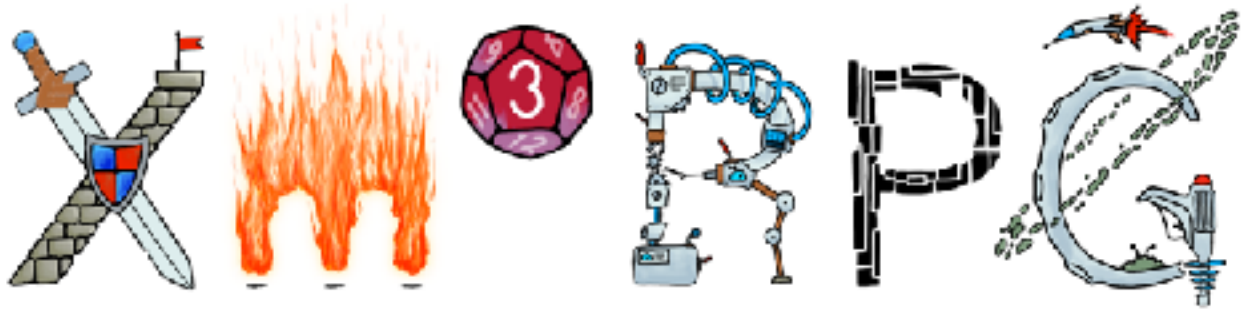




Geek & Dad's



eXpandable Modifiable Modular Multi-Genre Role Playing Game

# Cyberpunk Worldbook

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**Attributes:** Wit, Will, Vigor\*, Reason, Finesse

**Attribute Points:** 20

**Skill Points:** 24

Gunnery (B)

Rifles

Pistols

Sniping

Machine Guns

Heavy Weaponry

Close Combat (B)

Knives

Unarmed Combat

Swords

Polearms

Bludgeons

Improvised Weaponry

Throwing

Dodge

Programming (B)

Icebreaking

Digital Weaponry

Cyberdefense

Security

Software Engineering

Cryptography

Drive

Pilot

Stealth

Sleight of Hand

Perception

Engineering (B)

Electronics

Mechanics

Cybernetics

Demolitions

Robotics

Nanotechnology

Science (B)

Biology

Chemistry

Physics

Psychology

Medicine

People Skills (B)

Persuade

Bluff

Intimidation

Disguise

Performance

Politics

Streetwise

Survival

History

Conspiracy Theory

Art

Athletics

Parkour

# Special Rules

## Reason vs. Wit

Reason includes education, common sense, memory, and applying what you know. In cyberspace, it is used for developing tools and applying them.

Wit includes quick thinking, creativity, argument, and comprehending the unknown. In cyberspace, it is used for combat, as well as trying to improvise tools on the fly.

## Cybernetics and Genetic Modifications

Most people have some sort of augmentations; this is largely allowed for in the attribute points available. An attribute of 1d12 is the peak for an unmodified human; anyone with an attribute of 1d10 or higher might be augmented, and anyone with an attribute of 3d4 or higher certainly is.

Augmentations that do not easily fit as simple attributes can be acquired by spending skill points; a typical augmentation might require taking it as a narrow skill with 3, 5 or 10 skill ranks, depending on the capability of the augmentation.

## Combat in Cyberspace

When fighting with a cybernetic avatar rather than your meatspace body, damage taken does not subtract from your Health. Instead, your cybernetic avatar's Health is determined using your Will in the same way that your Health is using your Vigor. When a cybernetic avatar is reduced to 0 Health, instead of destroying the avatar, the attacker chooses one of the following: Erase a file the avatar possesses; immobilize the avatar in place; disconnect the avatar's controller from the network; or, if the avatar's controller has a direct neural connection, deal any further damage directly to their meatspace Health.

## Starting Equipment

Player characters begin with as much "reasonable" equipment as they wish, subject to GM discretion as to what is or is not reasonable. Furthermore, they begin with either two "unreasonable" items or a single "absurd" item. Once again, what is unreasonable or absurd, or even entirely unavailable, is left to the GM's discretion, as it will vary wildly by the GM's choice of setting. In the writer's Cyberfuture Australia Twenty-Whatever setting, for example, a hand-held laser-cutter knife is unreasonable, whereas an AI doppelgänger of oneself is absurd; but there are settings in which the AI doppelgänger would be considered reasonable equipment and the laser-knife entirely unavailable.

# The Mean Streets

And who and what you'll find there.

## Cyberpunks

### Street Samurai

*Honorable cyborg mercenaries who follow the way of the warrior.*

Level 1

Swords: 3d4+8

Dodge: 3d4+8

Perception: 1d4+1

Will: 1d6 (1)

Wit: 1d4 (0)

Vigor: 1d12 (8)

Reason: 1d4 (0)

Finesse: 3d4 (11)

Health: 52

Close Combat: 3 (9)

Swords: 5 (5)

Dodge: 5 (5)

Cybernetics: 4 (4)

Perception: 1 (1)

### Hotdogger

*Inexperienced hackers seeking notoriety in cyberspace.*

Level 1

Icebreaking: 3d4+9

Programming: 3d4+5

Conspiracy Theory: 1d8+3

Will: 1d10 (5)

Wit: 3d4 (11)

Vigor: 1d4 (0)

Reason: 1d8 (3)

Finesse: 1d6 (1)

Health: 12

Avatar Health: 37

Programming: 5 (15)

Conspiracy Theory: 3 (3)

Icebreaking: 4 (4)

Performance: 2 (2)

### Infiltrator

*Mere locks and cameras are no match for a skilled operative.*

Level 2

Stealth: 3d4+10

Knives: 3d4+2

Perception: 1d10+5

Will: 1d4 (0)

Wit: 1d10 (5)

Vigor: 1d10 (5)

Reason: 1d6 (1)

Finesse: 3d4 (11)

Health: 39

Electronics: 5 (5)

Security: 3 (3)

Stealth: 10 (10)

Perception: 5 (5)

Knives: 2 (2)

Parkour: 4 (4)

# Corporates

## Security Guard

*Whether rent-a-cops or paramilitary grunts, they can frequently be found swarming around the exact entrance the player characters were planning to use.*

Level 0

Pistols: 1d12+5

Dodge: 1d8+3

Perception: 1d8+6

Will: 1d8 (3)

Wit: 1d8 (3)

Vigor: 1d8 (3)

Reason: 1d6 (1)

Finesse: 1d12 (8)

Health: 25

Pistols: 5 (5)

Dodge: 3 (3)

Perception: 6 (6)

Bludgeons: 4 (4)

Psychology: 1 (1)

The Security Guard uses an electroshock stun gun, rather than a pistol that fires bullets. Rather than dealing damage to a character's Health, it forces them to make a Will roll with TN equal to half the damage dealt or be temporarily incapacitated.

## Executive

*Wealth, connections, perfect genes: these things are power. The executive has them all.*

Level 1

People Skills: 3d4+5

Persuade: 3d4+9

Psychology: 1d10+5

Will: 1d8 (3)

Wit: 3d4 (11)

Vigor: 1d4 (0)

Reason: 1d10 (5)

Finesse: 1d6 (1)

Health: 12

People Skills: 5 (15)

Psychology: 5 (5)

Persuade: 4 (4)

## Sysadmin

*Sysadmins will walk barefoot across broken glass for a few minutes more uptime on their servers. Do not mess with sysadmins if you can possibly avoid doing so. You probably can't avoid doing so.*

Level 2

Security: 3d4+10

Digital Weaponry: 1d10+8

Cyberdefense: 1d10+7

Will: 1d10 (5)

Wit: 1d10 (5)

Vigor: 1d6 (1)

Reason: 3d4 (11)

Finesse: 1d4 (0)

Health: 24

Avatar Health: 39

Programming: 5 (15)

Security: 5 (5)

Electronics: 3 (3)

Digital Weaponry: 3 (3)

Cyberdefense: 2 (2)

Art: 1 (1)

# G-Men

## Beat Cop

*A standard local police officer, probably in over their head.*

Level 0

Bludgeons: 1d10+4

Perception: 1d10+4

People Skills: 1d8+3

Will: 1d10 (5)

Wit: 1d8 (3)

Vigor: 1d10 (5)

Reason: 1d4 (0)

Finesse: 1d10 (5)

Health: 35

Pistols: 3 (3)

Dodge: 2 (2)

Perception: 4 (4)

Bludgeons: 4 (4)

People Skills: 2 (6)

The Beat Cop uses an electroshock stun gun, rather than a pistol that fires bullets. Rather than dealing damage to a character's Health, it forces them to make a Will roll with TN equal to half the damage dealt or be temporarily incapacitated.

## Federal Investigator

*Expert detectives sent in to track down and capture the most serious criminals. The player characters, for example.*

Level 1

Pistols: 1d10+2

Dodge: 1d10+3

Perception: 1d12+7

Will: 1d8 (3)

Wit: 1d12 (8)

Vigor: 1d6 (1)

Reason: 1d8 (3)

Finesse: 1d10 (5)

Health: 17

Perception: 7 (7)

Psychology: 3 (3)

People Skills: 3 (9)

Dodge: 3 (3)

Pistols: 2 (2)

## Tactical Response Officer

*When the player characters show up with a serious arsenal, the government's likely to send in some of these. Assuming there's enough government left to do so, that is. Otherwise, your megacorporations might have some.*

Level 1

Dodge: 3d4+6

Rifles: 3d4+6

Intimidation: 1d8+3

Will: 1d8 (3)

Wit: 1d6 (1)

Vigor: 1d10 (5)

Reason: 1d4 (0)

Finesse: 3d4 (11)

Health: 37

Rifles: 6 (6)

Dodge: 3 (3)

Perception: 3 (3)

Close Combat: 3 (9)

Intimidation: 3 (3)

## Cybercrime Specialist

*In a cyberpunk setting, odds are someone will do something illegal on the net. Cybercrime specialists are trained to notice when that happens and trace the perpetrator so other cops can show up in meatspace to make an arrest.*

Level 1

Security: 3d4+9

Digital Weaponry: 3d4+8

Psychology: 3d4+2

Will: 1d8 (3)

Wit: 3d4 (11)

Vigor: 1d4 (0)

Reason: 1d10 (5)

Finesse: 1d6 (1)

Health: 12

Avatar Health: 27

Programming: 5 (15)

Security: 4 (4)

Digital Weaponry: 3 (3)

Psychology: 2 (2)

## Paranormal Activities Investigator

*Your setting may or may not actually have paranormal activities that need investigating. Still, Conspiracy Theory's on the skill list for a reason, and sometimes you need some Men in Black to kick down the door of a player character who's invested too heavily in it.*

Level 2

Heavy Weaponry: 1d10+6

Conspiracy Theory: 1d10+10

Psychology: 1d10+5

Will: 1d6 (1)

Wit: 1d10 (5)

Vigor: 1d10 (6)

Reason: 1d10 (5)

Finesse: 1d10 (5)

Health: 44

Conspiracy Theory: 10 (10)

Heavy Weaponry: 6 (6)

Intimidation: 4 (4)

Science: 2 (6)

Psychology: 3 (3)

For a rather less absurd Paranormal Activities Investigator who's better at actually investigating things, replace Heavy Weaponry with Perception. This one's more built to stop player characters from investigating things they shouldn't.