

RUNNING CYBERPUNK

QUICK LINKS>>>

- S** KILL LIST (PG.131-142)
- R** OLE ABILITIES (PG.143-165)
- D** OING THINGS IN THE NET (PG.195-218)

ACTIONS IN BRIEF (Detailed on PG.127)

Move Action	Move up to as many m/yds as your MOVE Statistic x 2 each Turn.
Attack	Make a Melee or Ranged Attack.
Get into a Vehicle	Get into a vehicle.
Get Up	Stand after being Prone.
Grab	Grab and hold an opponent or take away an object they are holding.
Hold Action	Hold an Action until later in the Round.
Run	Take an additional Move Action.
Stabilize	Stabilize a target to begin the natural healing process.
Starting a Vehicle	Start a vehicle.
Throw	Throw a grabbed opponent to the ground or throw an object.
Use NET Actions	Perform multiple Actions inside the NET.
Use an Object	Manipulate an object in a way that doesn't require a Skill
Use a Skill	Use one of your Skills to accomplish a quick task.

SKILL CHECK RESOLUTION

Attacker's STAT + Skill + 1d10
vs.
Defender's STAT + Skill + 1d10

OR

Attacker's STAT + Skill + 1d10
vs.
Difficulty Value (DV)

Difficulty	Description	DV	Condition	Mod Value
Simple	This is something most people can do without thinking, but which might be hard for a small child.	9	Night or low lighting conditions	-1
Everyday	This feat is something most people can do without a lot of special training.	13	Have never done this before	-1
Difficult	This feat is difficult to accomplish without training or natural talent.	15	Complex task	-2
Professional	This feat takes actual training and the user can be considered to be a professional, skilled in their abilities.	17	Don't have right tools or parts	-2
Heroic	This is a highly skilled feat; one that only the best of the best can pull off. This is the level of sports stars and other highly regarded superstars.	21	Slept uncomfortable the night before.	-2
Incredible	This is a tremendous feat. Pulling this off would rate you among the very best of your class professionally. You are of truly Olympian mettle.	24	Under extreme stress	-2
Legendary	An awe-inspiring feat. This is something people write stories about; a truly amazing accomplishment that will be spoken of in hushed tones for years to come.	29	Exhausted	-4
			Extremely drunk or sedated	-4
			Trying to perform task secretly	-4
			Task obscured by smoke, darkness	-4

Critical Success

If D10=10, add 1d10 to first roll

OR

Critical Failure

If D10=1, roll 1d10 and subtract from first roll total.

NETRUNNING

Combat:
Your Interface + Program ATK + 1d10
or Black ICE ATK + 1d10

vs.

Target's Interface + 1d10 or Program DEF/Black ICE DEF + 1d10

On a Hit, the Target suffers the Effect of the Program

A Netrunner's Turn:
1 Meat Action+ Net Actions
* Moving in the NET is free unless there is obstruction.

INTERFACE ABILITIES

Scanner	Skillcheck to find access point.	Interface +1d10
Backdoor	Skillcheck to hack password.	Interface +1d10 vs Password's DV.
Cloak	Hide your presence or virus in the NET.	Interface +1d10 vs Netrunner's Pathfinder roll.
Control	Skillcheck to assume direct control of things attached to the NET.	Interface +1d10 vs equipment's DV. Requires separate action to operate.
Eye-Dee	Determine the worth of a file.	Interface +1d10 vs File's DV.
Pathfinder	Determine the layout of a NET architecture.	Interface +1d10 reveals # of floors equal to check or blocker's DV.
Slide	Roll against a program's perception to flee combat.	Interface +1d10 vs program's Perception+1d10
Virus	Depending on required NET actions, plant virus with 2 actions that persist after you jack-out.	GM assigns # of turns + DV equal to strength of Netrunner's Virus actions
Zap	use NET action to Zap a program or Netrunner for 1d6.	Interface +1d10 vs. Program's Def +1d10 or enemy Netrunner's Interface +1d10 to deal 1d6.

NON-BLACK ICE PROGRAMS:

Class	Description
Booster	Improves your abilities in the NET Architecture while Rezzed.
Defender	Stops or otherwise reduces the attacks of Programs or other Netrunners while Rezzed.
Attacker	Programs designed to damage or disable Netrunners or Programs, which Deactivate automatically after they are Activated.

BLACK ICE PROGRAMS

Class	Description
Anti-Personnel Black ICE	Deadly single-minded Programs that hunt down and kill Netrunners.
Anti-Program Black ICE	Deadly single-minded Programs that hunt down and kill a Netrunner's Rezzed Programs.
Demon	Black ICE Intelligent Systems that operate Control Nodes to defend their NET Architecture or a physical space by targeting the Netrunner and their party in Meatspace. These are too big for Cyberdecks.

Type	Cost	Slots
Poor Quality Cyberdeck	100eb (Premium)	5
Cyberdeck	500eb (Expensive)	7
Excellent Quality Cyberdeck	1,000eb (V. Expensive)	9

NOTES:

- Installing or Uninstalling a Program of any kind takes 1hr.
- Not jacking-out safely leaves you vulnerable.
- Jacking out and jacking back in again resets the NET architecture.

	Basic Difficulty	Standard Difficulty	Uncommon Difficulty	Advanced Difficulty
Password/File/Control Node DV	DV6	DV8	DV10	DV12
Interface of a Netrunner with a fighting chance	2	4	6	8
Interface of a Netrunner who might die before reaching the bottom	N/A	2 or less	4 or less	6 or less

INTERFACE RANK

1-3	4-6	7-9	10
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NET ACTIONS

2	3	4	5
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Jack in/out	Enter or safely leave a NET Architecture when within 6 m/yds of an access point.
Use Interface Ability	Use a NET related ability. Interface +1d10 vs. DV
Activate/Deactivate Program	Activate or Deactivate one of your programs.
Miscellaneous	A NET action at the discretion of your GM