber Psycho, then that's still binding, and they fall under normal Companion respawn rules (whatever that may be for your jump chain). Cyberpsychosis is treated as a Drawback, and no longer is in effect post-jump. However, they might need therapy to deal with what they did under Cyberpsychosis.

-Cyberpsychosis Is Real: To be clear, I'm using the Cyberpsychosis as shown by the Cyberpunk: Edgerunners tie-in anime as an example of what cyberpsychosis is. In-game, the Regina cyberpsycho missions show that it can be caused by a variety of factors, whereas the anime focuses on what it feels like to actually have cyberpsychosis happen to you.
~~--However, there are just as many arguments for what cyberpsychosis is as there are for what it isn't. I'm just using the anime version as a framework for how the Drawback version works, and how terrible it can be to locals of this setting.~~
--Turns out, Mike Pondsmith himself did a partial lore reveal on what Cyberpsychosis is via his actual Reddit account. Here's the post. Basically, everyone has a degree of stability from their

life (or lack thereof, especially in Night City), and Cyberware adds strain to a user. And while not everyone reacts the same, it increases the chances for someone to react to stress in ways their lesser-stressed self would not have. Cool lore dump, relevant for people without the drawback, but the drawback is a reference to the anime-shown cyberpsychosis, so that's how the drawback functions.

-Cyberpsychosis Is Real drawback and non-local cybernetics: I'm not going to rule on how a jumper with non-local cybernetics is affected by this drawback. I will say that if you have a robotic alt-form, then you don't have to worry about it, but that's because you have a body that is already mechanical.

-Noncombatant: The Geneva Convention's dead, choom. If they're minding their own damn business instead of getting up in someone else's with a blade, a gun or a deck, they just might be a noncombatant. But if you're worried about flatlining some random, maybe look for red markers first - and don't forget to check your backstop, neh?

-Military Sandevistan and Nanorelays/Bioconductor: I'd going to say that the Nanorelays lets you use the Military Sandevistan for longer for the same amount of physical strain (or you could just say it's less strain for a given time period), and that Bioconductor lets you use it more often. Handwave something about Bioconductor reducing the strain buildup that'd otherwise kill you.

-Date of the Relic Heist: Someone pointed out that Saburo's little diary databank in his AV on Konpeki Plaza actually gives the date of the Heist. The last entry was on "121/77", or May 1st, 2077, which is the 121st day of that year.

-Agents: There was a question on if the basic cyberware package included Agents, as in the semi-AI thing from Cyberpunk RED that basically served as your digital secretary on your cyberware. Since we see no indication of Agents in CP2077, I'm not going to make a ruling on this. Personally, I think they are basically like an operating system networking all your various non-combat cyberware together, but that's my personal opinion and not a hard fact.

-This game has great music. Here are some links:
All of the Samurai songs that were made for Cyberpunk 2077. LINK.
Cyberpunk 2077 OST: LINK.
Cyberpunk 2077: Radio Vol 1: https://smarturl.it/cp2077-radio1?IQi
Cyberpunk 2077: Radio Vol 2: https://smarturl.it/cp2077-radio2?IQi
Grimes/Lizzy Wizzy's song Delicate Weapon: LINK.

-For Cyberpunk Edgerunners, CDPR released a fantastic music video for the ending theme, and it's a kind of prequel to the anime about a Netrunner going after Biotechnica. Great song, great video, but sad.
https://www.youtube.com/watch?v=BnnbP7pCIvQ

-David Martinez Build: If you want an example of what can be done without the Military Grade Sandevistan, a youtuber imitated David Martinez's "build" in-game. It's basically an unbeatable combo of almost always being in Sandevistan, and unlike Edgerunners, no one in the game has a counter Sandevistan. Of course, this is not the case for this jump and living breathing world. But it's a cool video anyway.
https://www.youtube.com/watch?v=DxRgh2vc278

Shout out to this youtuber who pulled a bunch of scenes/advertisements/etc from the game.
https://www.youtube.com/c/Kazuliski/videos

Shout out and kudos to u/Responsible_Bite_809 who got their version of a Cyberpunk 2077 jump out 9 months before I got this thing presentable. Go check out their version!
-Looks like they changed their account name to u/BizarreBoglin for the v1.01 update of their jump.

Credits:
-Credit to Heridfel for reminding me about the weird explosion/fall deaths in this game.
-Credit to Cliffc999 for the idea of making a Mines drawback.
-many others who contributed and unfortunately forgot about. Thanks everyone!

Changelog:
v1.4: Adjusted the wording of Military Grade Sandevistan so that it takes more than 2 or 3 uses to risk boiling your brain. Added a note about a video on the David Martinez build being duplicated in 2077. Added note on Military Sandevistan and how it interacts with Nanorelays/Bioconductor. Added another note to Merging Operating System Cyberware, allowing Military Sandevistan to be safer if you also buy a different Sandevistan. Allowed Cyberware Allotment perk to be purchased multiple times. Added details to Relic 2.0 on how it functions related to jumpchain and/or chain failure. Adjusted the Cyberpsychosis note to include Mike Pondsmith's limited lore reveal on it, and renamed the note "Cyberpsychosis is Real". Adjusted Mansion to include the bonus features of the cheaper options, as I had always intended. Changed Rapid Deployment Tactics to "noncombatant", as almost no one counts as "unarmed" in Night City. Added a note on the canon date of the Relic Heist. Added a line to the Operating System Cyberware section header that a merged OS takes the best value of purchased cyberware(s), not add or multiply them together. Adjusted Kerenzikov to not be limited to just specific actions from the game. Adjusted the Bioware Upgrade to have lower levels of cost and functionality, with 300 still offering the full package. Added a Drop-In drawback, as being a Drop-In is too much of a danger to your survival. Added line to Cyberweapon Import to make it explicit you can use it to import melee weapons. Added a recommended note on what determines a "noncombatant". Kiroshi Mk1 now has a camera disruptor I forgot to previously include. Adjusted Cyberpsychosis Is Real drawback to now partially effect bioware, instead of bioware being flat out immune/not a stressor. Added a note

about how Cyberpsychosis drawback doesn't affect robotic alt-forms. Added "signal control versus hacking protection" note. Added note on Agents.
v1.3: The Patch 1.6 update & CP: Edgerunners update. Added Military-Grade Sandevistan to Cyberware. Added CyberSkeleton to General Items. Included CyberSkeleton in the No Cyberware For You drawback. Added Cyberpsychosis Is Real drawback. Added Recruit A Local to companion section. Added On Local Companions note. Added Cyberpsychosis note. Added a line to the Cyberware Section header about purchased options not harming you. Added Cyberware Affinity perk, as well as a new General Perks section to put that perk into (and other future perk ideas from upcoming game content). Removed a construction note from the Stash item. Added Wardrobe System to the General Perks section. Allowed Mantis Blades to be bought repeatedly, and can be installed in the shins or thighs. Added Cyberpunk: Edgerunners toggle. Added a note for the "Let You Down" music video that covers Sasha the netrunner. Added a note on the patch 1.6 update.
v1.2: added addendum not to correctly name the reddit Cyberpunk 2077 jump maker's current account.
v1.1: changed text color of the shout-out for the other CP2077 jump. Added the Safety Net note to prevent a "rocks fall, everyone dies" scenario during your time here. Added a line to Projectile Launch System so you can make your own rocket ammo types and use them with it.
v1.0: initial release.