



By Pokebrat_J

"Wake the fuck up, Samurai! We have a city to burn."

Hellooooo there, Night Cityyyy! Stanley here with ya, and we got another day ahead of us in this city of dreams. Oo, I love this town! Love it like you might love a mother who popped you out on the steps of an orphanage once and now stops you to ask if you got a smoke for her! Every new day here means a hundred new arrivals! But only half these gonks'll survive a year, and that's if it's a good one!

And why do these peeps come to NC? Well, to be street samurai like Morgan Blackhand and Weyland Boa Boa! The greater the risk, the bigger the bounty, kids. Or so they say... But you can only be a major league player for so long. The faster you live, the faster you burn out - If you don't get a bullet to the brain first! NC's legends! Know where you'll find most of 'em?! The graveyard.

Matters not where you're from, matters not where you start. What matters here is the walk you walk. In Night City! The City of Dreams!

You receive **1000 cp** to help you during your stay in this city of dreams.

Origins:

Age and gender may be chosen freely.

Ghost: You're a mystery, someone with no past and no memories. It's a rare opportunity, as there's nothing to hold you back from living your life to its fullest. One thing's for sure - you're not gonna be fading away anytime soon.

Corpo: Few leave the corporate world with their lives - fewer still with their souls intact. You've been there - you've bent the rules, exploited secrets and weaponized information. There's no such thing as a fair game, only winners and losers.

Nomad: Roaming the Badlands, looting scrapyards, raiding fuel depots - life on the road wasn't easy. But growing up in a nomad clan has its perks. Honesty, integrity, and a love of freedom - qualities that few in Night City possess, and no amount of money can buy.

Street Kid: They say if you wanna understand the streets, you gotta live 'em. Gangs, fixers, dolls, small-time pushers, you were raised by them all. Down here the law of the jungle dictates the weak serve the strong, the only law in Night City you have yet to break.



Profession:

Fixer: A fixer is an intermediary, a middleman between mercs and clients. Fixers provide clients with tried-and-true professionals, while they offer mercs regular gigs and a sure payout.

Netrunner: Netrunners are savvy hackers, but with a cybernetically augmented interface system implanted into their body. Using their brain-computer interface implants, they roam the Internet, looking for systems to hack and information to sell to fixers.

Ripperdoc: A ripperdoc lies somewhere between a surgeon, techie and tattoo artist. If you're lucky, you pay them a visit to get yourself chipped with the latest implant on the market because you can afford it. If you're unlucky, a friend will drop you off at their clinic in pieces and hopefully they can put you back together.

Rockerboy: A rockerboy is not just a musician, but above all a rebel locked in a constant battle with corporations for the hearts and minds of the masses. Most rockerboys never live to see their thirtieth birthday. Apparently, they take themselves too seriously.

Solo: Solos are hired hit-men, bodyguards, and mercenaries. Due to their professionalism and constant training, they have the ability to perceive danger, notice traps, and have an almost unearthly ability to avoid harm.

Techie: Techies, or Techs, range from technicians to weapons manufacturers to explosives experts to cybernetic specialists. They are usually underground techies, who do "off-the-record" work.



Locations:

You may freely choose where you start off, or roll a 1d8 to gain an extra [100].

1) Watson: Watson used to have it all, nightclubs, skyscrapers, corporate offices, a top-end medcenter, but economic disaster put an end to all that. Now, it's known as "the bad neighborhood of Night City," the kind of place that suits gangs like Maelstrom and Tyger Claws down to the ground.

2) Westbrook: Westbrook is considered by many to be the best place to live and have fun in Night City. If you've got eddies, you come here to spend them. And if you don't? Well, take out a loan and pretend you're on top of the world, even for just one glorious night. The Tyger Claws own this district and operate many businesses.

3) City Center: The City Center is Night City's corporate showcase. Sleek skyscrapers form a brutalist, fortress-like skyline, presenting the unrivaled power of megacorps in all its arrogance. Since 2020, the City Center has become the most fortified and secure part of Night City.

4) Heywood: Heywood is a neighborhood of contrast; from modern skyscrapers and parks in the north, to dangerous, inhospitable slums in the south. It's known as "the biggest bedroom in Night City," where gangs like the Valentinos and 6th Street get down to business, legal and illegal alike.

5) Santo Domingo: Santo Domingo is one of Night City's oldest districts. Corporations use it as a testing ground for industrial projects, destroying old factories just to build new ones, while residents scrape a desperate living in crowded megabuildings, wishing for something better.

6) Pacifica: Pacifica could have been Night City's money-making vacation resort, but once the investment dried up it became a husk left to rot. Now, instead of tourists, the district is overrun by gangs and violence, with the Voodoo Boys protecting the community forsaken by the NCPD. Dogtown is the proper Combat Zone, ruled by Colonel Kurt Hansen and his Barghest militia.

7) The Badlands: Sparsely populated by nomads, the Badlands are the vast plains outside of the city proper. Unchecked resource extraction, burning oil fields, rampant pollution; this region makes Night City feel like a rich oasis. But it holds golden opportunities for those in the know.

8) Free Choice: You can start anywhere in Night City you want, and even beyond.

General Perks:

Cyber Punk [Free]: In a place where the daily death toll is in the double digits before most people wake up in the morning, it'd be pretty stupid to not know how to protect yourself. While no match for more experienced mercs or real legends, you're no novice when it comes to handling firearms or even throwing a punch, more than a match for any common thug you may end up running across.

Sounds of Night City [50]: The city isn't all neon lights and chromed thugs. If you listen closely, you can hear the music of the city, a wonderful mix of industry, vehicles, countless voices and even more gunshots. Though, it is a bit more literal for you, as you may at any time pull up a mental playlist of songs from the Cyberpunk 2077 game, as well as finding new songs or remixes added in over time.

You're Breathtaking [50]: In this artificial age where an entire person's appearance can be modified after a single visit to the ripperdoc, you're one of the few who are naturally gorgeous. You're a solid ten out of ten and can make any modifications to your body work well, only further accentuating your form instead of detracting from it.

Coverup [100]: Even though the mortality rates in Night City can realistically reach the triple digits on a bad day, that doesn't mean that everyone killed won't be missed. You're one of the few gonks actually smart enough to hide their tracks, and are skilled when it comes to hiding bodies and any evidence of your crimes. Sure, they may eventually come to light, but by that point you should already be long gone.

Dancing With Brains [100]: Almost every choom you meet can appreciate a good BD, a technology that allows to record and play back someone's experience, including their physical sensations, emotions, and thoughts. You're one of those people who are actually in the business of recording and editing these virtus, making them perfect for any potential clientele.

Employee Benefits [200]: It can be tough carrying your entire crew, ultimately being the one that everything depends on. Hopefully, this investment can help work towards alleviating the stress placed upon you, as from here on out, all of your Companions will receive an additional 200 cp to spend when imported into a setting. It doesn't matter what they spend it on, though they still can't purchase their own companions.

Urban Movement [200]: The City of Dreams is a lot like many other metropolises, a steel and concrete jungle that once one understands how to maneuver through, offers an experience unlike anything else. Your innate understanding of movement not only allows you to perform crazy parkour stunts, but you fly across the battlefield like metaphorical lightning, something that is only made worse should you decide to install some chrome.

Living Legend [400]: Every Night City legend, the real legends, has something that made them special, that put them heads and shoulders above all others. You've dreamed of reaching those heights, and unlike most it might actually be possible to achieve them. You find that you can quickly learn and master nearly any skill, a speed which is only accelerated when placed within tense situations or active combat. Depending on how you play your cards, and how good your luck is, you may even come to be a match for Adam Smasher, a mercenary with nearly a century of experience in slaughtering anything that gets in his way, in just under a year.



Ghost Perks:

Discounts for Ghost are 50% off, with the [100] perks being free.

Lost Soul [100]: Don't let all the shiny lights and tall tales trick you, this city is a monolith that grinds away at people's souls, turning even the most idealistic into cold hearted bastards, if they don't end up dead first. But you? You won't let Night City change you, no matter how hard it may test you. At the core of who you are, you will always remain you. You may pick up some new skills, adopt a new mindset, but you'll always be able to look at yourself and recognise who you are.

Wandering Fool [100]: There are countless sights to see in the City of Dreams, and you're going to see them all, or at least die trying. Not only are you amazing when it comes to navigating this urban sprawl and similar locations, but you've got a knack for finding all of the interesting places that are just hidden away or hiding in plain sight.

Cool Act [200]: When shit hits the fan, as it inevitably does, there are a rare few with the mental resilience needed to find a way to come out on top. Thankfully that's just what you are, capable of keeping a cool head in even the most stressful situations, allowing you to think calmly and rationally even while you've got a cyberpsycho riding your ass. This will also enhance your willpower, helping you hang on just a bit longer.

Human Heart [200]: You're a rare sort, one that none would think to find in a place like this. You're a good person, or at least, you've got an inextinguishable sense of empathy and compassion that refuses to be snuffed out. Not only does it make you just a bit more endearing to others, but you will always be able to form meaningful connections with other people, no matter how long you live or what horrors you've witnessed.

From The Shadows [400]: So many gonks think that rushing headfirst into a problem is the best way to solve it. They usually end up riddled with bullets or subject to a mine. You find the other option more preferable, going in stealthy. Not only could you infiltrate a secure sight without anyone realizing before you're on top of them, but you've got a sort of sixth sense for when you've been spotted or about to be.

Off the Grid [400]: As any good fixer or netrunner can tell you, information is invaluable power, so why would you let your enemies have any power over you. You are virtually impossible to get a clear read on, as any who go looking for any info on you will find it an uphill battle, even if it's just figuring out what kind of cyberware you've got installed. Hell, they couldn't even get an accurate read of your location without you giving it to them, or if you're standing right in front of them.

Built Different [600]: There are some like the living legend Adam Smasher or a certain speedy merc who have a natural affinity for cyberware, and then there's you. Your body is something that any megacorp would love to get their hands on, if only because it accepts any modifications done to it as though it were a true part of it from the beginning. This not only makes you immune to the expected negative side effects, such as cyberpsychosis, but everything you incorporate into yourself will become fiat-backed.

Silicone Soul [600]: It appears that you come from beyond the Black Wall, or are at least so close in nature to those digital entities that the distinction is meaningless. You are on par with powerful AI such as what Alt Cunningham was turned into, capable of interfacing with and controlling all manner of technology, even Arasaka Tower if you've got the knowhow to pull it off. Additionally, you can have multiple trains of thought going at the same time, allowing for a truly impressive amount of multitasking. So long as nobody infects you with any sort of viruses, you may as well be the closest thing to a god in this digital age of ours.



Corpo Perks:

Discounts for Corpo are 50% off, with the [100] perks being free.

Honest Businessman [100]: When you've been in the corpo business as long as you have, you've learned that in this den of snakes, there's nothing better than knowing when you're being fed bullshit. It's impossible to lie to you, as you can immediately tell when someone isn't telling you the truth, or at least omitting it.

Stone Cold [100]: In the great corpo rat maze, it's essential to give nothing away to your competitors, even coworkers and underlings who may end up dragging you down just for a shot at getting your position. You're amazing at hiding underneath a poker face, completely masking any emotions you might be feeling while presenting only what you want others to see.

Honed Mind [200]: You aren't some thuggish brute, winning every argument simply because you've got a bigger gun. No, your preferred weapon is your mind and intelligence, which has just received quite the impressive boost. You can come up with out of the box solutions at the drop of a hat, and are much better when it comes to memorization.

All For The Paycheck [200]: It's inevitable that you'd be asked to do some things that you wouldn't think you'd agree to, but money has a way of changing minds. While those weaker of mind may come to find shame or regret the actions they committed in the name of their corporation, you are not one of them. No matter what you do or what you are expected to perform, you will find that you will never experience stress or shame ever again.

Essential Worker [400]: This line of work is not the most compassionate, tossing aside employees the moment they cease being useful. That's not even getting into the territories of jealous coworkers and other such obstacles. Truly essential employees are few and far between, but you are thankfully one of them. You're seen as an important part of the company, and as such not only are you never considered for termination, but more likely to get meaningful promotions.

Profitable Ventures [400]: At the end of the day, megacorps will do anything so long as the profit margin keeps going up, even if it's at the detriment of everyone else. You would be invaluable within this department, possessing something akin to a sixth sense for when something could be a profitable venture for you and your company, as well as knowing when to cut off any and all assets before they turn into liabilities. When people follow your lead, the eddies are guaranteed to roll in.

Deal With The Devil [600]: There is nothing more evil in this world than a lawyer, or someone who knows how to bend the legal system overwhelmingly in their favor. When it comes to dealing with you, though, you might as well be evil manifest. Any and all deals or contracts that you engage in will be supernaturally binding for all parties involved, much to their detriment as the terms will naturally favor you more heavily. The loopholes within are also something that only you seem to be able to exploit, no matter how much they may try to figure out otherwise.

Second Emperor [600]: It appears as though Saburo Araskaka has some competition, at least on a personal level. You are easily the equal to the greatest CEOs in the world, possessing the business acumen and irresistible charisma to one day create a megacorp rivaling and even surpassing Arasaka in time, even if you start off with nothing but a box of scraps. Most importantly, though, is the sheer fanatic devotion and loyalty you are capable of instilling within your underlings. Your rule is as inevitable as the rising of the sun.



Nomad Perks:

Discounts for Nomad are 50% off, with the [100] perks being free.

Family First [100]: When every corner has some gonk willing to put a bullet through your skull, every handshake a possibility for a knife in the back, there's only one thing you can count on; family. But if you aren't careful, even those bonds may wither and break. Well, not for you, as no matter how long it's been or how little you interact, your relationships will never deteriorate.

Shut Up And Drive [100]: If there's one thing that the nomads are good with, it has to be cars. You live up to that stereotype, and have become a master with any form of vehicle you can get your hands on. From cars to bikes to even tanks and helicopters, so long as it counts as a vehicle, you can control it as if it were a second skin.

Drive By Shooting [200]: When you're in a fight, constantly being on the move is perhaps one of the more important aspects, which goes double when both parties are using vehicles. Thankfully, you've been in quite the amount of high speed shoot outs, and have developed the skills needed to accurately hit any target from atop a moving object as if both of you were standing still. No amount of jostling or turbulence will affect your aim ever again.

Harsh Life [200]: Life out in the Badlands is not the same as in the city, requiring more physical effort than just sitting in some cubby all day. Thankfully, you are one tough motherfucker, your natural body possessing more power than even some borgs. Whether it's prying open a locked door, moving heavy equipment, or tanking a bullet or two, no one can deny that you've got what it takes to survive.

Junkyard Mechanic [400]: Simply due to their style of life, nomads put a great deal of importance on their vehicles, and you're probably one of the people they turn to when they need them repaired or modified. So long as it's a landbound vehicle, not only can you incorporate nearly anything into it, such as different engines or custom suspensions, but any vehicle you work on will function so much smoother and more efficiently, as well as possessing more durability than ever before.

True Freedom [400]: Though people look down on nomads, there is a part of them that realizes that they are perhaps the most free people around, not beholden to any corp or creed but their own. Envious to the common man, and something possibly terrifying to the big wigs. You know just how to slip through the cracks of a system, finding and creating any weaknesses that you can exploit maliciously. Those smart enough will realize that picking any kind of fight with you is not worth it, while everyone else will learn why painfully.

Family Man [600]: At the end of the day, it all comes back to family, to having a group of people that you could trust your life with without a second thought. You could easily be the head of one of these families, possessing a magnetic charisma that draws in others and keeps them in with the sense of camaraderie and love you foster. Those that follow you will come to take on and pass down your values and traditions, creating an immortal legacy that will long outlast you.

The Shooting Star [600]: This world is not a gentle one, especially for someone who still holds onto the values of kindness and generosity. It's disgusting, and something that is at total odds with who you are as a person. Your very presence is a light in the darkness, allowing things like hope and love to flourish in a society that dismisses the idea on principle. Act with these virtues in mind, and hold off against those who would push you down and crush you, and the ripples you make may just turn this world into something worth living for.



Street Kid Perks:

Discounts for Street Kid are 50% off, with the [100] perks being free.

Know These Streets [100]: You're not some slack-jawed tourist, just visiting the City of Dreams. Having been born in this city, you know just how to navigate this concrete and neon jungle. You've got a mental map of not only this city, but any you visit, and know how to traverse them with ease.

One Of Us [100]: Despite what some people may conjure in their minds, the streets ain't a place you want to run around solo. Such a thing won't happen to you, though, since your sheer friendly nature makes it impossible to be alone for very long. You've got a natural talent for making all kinds of friends and allies, even in the weirdest places.

Professional Lawbreaker [200]: You've picked up a number of skills after hanging around some questionable company, but you certainly aren't complaining. Whether it's picking locks, hotwiring cars or some sleight of hand, you can do it all. Most importantly, though, is your ability to lie, coming up with believable and convincing fictions at the drop of a hat without giving away any tells.

Quick Reflexes [200]: It's not all about being the toughest or carrying the biggest gun when it comes to fights, it's how quickly you can react to whatever gonk decides to make themselves your problem. You're pretty quick when it comes to just about anything, whether it's running to or away from a brawl, reloading your gun in the middle of a firefight, dodging out of the way of incoming attacks, or whipping out your pistol to blow someone's brains out.

If It Ain't Broke [400]: You ain't no corpo bigwig, throwing money at problems and getting all of the nicest toys whenever you get daddy's okay. Whatever you find is what you get, even if it might as well be third-rate shit. You can push any equipment you've got to the absolute limit and much farther than that. So long as it isn't actually busted or broken, it will always perform at the very best it's capable of without any jamming or similar problems. No matter if you use outdated stuff because of sentimental value or it's literally all you've got, you can be sure that you can make it work.

One With The City [400]: Some people may claim to know this city like its the back of their hand, but they ain't got nothing on you. Once you've been in a city for at least a week, you seem to know any and all of the nooks and crannies it contains, being more accurate than any map could hope to be. Whether you use this knowledge to find good hiding places or figuring out the most effective route to take or the closest food joint, you'll never be lost again.

King of the Streets [600]: It takes a certain type of person to create an empire, especially in territory as hotly contested as Night City. You've got the will, the charisma, and cunning needed to create a gang that can stand on equal footing with the greatest. More than that, though, is the strange effect placed upon your underlings, as the legal consequences of their actions simply don't stick, even the lowest of grunts managing to slip away from the law as long as they aren't complete gonks. Even those who are caught will receive lesser sentences than what they reasonably should.

The Rising Sun [600]: When you're done with this city, everyone who's anyone is going to remember your name. Your reputation seems to grow at a mind boggling rate, going from a nobody to a local celebrity in just under a month if you take things at a leisurely pace. With such rises in popularity, this also means that not only are you more respected the better your rep, but you will receive more lucrative jobs and profitable scenarios that seem to scale with your fame.



Fixer Perks:

Discounts for Fixer are 50% off, with the [100] perks being free.

First Impressions [100]: You are the middleman for a lot of movers and shakers, or at least that's how you like to present yourself. When it comes to introductions, you know exactly how to carry yourself in order to make the best lasting impressions, as well as how you want to be seen initially. Some may prefer to look like suave informers, while others prefer appearing as chromed badasses.

I Know A Guy [100]: In this business, you'll undoubtedly come into possession of a number of assets, namely people. The only problem now is figuring out which people would be best for a given role, which isn't exactly a problem for you. At a moment's notice, you know who would be best for what role in a given gig or task, so long as you've at least got a basic overview of their skills and demeanors.

Eye For Talent [200]: There are two types of fixers; those who prefer stable options, and those who like to make bets. It's a bit cheating for you, though, as you've got a sixth sense for figuring out someone's potential, as well as a general feeling of their skill level in their chosen field of speciality. Given time and the right opportunities, you could take a fresh faced street kid and turn him into a Night City legend.

Man in the Middle [200]: It's always amusing how many clients think they can pull a fast one on you, cutting you out of a deal entirely. Your rep precedes you, though, ensuring that such things happen to you. None of your clients or employees will ever intentionally screw you over or cut you out of a deal. Sure, some may be tricked, but you can be assured that they know who their loyalty belongs to.

All Knowing [400]: Some people think that there's nothing that happens in this city without your knowledge, and they would be correct. Even without any effort on your part, knowledge of current events, both what actually happened and what people believe, seems to just come your way. If you were to actually create a system or a network of informants, you really would be the all seeing fixer with the answers to every question people hype you up to be.

Neutral Entity [400]: Some people think that you may actually have an agenda, rather than simply taking on any contracts that increase your bank account. Well, not anymore, as you are widely regarded as someone with no real endgame beyond the next job. You won't be targeted by any organizations, and even rival institutions won't mind you getting jobs from their competitors. After all, it's only business.

Netrunner Perks:

Discounts for Netrunner are 50% off, with the [100] perks being free.

Chair Jockey [100]: The digital world may be different from our own, but that doesn't mean that it isn't full of its own brand of danger. To the unwitting traveler, the net can be a maze of deadly traps if you venture into the wrong parts, but you're better than that. You know how to navigate cyberspace relatively safely, knowing where you can go and what areas to avoid.

Rest Your Head [100]: One of the biggest dangers of netrunning is not what you'll encounter in the net, but what might stumble upon you in the physical world. Thankfully, you can easily find hidden places to either place your netrunning setup, or protected places to get a bit of shuteye. It won't be impossible to find, but you'll certainly be safer than before.

Daemon Forge [200]: Most netrunners you run into tend to stick with just a few quickhacks, preloaded programs to accomplish a certain goal. Sure, they may be easy to acquire, but they can't hold a candle to custom creations. You're an expert when it comes to creating quickhacks or daemons, programming them in such a way that they are typically more potent while requiring half the RAM compared to whatever they're selling.

Stealth Hack [200]: Some people prefer to throw as much processing power at a problem, hoping to overpower whatever is in their path, when they should be like you and fight smarter instead. Any quickhacks, programs and viruses you use or design are quite difficult to detect, requiring some of the best protections and software to even notice them before it's too late.

Bartmoss' Teachings [400]: The man who practically embodied what it meant to be a netrunner and eventually caused the DataKrash, Rache Bartmoss was one of the best minds of the twenty-first century. Like him, you are an absolute master when it comes to programming, streamlining quickhacks until they only require an eighth of the RAM. Additionally, all of your programs will never experience any glitches or bugs unless you design them into it.

Quantum Mind [400]: Your brain is something else, more akin to a machine than any grey matter. Not only does this allow for a photographic memory and impressive processing power on your part, but you can split your focus in innumerable ways, allowing for nearly unlimited multitasking. Regardless of if it's two trains of thought or a hundred, it would be just as effective if you had given your full undivided attention to the task at hand.

Ripperdoc Perks:

Discounts for Ripperdoc are 50% off, with the [100] perks being free.

Medical License [100]: You aren't one of those backstreet hacks that just cut out bits of flesh and weld on some chrome. Hell no, you're a licensed professional, with all of the talent and knowledge that one might expect. You can name just about every part of the human body, and can patch up most wounds that your patients inevitably crawl in with. Just don't forget to apply anesthesia.

One Size Fits All [100]: Though cyberware may be produced at an industrial scale, that doesn't mean that the human body can simply accept any piece of chrome without any adjusting. Whether it's high end cyberware or makeshift prosthesis, you can automatically alter them to fit onto any body or build, from skinny kids to the obese elderly to anyone in between.

Doctor's Orders [200]: If there's anything more annoying for a ripperdoc, it's when their gonks of patients decide that they know better than a trained medical professional. You don't allow any of that idiocy, because when you give your patients instructions, they follow it to the best of their abilities. Instead of immediately rushing off to test some new bit of chrome on some gang members, they'll *actually* take the time to properly heal and adjust.

Hippocratic Oath [200]: No matter how skilled you are or how good your equipment is, eventually you're going to have someone die on the operating table. It's something that every doc goes through, though you may prove to be the exception. You will find that no patients will pass away during an operation unless you actively go out of your way to make it happen. It's scummy, but some people pay for it, and some agree...

Biological Alternatives [400]: There is much debate over the benefits of normal chrome compared to bioware, a biological equivalent of standard cyberware. Though it may not be as durable or as effective, not only do they not cause cyberpsychosis as quickly, but they can fix themselves over time. Your bioware is a complete upgrade, capable of creating biological alternatives to any of your tech that is just as effective as their metal counterparts, only being more fragile.

Meat to Metal [400]: One of the biggest fears of any ripperdoc is that when the patient wakes up, they'll undergo complete cyberpsychosis and go on a rampage, with the doc as their first victim. Such an outcome is implausible for someone of your caliber, capable of incorporating cyberware and other such additions to a person without any ill effects on them. This also helps to reduce the chance and build up of cyberpsychosis in your patients.

Rockerboy Perks:

Discounts for Rockerboy are 50% off, with the [100] perks being free.

Blistering Love [100]: The life of a rockerboy is one of the modern celebrities, with all the benefits and drawbacks one might expect. You focus more on the good parts of the gig, which for you seems to be living in excess and debauchery. You are pretty good when it comes to seduction, and extremely good when it comes to fucking, even without a Mr. Studd or Midnight Lady. Thankfully, you'll never have to deal with any STDs.

Chippin' In [100]: You wouldn't have gotten into this line of work if you didn't have some manner of talent. You, my friend, have got talent coming out the ass, being a master of at least three different instruments, as well as being a damn good vocalist. You can also pick up any new instruments and learn to use them in half the time.

Black Dog [200]: This life isn't all glitz and glamor, with many being drawn into dark places that few can crawl themselves out of. One day, you may fall into that dark abyss, but you are one of the tough bastards that will rise again, always finding ways to better yourself no matter what may happen to you. So long as you're still breathing, you'll find a way to be better than yesterday.

The Ballad of Buck Ravers [200]: Some artists may spew nothing but cheap bullshit, sounds without soul, but you aren't anything like them. You're the picasso when it comes to writing songs and telling stories, captivating any who would read or listen to your works. When you truly put your heart and soul into it, your works are guaranteed to move entire generations.

A Like Supreme [400]: Time is the ultimate killer of all, warping based on people's interpretations, changing depending on a society's morals, all before it is ultimately forgotten completely. The works that you create, though, are truly immortal. The messages within your art will never be overlooked or forgotten ever again. Even better, it will inspire others to follow the spirit of the message within.

Never Fade Away [400]: You will not go quietly into that good night, raging for as long as you can. Thankfully, your art is just as immortal as your willpower is vast, ensuring that your music will forever be a culture staple, never falling out of the public eye. Whether it be a decade or a century or even further beyond, people will still be listening to what you have created.

Solo Perks:

Discounts for Solo are 50% off, with the [100] perks being free.

Cold Blooded [100]: You are one scary motherfucker, and that's a good thing. Not only can you temporarily remove yourself from your emotions while within combat, you are extremely intimidating when you want to be. The dead gaze in your eyes will definitely show them how much you're going to be affected by their blood on your hands.

Threat Assessment [100]: Unless you're powerful or arrogant, it's always a good idea to make sure that you actually have a chance to win a fight before charging in. With a glance, you can tell just how dangerous someone is, as well as how they compare to yourself. There's still a number of factors that could lead to your death, but at least you'll be making a somewhat educated decision.

Keeping Track [200]: The battlefield can be hectic and confusing at the best of times, but you're one of the few that can handle all that chaos. You're amazing when it comes to keeping track of everything in a given environment, from the number of people and guns to every obstacle to possible exits. You'll hardly ever be taken by surprise again.

Non-Lethal Alternatives [200]: There is a reason why Morgan Blackhand was a living legend, and it's not just because of his skill. Most amazing was his penchant for keeping killing to an absolute minimum, something you've taken to heart. When it comes to performing extractions, deescalating in tense situations, and taking down targets without killing them, you're one of the rare and vaunted few that know how to keep down on the collateral.

Apocalyptic [400]: When it comes to the art of murder, there's very few who are going to be as proficient as yourself. You are a walking blender, capable of killing damn near anything that gets in your path in as efficient a manner as possible. Whether it's dealing with a whole group of gangsters to a nine foot tall cyberpsycho, you can be guaranteed to find a way to kill it regardless of what you've got on hand.

Way of the Steel Fist [400]: Some people think that bare fists can't compete with big guns and advanced chrome. Those people are idiots that have never met a master of Panzerfaust like yourself. Your martial art is one made to specifically deal with borgs and other beings of metal, utilizing leverage and vibrating strikes to tear apart any metal combatant. Ordinarily only used by borgs safely, you can use it regardless of whether you're made of meat or metal.

Techie Perks:

Discounts for Techie are 50% off, with the [100] perks being free.

Bombs Away [100]: Everybody loves big booms, and few can understand that love like yourself. When it comes to the utilization of explosives, you can draw the most out of them, being more effective against your targets while simultaneously dealing twice as much damage as before.

McGuyver Reborn [100]: It's a very rare thing when someone in Night City can consistently get a hold of the best tools and the best materials, and as such techies like yourself have learned how to make due with what they've got. You can use literal scraps and trash in order to create stuff that is just as effective as the parts you could purchase at a store.

Deconstructive Learning [200]: Some gonks think that just because you can tear apart a piece of tech means that you can obviously put it back together. I mean, you can do that, but that's beside the point. Look, you're now capable of learning how to perfectly build something so long as you've been able to break it down to its base components.

Efficient Design [200]: Some manufacturers put in a lot of unnecessary bits and bobs onto their products, only because they bump up the price. It's a waste of space as well as money, especially when you can do better at home. Everything you build is incredibly efficient and streamlined, requiring less of everything while functioning just as effectively as the alternatives, sometimes moreso.

Cyberware Architect [400]: In this age of cybernetic prosthetics, there are few as desired as those who are actually capable of designing their own versions. You are one of those trained in the construction and designing of cyberware, from simple data slots to complete full body conversions made for specific jobs. Any that you design are more effective than your competitors, as well as being less of a strain on those that install them.

Edgerunner Artisan [400]: In the choice between quantity and quality, it's a truly wise man that chooses both. You are a masterful craftsman, everything you create is truly of legendary quality, regardless of what it actually is. Even rush jobs don't hamper the quality of your creations, allowing you to pump out beautiful guns and potent grenades like a one man manufacturer. If you take your time on a singular project, though, who knows how good it would actually become.

General Items:

You will receive an additional [300] to spend in this section only. You may discount two items from each price tier, with discounted [50] and [100] items becoming free. You may freely import any related items you own at your discretion.

Starting Gear [Free]: You can't expect to walk around the streets of Night City butt ass naked, now can you? Thankfully, you don't have to. You've got a set of clothes of your own design as well as a replica Samurai jacket, a Lexington pistol, and an Archer Hella EC-D I360.

Apartment [Free/100/200/400]: Everybody needs a place to rest their heads, and you aren't any different. For [Free], you've got a standard, pretty crappy apartment. For [100], though, you've got one of those high rise penthouses. For [200], you're one of the few people who actually own an actual house or mansion. Finally, by paying [400], your home is actually a skyscraper of similar size and quality to Arasaka Tower. Regardless of which you choose, you'll never have to pay rent or utilities.

Cyber Aesthetics [50]: The places you'll visit while in Night City are hard to be forgotten, whether it's the neon lights of Downtown or the cobbled together look of Dogtown or the vast emptiness of the Badlands. Should you never wish to part with the styles found here, then you may take this change the aesthetic of your Warehouse, as well as any other properties, to match any of the looks and design philosophies found in Night City.

Datashard Collection [50]: The world is a big place, with uncountable hundreds of interactions going on every day in just Night City alone. This collection of shards will not only inform you of the history and actions of this city, but as well as different interactions between its inhabitants.

Extra Eddies [50]: Everybody's got bills to pay and mouths to feed, because there isn't anything in this City that's truly free. Making ends meet may be a bit easier for you than it is for some people, seeing as you gain a weekly stipend of 5,000 eurodollars each week. You won't be buying any Rayfield Aerondights with just this, but at least you won't have to worry as much about making rent on time.

Militech BD [50]: Despite what some macho gonks believe, it isn't smart to throw a newbie into a live firefight without any training. For those with brains, this BD is custom designed to help sharpen one's skills in combat in a relatively safe virtual environment. It comes in a number of levels, from absolute rookie to Night City Legend, each more challenging than the last.

Night City Radio [50]: Everybody needs a way to unwind, especially in a city as stressful as this one, and there's no better way than through music. You've got full access to all of the radio stations in NC, capable of being accessed from either your basic cyberware or anything that could reasonably connect to the radio. IN addition, there's an entire channel dedicated solely to the old band Samurai.

Personal Outfit [50]: Everyone's got their own style, which they probably aren't willing to give up in favor of practical armor. Unlike those gonks, you don't need to sacrifice personal style for protection, as this outfit of your choice is what you can appear to wear regardless of your actual gear. Sure, you may be a complete doughboy in full armor, but when this is activated you appear to everyone else as just wearing a t-shirt and some jeans, for example.

Sir John Phallustiff [50]: A respectable tool for a respectable lady, this can be used one of two ways. Either the intended use that is invaluable to dissatisfied wives around the world, or you can beat some gonk senseless with it! Strike your enemy in the face and watch their pride crumble, though if you really want to add insult to emotional injury, put some extra strength into your dildoslap, as Sir John could even stun 'em. This weapon may not be lethal, but your enemies will wish it was.

Tarot Deck [50]: This set of cards may appear like any other you could purchase at some back alley occult shop, but there's a chance that this could be the real deal. If you know what you're doing and what each card represents, you'd notice that any predictions you make with this will have a scary amount of accuracy. Still, they aren't too specific, but at least you'll have some warning about what might be around the corner.

Wardrobe [50]: If you want to fit in with the people of Night City, then you're gonna want to look the part. This collection of clothing is as extensive as they are preem, randing the whole of what could be found in the City of Dreams. Whether you want to look like a sophisticated corpo, an archetypical street kid, or some homeless whackjob, there's bound to be an outfit in here that's perfect for you.

Yellow Jacket [50]: A yellow jacket was previously an emergency medical technician jacket that was worn by a famous edgerunner, altered with a green symbol on the back. It may not be the most fashionable or the most protective, but wearing it will always give you a sense of comfort, as though a loving mother was giving you a hug. Your life may not be playing out how you want it, but you can more confidently run towards tomorrow while wearing this.

Drug Stores [100]: When you're at rock bottom, it's not uncommon to turn to recreational substances and drugs. Of course, many of them also have some useful effects for those not drowning in their own weakness and mediocrity. From synthcoke, boost, 'dorph, black lace, even glitter and more are all stored within, and will replenish over time. Be careful, though, because indulging too much can and will lead to death.

Job Search [100]: Most mercs can't do anything but perform gigs, loving the lifestyle that brings in fame, eddies, and a glorious death. Perhaps you're one of those suicidal mercenaries, or you're legitimately in it for the eddies. Either way, this website is perfect for those hard working individuals, offering up a number of gigs, ranging in difficulty and rewards offered. When you complete these gigs, your rewards will be delivered directly into either your bank account or your Warehouse.

Night City Brochure [100]: Night City is a big place where there are conflicting factions around each and every corner, from the big gangs and corporations to various smaller edgerunner groups, not even mentioning all of the hidden places just waiting for someone to stumble upon. This small book is a guide for those to better understand Night City and her people, as well as pointing out hidden caches filled with useful tools and gear. Should you find yourself in new cities, then you will receive a new guide.

Bounty Board [100]: No matter where you go, there are those who rebel against the current system, labeled as criminals by those in power. Of course, some of those are less rebels and more assholes and monsters. This database contains a comprehensive catalog of these criminals, as well as a reward for their deaths and or capture. Upon completion, your rewards will be delivered directly into either your bank account or your Warehouse.

Rare Gear [100]: Everybody knows that while what you buy on the market may be good enough, it takes a bit of customization to really make it yours. What this piece of gear actually is is up to you, be it a gun, knife, a piece of clothing, just know that not only is it of higher quality than normal, but it also comes with a rare mod already attached to it.

Sweet Ride [100]: If You're gonna be somebody, then you need a ride that proves it. With a single purchase, you can receive any civilian vehicles one could purchase in Night City. This ranges from motorcycles like the Kusanagi to sports cars like a Rayfield Aerondight, though you could absolutely go for something a bit more inconspicuous. Either way, you won't ever need to purchase fuel again, and it can be summoned to your location without any of the damage you've accumulated.

Talking Gun [100]: A unique variant of the Arasaka HJKE Yukimura pistol, Skippy is a weapon that's easy to fall in love with, but difficult to trust. The AI embedded in the pistol will automatically direct its bullets to hit specific areas on a target. When you first receive it, you need to choose between Stone Cold Killer and Puppy-Loving Pacifist modes, each one doing exactly what you'd expect. However, after a certain number of enemies are defeated, it will automatically switch modes, and not do so again.

Vending Machine [100]: When you get a craving, there are many ways to temporarily satisfy them, giving just enough relief that they will inevitably come crawling back. This back alley machine is filled with all kinds of drink and food native to this world, such as the Burrito XXL, NiCola, EEZYBEEF, Matapang Decaf, Leelou Beans Lagoon, and so much more. Not only do you ever have to actually pay for these, but the machine will never run out.

Crafting Components [200]: You can't exactly be a techie if you ain't got nothing to tinker with. Sure, you can work with what's already built, but what about if you want to build something new? Now, you'll never run out of these high quality mechanical resources, from high quality circuit boards and quality scraps of steel, all of it will replenish over time.

Diving Suit [200]: There might not be a lot of places worth exploring underwater, at least near Night City, but does that mean it's not fun to go diving? Of course not, you cry out, a statement backed up with your purchase of this suit. Not only will it allow you to stay underwater near indefinitely, but it will also protect you from radiation and any toxins that may be contaminating the water. Hmm, maybe there's a reason more people don't dive more often.

Epic Gear [200]: You are not satisfied with what can be purchased off the shelf, preferring instead gear customized for your certain kind of style. What this piece of gear actually is is up to you, be it a gun, knife, a piece of clothing, just know that not only is it of higher quality than normal, but it also comes with two epic modifications already attached to it.

Flathead [200]: An experimental military grade unit for surveillance and reconnaissance missions, manufactured by Militech. It comes without a standard port and with titanium-fiber actuators. It has dynamic camouflage armor and motor impulses rivaling that of the human nervous system, capable of scaling walls and interacting with local systems. It is certainly a great tool for those focused more on infiltration, and the perfect tool for any corporate sabotage.

Luxury Yacht [200]: Why live at all if you can't live in style? You can now sail the seas in high class luxury, a beautiful yacht filled with everything needed to throw the craziest boat parties around, even a number for bringing in some Dolls if you're feeling a bit frisky. Though you may be able to spend your whole life on this vessel if you really wanted to, it should be noted that it really isn't built for combat.

Militech Centaur [200]: A military grade exoskeleton that was designed to provide its pilot with increased defenses while also granting powerful firepower. On the left arm, a large ballistic shield is installed that is able to cover most of the vulnerable area where the pilot is seated. Installed on the right arm and powered by an external power unit located on the spine is a thermal weapon that fires heat waves. While you don't have to deal with overheating, you will still suffer from a lack of agility.

Netrunner Station [200]: Even if some netrunners are content with just relying on quickhacks to get the job done, there will be a time when they need to fully dive into the net. This set up, complete with an ice bath, is perfect for any netrunner, keeping them from overheating as they traverse the net. Through this, you can enter even the most bizarre of internets, and interact with the systems within.

Basilisk [400]: Sure, some people may think they're hot shit, but how many of them have their own tank? The Basilisk is a dual seater hovertank manufactured by Militech, its primary and only weaponry include a mili-40L 20mm recoilless autocannon. It also comes equipped with a CC04 Defense System, which basically is an electromagnetic missile countermeasure. Additionally, this tank has reactive armor, a life support system that can last up to four hours, an autopilot mode and a passive IFF radar-base identification system. Seeing as this one only requires one pilot to function and will never run out of fuel or ammo, you're set to destroy everything in your path.

Malorian Arms 3516 [400]: The only one of its kind, made specially for rockerboy Johnny Silverhand. Semiautomatic, equipped with a prototype smart link and compatible with various ammunition types, it sports three firing modes – ricochet, wall penetration and incendiary rounds. No matter which one you use, the stopping power is enough to penetrate anything less armored than a tank, and even then you could deal some massive damage. Plus, the collector's value is through the roof.

Legendary Gear [400]: Only the best is good enough for you, and nothing else will suffice. This piece of gear is top tier in terms of quality and effectiveness, far beyond any normal variants as a borg is to a normal person. What this piece of gear actually is is up to you, be it a gun, knife, a piece of clothing, just know that not only is it of higher quality than normal, but it also comes with three legendary modifications already attached to it.

Night Club [400]: Be it a place to drown your sorrows or celebrate your victories, it is inevitable that you're going to spend some amount of time in a bar, so why not one that you actually own. Yeah, you are a proud business owner, managing your own night club with an attached bar, one that is sure to bring in all kinds of customers. Not only will you never run out of spirits and liquor, but there are special rooms in the back that are known for their secrecy, at least if anyone but yourself knew about the many bugs.

Ripper Clinic [400]: You can't exactly install cyberware in any old hole in the ground, requiring a number of instruments and tools that are nearly impossible for the average joe to get their hands on. This clinic is a remedy to that problem, filled with everything you need to start your work, be it installing new chrome or patching up some hotblooded gonks. It also comes with a number of cyberware to install, as well as the means to get more, or specific ones depending on your client's tastes.

Soulkiller [400]: A Black Program written by Alt Cunningham, it is used as a way to store the consciousness and memories of dying individuals, one that was turned into a weapon by Arasaka. Yours is more beneign than the corporations, creating and storing these engrams without harming the target if you wish. What you do with these engrams, though, is ultimately up to you. Will you give them a second chance at life, or sift through the secrets of the dead, or something else entirely? Either way, so long as you can get to them in time, you can offer someone a twisted form of immortality.

Workshop [400]: Sure, some might be content with a toolbox and their kitchen table when they get in the mood for tinkering, but you're someone with higher standards. You've managed to get your mitts on this out of the way building, one that has a wide array of specialized tools needed for all kinds of mechanical pursuits. Thanks to the size, you can work on anything and everything from pistols to ACVs. There's even a machine in the back meant to break down anything you put into it down to its base components, even if they were absolute shit.

Akashic Records [600]: There are countless wonders to be found in 2077, as well as countless horrors and injustices. Still, you shouldn't dismiss any advantage you can get your hands on, especially something like this. You now possess a massive database detailing the various technological achievements found up until 2077, from basic cyberware to advanced weaponry to space stations to everything in between, as well as the differing versions that inevitably arose between the competing corporations.

Blackwall [600]: One of the most important things that keeps the threat of mad AIs in the Old Net, the Blackwall has stood strong for decades, or at least that's what people want to think. The version you're getting is actually the idealized form of what this software could be, capable of cutting off entire sections of the Internet and other similar digital structures, making it nearly impossible to get from one side to the other, at least if they aren't you. You could also use this as an unbreakable prison for any Artificial Intelligences you may run across.

Corporation [600]: In this world, power is the only true thing of importance, and while tasteless to some, one cannot deny the power that money can bring, especially someone like you. You now claim ownership of a corporation of your own, on par with Biotechnica or Arasaka, though there is definitely room to expand. Not only will it be a constant source of immense wealth even if you don't do anything with it, it is specialized in one market, and will consistently be one of the more successful no matter what world you go to. Be it robotics or mining, home appliances or weapons, none would be foolish enough to ignore the economic power you wield.

DaiOni [600]: By far one of, if not *the*, most dangerous ACPA to ever be created, it's not an understatement to say that someone wearing this 3.4 meter, 1.12 ton monster could face off against an army and come out victorious. It's a heady experience: pain editors, combat programming, and "super-ego" sensor preprocessors combine with the suit's awesome strength and incredible maneuverability to make the 'borg feel like a god, even among his own kind! It might even be possible to survive a nuke in one of these, so long as you aren't in the epicenter of the blast at least. There aren't a lot of these, and for very good reason.

Night City [600]: Have you been captivated by the City of Dreams, unable to separate yourself from it despite your desire to move on? Now you never have to, as you can take the whole damn city with you. It can either be a perfect recreation of it during 2077, a cleaner variant, or the originally planned version from the beginning. Even if it's populated or not is all dependent on how you would prefer it.

Moon Colony [600]: Do you want to get away from it all? From all the pointless violence and bickering of Earth? Well, you might not be able to completely separate yourself from the cradle, you've got the next best thing. You have been put in charge of your own space colony, a small city built on the surface of the Moon. It has everything needed for life to continue, including constantly replenishing food and water, fresh air, and other things, it also has the means to travel between this colony and the planet below. Oh, and in case you were wondering, you get to take the whole damn Moon with you as well.

Cyberware:

*It's about high time you chromed the fuck up. You will receive **[+600 Metal Points]** that you can only spend on cyberware, and can convert **CP** to **MP** at a rate of 1:2.*

Basic Cyberware [Free]: With cyberware being so widespread, it would be weird if you didn't have at least the basics installed. It's not too invasive, only the Internal Agent, the cyberware equivalent of a phone, datalink, the neck slots required to insert data shards, and a brand new pair of eyes. This comes with an easy to use interface, one that requires barely any effort on your part to use.

Full Body Conversion [Free/150/300]: You aren't going to pussyfoot through acquiring chrome, one piece of metal welded to your flesh at a time. No, you're diving straight into the deep end, replacing all of your flesh at once with cold hard steel. For **[Free]**, you possess an IEC Alpha Class, a frame only slightly beyond human in terms of capabilities. For **[150]**, you instead have a specialized model, such as the Dylanar Aquarius which was designed for underwater environments, or the NovelTech Samson, designed for construction, loading, and 'hazmat' duty. For **[300]**, though, you instead are placed within the military grade IEC Dragoon, akin to what Adam Smasher possesses, though not as heavily modified.

Fashionware [50]: This age of chrome transhumanism has led to quite the bizarre and eclectic mix of looks, from the mostly human to the inhuman to the fetishistic. Regardless of what others may think about it, you have been given complete freedom to customize the aesthetics of your cyberware without compromising on their functionality. You could be a picturesque catgirl, or a mechanical monster that is more machine than man.

Hygiene Module [50]: You would much prefer to not look like absolute shit, and have taken steps to ensure you never go. This piece of chrome will keep your body and teeth completely clean, as well as keeping your hair in whatever style you put it in. You can even have a number of pre-set styles you can shift through in the blink of an eye, and even alter the color.

Speed Dial [50]: With the world being so interconnected, it can be tough should you find yourself surrounded by retro tech and systems, ones that are not at all compatible with your cyberware. This won't be a problem for you at all, as your Internal Agent can connect with any kind of communication device you may encounter, even things like phones from the 1960's or space age communicators.

Doll Chip [100]: Originally created in a military lab, the doll chip found its true calling in the entertainment industry – specifically, the sex industry. It is comprised of three main functions – importing data from systems, steering the doll's behavior in-session and wiping the doll's memory after each and every session. Yours does not have to be one of those used by sex workers, instead being that of a trained soldier, or a retail worker, or something else entirely. Even the memory wiping is optional for you, though it is recommended.

EMP Shielding [100]: One of the biggest dangers of extensive cyberware usage is the threats of EMPs, pulses that render your cyberware all but useless. For some, it's going to be an annoyance, for others it is a death sentence. For you, it is a non-issue, because all of your cyberware is protected from EMPs and other means to disable your chrome. It's going to be funny watching their horrified faces when they realize their pulse grenades are ineffective against the likes of you.

Bioware [200]: A more expensive alternative to chrome, these biological alternatives are specially made for each individual. They are just as effective as the original cyberware, only less durable. This is offset by the fact that you can heal over time, and have a much lessened chance of ever going cyberpsycho.

The Relic [200]: Within your head, you possess a means for immortality. Ordinarily, the chip would copy your consciousness and memories, storing them until someone places it within a fitting host, and you take over their body. Instead, it will fully heal you in the event that you perish, even if you were reduced to a smear on the wall. Of course, this can only be accomplished once every ten years, but not everyone is lucky enough to have a second chance.

Prototype Arasaka Cyberskeleton [400]: An experimental frame that was originally built for Adam Smasher, this is one of the most advanced pieces of cyberware ever conceived. The cyberskeleton possesses a very large frame that can only move by using gravitational field generators and two compacted thrusters, the same kind used for aerodynes. It is extremely durable, being capable of withstanding bullets and missiles without taking significant damage. By using the gravitational field generators to increase gravity within a specific area, the operator can easily kill most humans they target, besides create large potholes in asphalt roads, and crush vehicles until they explode. By decreasing the gravity within the area, the operator can also fly through the air with the help of the compacted thrusters. The operator can also manipulate magnetic forces to affect metal, being able to pull firearms from the enemy's hands.

Frontal Cortex:

Axolotl [50]: -7.5% Cooldown instantly for all cyberware after neutralizing an enemy.

COX-2 Cybersomatic Optimizer [50]: Allows your quickhacks to deal Crit Hits, 100% Crit Chance with quickhacks, and -4 max RAM.

Camillo RAM Manager [50]: Instantly recovers 23% Max RAM when available RAM falls to 15-20% every 80 seconds, and +2 Max RAM.

Ex-Disk [50]: +6 max RAM, and +35% upload speed for quickhacks

Kerenzikov Boost System [50]: Improves Kerenzikov by enhancing the user's speed and reflexes. When Kerenzikov is active: -100% Stamina cost from shooting, and slows time by +15 relative to your enemies.

Mechatronic Core [50]: +15-40% damage against drones, robots, mechs and turrets, +2 Max RAM.

Memory Boost [50]: +1.25 RAM when you neutralize an enemy, +1 Max RAM.

Newton Module [50]: -1.35% Cooldown instantly for all cyberware after neutralizing an enemy.

Quantum Tuner [100]: Whenever another cyberware implant is fully used, Quantum Tuner instantly restores its Cooldown, up to a max of 50 seconds.

RAM Allocator [50]: Instantly recovers 23% Max RAM when available RAM falls to 20% once every 80 seconds, +2 Mac RAM.

RAM Upgrade [50]: +Increases RAM recovery rate by +0.05-0.2 unit(s) per sec, +2 Max RAM.

Self-ICE [100]: Automatically negates an enemy quickhack, +2 Max RAM.

Face:

Basic Kiroshi Optics [Free]: -44% camera detection speed, 10x optical zoom when scanning.

Behavioral Imprint-synched Faceplate [100]: Activating a faceplate alters both your physical and digital identity, making you virtually unrecognizable. Outside of combat, you can easily escape the Law.

Kiroshi "Clairvoyant" Optics [50]: Effect active when scanning: Highlights enemies within 19.5m for 60 sec after scanning, 10x optical zoom when scanning.

Kiroshi "Cockatrice" Optics [50]: Increases Crit Chance by 35%, 10x optical zoom when scanning.

Kiroshi "Doomsayer" Optics [50]: Effect active when scanning: Highlight explosive devices and traps near your crosshair and within 29m for 60 sec after scanning, 10x optical zoom when scanning.

Kiroshi "Sentry" Optics [50]: Effect active when scanning: Highlights cameras and turrets 15-39m for 60 sec after scanning, 10x optical zoom when scanning.

Kiroshi "Stalker" Optics [50]: Automatically connects to your equipped Tech weapon. When aiming: Highlights enemies behind cover for 24% of your field of vision and up to 53 meters deep, 10x optical zoom when scanning.

Kiroshi "The Oracle" Optics [100]: Effects active when scanning: Highlights enemies within 19.5m, including enemies behind cover. Highlights cameras and turrets within 39m. Highlights explosive devices and traps near your crosshair and within 29m. These effects remain active for 60 sec after scanning. 10x optical zoom when scanning.

Ocular Modifications:

Explosive Analysis [50]: Grenade trajectory and area of effect are visible.

Target Analysis [50]: All weapons become non-lethal, headshots do not deal additional damage, and Smart Weapons primarily target limbs.

Threat Detector [50]: Enemies that detect you are automatically highlighted.

Trajectory Analysis [50]: Increases bonus damage from headshots by 25%.

Trajectory Generator [50]: Ricochet trajectory is visible when aiming. Requires the Ballistic Coprocessor hands cyberware.

Weakspot Detection [50]: Increases Crit Chance by 2%.

Circulatory System:

Adrenaline Booster [50]: +25% stamina whenever you use a melee weapon to neutralize an enemy.

Biomonitor [50]: Automatically heals you with any health items on your person when your Health drops below 50%, +16% Health item effectiveness.

Black Mamba [50]: Against Poisoned enemies: -90% Poison damage, +22% all other damage

Blood Pump [50]: Functions as a powerful Health Item, instantly restoring 35% of your health, then stimulating enhanced regeneration for 6 seconds.

Clutch Padding [50]: -20% stamina cost for shooting.

Electromag Recycler [50]: +5% health and stamina when you hit an enemy with a fully charged Tech weapon shot.

Feedback Circuit [50]: +3.5% health when you hit an enemy with a fully charged Tech weapon shot.

Heal-On-Kill [50]: +7.5% health when you neutralize an enemy.

Isometric Stabilizers [50]: -20% stamina cost for all attacks.

Microrotators [50]: +25% melee attack speed.

Second Heart [100]: Fully restores you to full health once per day. Automatically activates when a lethal wound is taken.

ThreatEvac [50]: +29% movement speed when your health drops to 25%. The more your Health drops, the more movement speed increases, up to a max of +39%.

Nervous System:

Adrenaline Converter [50]: +40% movement speed for 9 seconds when entering combat.

Adreno-trigger [50]: +30% movement speed for 35 seconds when entering combat.

Atomic Sensors [50]: Increases movement speed proportional to the enemy's detection of you outside of combat, with a max of 64% movement speed at 80% detection. The effect ends when you enter combat.

Deep-field Visual Interface [50]: Crit Chance increases the further you are from the enemy, with a max of 100% at 100m.

Kerenzikov [100]: Constantly slows down the user's perception of time. Can be turned on and off, unlike most others.

NeoFiber [50]: +11% mitigation chance, +11% mitigation strength.

Reflex Tuner [50]: Slows time by 60% for 4.5 sec. when your Health drops below 25%. Cooldown of 35 seconds.

Revulsor [50]: Slows time by 60% for 4.5 sec. when your Health drops below 25%. Your movement is not slowed while active. Cooldown of 35 seconds.

Stabber [50]: +20% Crit Chance with blades and throwable weapons

Synaptic Accelerator [50]: Slows time by 50% for 4.5 sec. when enemy detection reaches 50%. Cooldown of 60 seconds.

Tyrosine Injector [50]: Successful takedowns grant +21% headshot damage and +11% movement speed for 15 seconds.

Visual Cortex Support [50]: Crit Chance increases the further you are from the enemy, with a max of 30% at 30m.

Integumentary System:

Carapace [100]: +94 armor, +32% Armor effectiveness when attacked from the side or rear.

Cellular Adapter [100]: +162 armor, +20% explosion resistance, +10% Tech weapon damage.

Chitin [100]: An extremely durable subcutaneous shell made of genetically modified chitin. Provides +200 armor and additional health regeneration.

Cogito Lattice [100]: +54 armor, +240% armor from this Cyberware when RAM is below 10.

Countershell [100]: +57 Armor, +30-50% Mitigation Chance for 4 seconds if you lose 35% Health within 3 seconds. Cooldown of 6 seconds.

Defensikov [50]: +80 armor, +90% mitigation chance for 4 seconds immediately after **[Kerenzikov]** is deactivated.

Nano-plating [100]: +78 Armor, +7% chance to block an incoming projectile. +100% bonus chance after dodging or dashing for 1.7 seconds, or until the next projectile is blocked, whichever comes first. Cannot block more than 3 projectiles in a 5 second span.

Optical Camo [100]: +30 armor, -90% visibility to enemies for 7 seconds, making it more difficult for them to detect you outside of combat and hit you during combat. Cool down of 50 seconds.

Pain Editor [100]: +108 armor, -7% all incoming damage.

Painducer [100]: +138 armor, converts 30% of damage taken into damage over time.

Peripheral Inverse [100]: +36 armor, The closer an attacking enemy is, the less damage they deal to you. -45% incoming damage at 3m, damage reduction tapers off to 0% at 6 m.

RangeGuard [100]: +34 armor, +90 Armor when there are no enemies within 6 m.

Shock-n-Awe [100]: +92 armor, Whenever you take damage, you have a 10% chance to release a large electroshock that deals 500 damage to nearby enemies.

Subdermal Armor [50]: +49 armor.

Skeleton:

Biotic Joints [50]: Increases Armor by 85.

Dense Marrow [50]: +27% melee damage, +20% melee stamina cost.

Epimorphic Skeleton [50]: +13% max health.

Kinetic Frame [50]: +16% mitigation chance when stamina is above 85%.

Para Bellum [50]: +13% armor.

RAM Recoup [50]: Receiving damage restored RAM equal to 0.28% of damage received.

Rara Avis [100]: +40% armor.

Scar Coalescer [50]: +22% armor when below 50% health.

Scarab [50]: When crouched, +110 armor, -20% movement speed.

Spring Joints [50]: +16% mitigation strength.

Titanium Bones [50]: +62% lifting capacity.

Universal Booster [50]: Health items now also give +9% armor and -27% all stamina cost for 5 seconds.

Hands:

Ballistic Compressor [Free]: Links the user's weapon and optics, offering real-time data-tracking of the weapon's status and preview of ricochet trajectory. Increased ricochet chance with Power weapons, +30% ricochet damage.

Handle Wrap [50]: +27% crit chance with throwable weapons.

Immutable Force [100]: Automatically activates effects for ranged weapons that otherwise only occur behind cover. -35% recoil, -25% bullet spread.

Micro Generator [100]: Reloading an empty weapon causes the next shot to release an electroshock that deals up to 250 Electrical damage to enemies near the point of impact. Electroshock damage increases with the number of bullet reloaded, up to a max of 5 bullets.

Shock Absorber [50]: -24% recoil.

Smart Link [100]: Enables the use of smart-targeting in Smart weapons. +20% target-lock duration, +15% crit damage with Smart weapons, +2 max RAM. Directly links the user's optical implant to the weapon's system, offering real-time data-tracking of the weapon info.

Tattoo: Johnny's Special [50]: The Arasaka logo... with a few special touches of Johnny's. Enables the use of smart-targeting in Smart weapons. Directly links the user's

optical implant to the weapon's system, offering real-time data-tracking of the weapon info.

Tattoo: Together Forever [50]: J+V 4EVAH. Enables the use of smart-targeting in Smart weapons. Directly links the user's optical implant to the weapon's system, offering real-time data-tracking of the weapon info.

Tattoo: Tyger Claws [50]: Enables the use of smart-targeting in Smart weapons. +20% lock-on speed, 20% smaller Smart-targeting reticle. Directly links the user's optical implant to the weapon's system, offering real-time data-tracking of the weapon info.

Arms:

Gorilla Arms [100]: Gorilla Arms are lightweight, efficient and hard-hitting arm replacement cyberware. +4 to Body Attribute checks and +20% Bleeding chance.

Mantis Blades [100]: Mantis Blades allow you to slice and dice your enemies with swift, deadly slashes. Improved leap damage and +20% Bleeding chance.

Monowire [100]: Whip-like monofilament wire with a cutting edge only a molecule wide. The Monowire can be modified with a quickhack. This quickhack will be uploaded to targets that are hit.

Projectile Launch System [100]: Launches an explosive projectile that deals massive Physical damage. Charged shots gain +30% damage, +25 explosion radius, and +40% dismemberment chance.

Arm Modification:

Sensory Amplifier [100]: Increases Crit Chance by 2%, Crit Damage by 20%, Health by 15%, and Armor by 5%.

Knuckle Modification [50, Requires Gorilla Arm]: Modifications to the Gorilla Arm cyberware, changing damage dealt to either Chemical, Electric or Thermal. This option may be taken multiple times.

Black-Market Battery [50, Requires Gorilla Arm]: Increases damage dealt with Gorilla Arms by 100%.

Rin3U Battery [50, Requires Gorilla Arm]: Fully restores stamina upon killing an enemy.

Blade Modification [50, Requires Mantis Blades]: Modifications to the Mantis Blade cyberware, changing damage dealt to either Chemical, Electric or Thermal. This option may be taken multiple times.

Haming-8 Rotor [50, Requires Mantis Blades]: Increases Mantis Blade attack speed by 45%.

Wire Modification [50, Requires Monowire]: Modifications to the Monowire cyberware, changing damage dealt to either Chemical, Electric or Thermal. This option may be taken multiple times.

High-Capacity Battery [50, Requires Monowire]: Increases charge damage dealt by Monowire by 50%.

Projectile [50, Requires Projectile Launch System]: Modifications to the Projectile Launch System cyberware, changing damage dealt to either Chemical, Electric, Incendiary, Thermal, or Tranquilizer. This option may be taken multiple times.

Metal Plating [50, Requires Projectile Launch System]: Increases all resistances by 10%.

Neoplastic Plating [50, Requires Projectile Launch System]: Increases Crit Chance by 10%.

Titanium Plating [50, Requires Projectile Launch System]: Increases armor by 10%.

Legs:

Fortified Tendons [50]: Allows you to charge jumps for greater distance.

Jenkin's Tendons [50]: Increases sprint speed, starting at +30% and tapering off to +10% after 5 sec. of continued sprinting. The effect recovers at the same rate when not sprinting.

Leroy Ligament System [50]: +20% movement speed, increases Armor by 26.

Lynx Paws [50]: +50% quieter movement, +12% crouched movement speed, -20% fall damage.

Reinforced Tendons [50]: Allows you to perform a double jump midair.

Berserk:

Berserk significantly enhances the user's physical capabilities, by provides a significant amount of damage reduction and preventing the user to drop below 25% Health while it is active. Depending on the installed model, it also enhances the user's physical capabilities with melee weapons in various ways.

BioDyne Mk.4 [100]: +50% damage reduction, +30% attack speed, -100% stamina cost, +20% crit chance, +100% crit damage. +25% health for each enemy neutralized when the effect ends. Lasts 11 seconds, with a cooldown of 35 seconds.

Militech Mk.5 [100]: Immune to damage, +30% attack speed, -100% stamina cost, +20% movement speed, increased damage at low health +25% health for each enemy neutralized when the effect ends. Lasts 12 seconds, with a cooldown of 25 seconds.

Moore Mk.3 [100]: +50% damage reduction, -100% stamina cost. +25% health for each enemy neutralized when the effect ends. Lasts 11 seconds, with a cooldown of 25 seconds.

Zetatech Mk.5 [100]: +50% damage reduction, +30% attack speed, -100% stamina cost, +20% crit chance, +100% crit damage. +25% health for each enemy neutralized when the effect ends. Duration of 11 seconds, with a cooldown of 25 seconds.

Berserk Modifications:

Armored Berserk [50]: While Berserk is active, Armor and resistance are increased by 10%.

Beast Mode [100]: While Berserk is active, Armor and resistance is increased by 15%, health regeneration improved by 15%, melee damage increased by 100%.

Bruising Berserk [50]: While Berserk is active, melee damage is increased by 24%.

Chained Berserk [50]: Reduces Berserk cool down by 7 seconds.

Devastating Berserk [50]: While Berserk is active, crit chance is increased by 15%.

Extended Berserk [50]: Increases Berserk duration by 6 seconds.

Focused Berserk [50]: While Berserk is active, sway and recoil reductions are improved by 35%.

Invigorating Berserk [50]: While Berserk is active, health regeneration is increased by 24%.

Sharpened Berserk [50]: While Berserk is active, crit damage is increased by 25%.

Cyberdeck:

Cyberdecks are a type of Operating System that allows its users to perform quickhacks and Breach Protocol. Cyberdecks come pre-installed with device quickhacks, base RAM, a buffer size, and several antipersonnel quickhack slots. The type and amount of pre-installed device quickhacks varies per manufacturer and increases at higher rarity.

Militech Paraline [Free]: +10% quickhack damage, +2% Monowire damage per used RAM unit with a max of +30%. When on uploading a quickhack to an enemy, shooting them with a Smart weapon will accelerate upload speed. When Overclock is active, Smart weapons and Monowire deal bonus Electrical damage equal to 25% of normal attack damage. 5 RAM, 4 Slots, 4 Buffer.

Arasaka Mk.5 [100]: Enemies take 40% longer to trace your position, -2 RAM cost for Covert quickhacks, +5 RAM after performing a takedown. When Overclock is active, quickhacks will not increase trace progress but will still initiate it. 9 RAM, 8 Slots, 8 Buffer.

Biotech Σ Mk.4 [100]: +15% duration for Combat quickhacks, +10% damage-over-time with quickhacks, +25% Monowire damage against enemies affected by a damage-over-time effect, Activating Overclock resets the duration of quickhack damage-over-time effects. 8 RAM, 5 Slots, 5 Buffer.

Canto Mk.6 [100]: Unlocks the Blackwall Gateway quickhack. 10 RAM, 4 Slots, 12 Buffer.

NetWatch Netdriver [100]: -20% traceability for quickhacks uploaded through cameras, -50% RAM cost for Device and Vehicle quickhacks. Combat quickhacks uploaded through devices gain +15% damage and +20% effect duration. 13 RAM, 8 Slots, 4 Buffer.

Raven Microcyber Mk.3 [100]: +40% spread distance with quickhacks. Quickhacks spread to all valid enemies immediately instead of waiting for the initial upload to finish. When Overclock is active, +15% chance for any quickhack to spread to 2 nearby enemies. 7 RAM, 5 Slots, 6 Buffer.

Rippler Mk.5 [100]: +15% weapon damage against enemies affected by non-Combat quickhacks, +40% damage with Combat quickhacks when immediately followed by a

non-Combat quickhack in the queue, When activating Overclock, automatically upload Reboot Optics and Weapon Glitch to all enemies within 8m. 20 RAM, 8 Slots, 4 Buffer.

Netwatch-Grade [200]: Netrunning gear might seem unremarkable compared to other flashy setups, resembling only slightly augmented civilians sporting neural boosters and stylish wired jackets. However, this gear is primarily used by field agents of NetWatch, tasked with combating renegade hackers and rogue AI. Despite its unassuming appearance, this hardware achieves exceptional performance and data transfer without requiring a netrunning station. Most notably, users retain full mobility and awareness, enabling remote cyberspace access, direct attacks on enemy netrunners, and the ability to counter unauthorized network intrusions.

Quickhacks:

Quickhacks can be installed inside a cyberdeck and can be utilized to take out or disorient enemies, and bypass defenses. Each quickhack has a duration, the time the quickhack will be active, an upload time, the time it takes for the quickhack to take effect, and a RAM cost, the amount of cyberdeck RAM is required to infect the target with a quickhack.

Bait [50]: Simulates an aid request in the network's comms system, calling the target's nearest ally to their position. Untraceable, when uploaded a second time to the same enemy outside of combat, they will stop their approach and turn back.

Contagion [50]: Did you know most alloys used in cyberware manufacturing contain trace amounts of toxic elements such as lead, cadmium and mercury? And that the safeguards keeping them from slipping into your bloodstream can be broken? Well you're not alone. Infects the enemy with a virus that causes toxic cyberware substances to leak. This deals poison damage over time and can spread to 2 enemies within 8m. Effective against closely grouped enemies. Ineffective against mechs, robots, drones and turrets. +15% damage with this quickhack against each subsequent enemy it spreads to.

Cripple Movement [50]: Disables enemy movement and cyberware that supports movement and dodging, +15% melee damage against affected enemies. +5% health and +2 RAM after neutralizing affected enemies.

Cyberware Malfunction [50]: What better way to discourage an enemy than by making them carry around literal pounds of dead weight? Disables enemy cyberware for 10 seconds and increases all damage against the affected enemy by 5%. Stacking the effect permanently disables enemy cyberware. At maximum stacks, enemy cyberware

overloads, dealing massive damage. Cyberware Malfunction cannot be used on the same enemy again.

Emergency Brake [50]: Forces the vehicle to use its handbrake, and triggers its alarm.

Floor It [50]: The affected car will rapidly accelerate with limited steering capabilities.

Memory Wipe [50]: Untraceable, prevents the targeted enemy from noticing you for a short time. -25% trace progress when uploaded outside of combat, and forces all enemies to exit combat state.

Overheat [50]: When your bodily fluids begin to boil, it becomes pretty difficult to focus on much else. Sets the enemy on fire, dealing damage over time. Uploading Overheat to an enemy already affected by it will extend its duration. Attacks on the affected enemy also deal Thermal damage equal to 10% of the normal physical damage.

Ping [50]: Some of the oldest, most basic functions in computing may never outlive their usefulness. Untraceable and reveals enemies and devices connected to the local network. Highlights devices and allows you to quickhack them through walls.

Reboot Optics [50]: When you pay for expensive optical implants, you leave behind your worries of dry eyes, allergy irritation and pink eye. But not blindness. Resets detection progress of target enemy. In combat, it reduces enemy accuracy. Neutralizing the affected enemy via headshots or weakspot resplenishes +3 RAM units and spreads the quickhack to the nearest enemy.

Request Backup [50]: Simulates an aid request in the network's comms system, calling the target's nearest ally to their position. When uploaded to an enemy affected by **[Bait]**, up to 4 enemies will be called over. Has a range of 30m.

Self-destruct [50]: Causes the explosion of the targeted vehicle's engine.

Short Circuit [50]: Overloads an enemy's microcircuits, producing a devastating electrical current of almost 2 million Volts. Increases the duration of all Control quickhacks affecting the target by 3 seconds when hit by Short Circuit. +20% damage against enemies below a High threat level.

Synapse Burnout [50]: Causes the brain to suffer from stroke-like symptoms: paresis, visual and speech disorders, and even loss of balance. Deals heavy damage. Damage increases by 10% for each RAM unit currently spent, with a max of +300%. When Overclock is active, the damage bonus for Synapse Burnout (based on spent RAM) increases by 100%. Neutralizing an enemy with this quickhack extends Overclock's duration by 3 seconds.

Sonic Shock [50]: Emits a high-pitched frequency inside the target's skull. Some say that if it lasts long enough it can induce a psychological break. One version of the program written by netrunners from the Glen is known as Banshee's Wail. Uploading Sonic Shock to an enemy already affected by **[Memory Wipe]** and **[Reboot Optics]** will cause them to lose consciousness.

Take Control [50]: Sets the status of drones, mechs and robots to friendly, making them turn against your enemies. Enables remote operation, allowing you to take direct control of turrets and other devices.

Weapon Glitch [50]: During the Unification War, Militech soldiers feared little more than the chance their weapons might jam in the heat of battle. Jam's a target's weapon, rendering it temporarily unusable. Causes a weapon malfunction that reduces enemy accuracy and disables Smart-targeting and cover-penetration. Locking onto the affected enemy with a Smart weapon will extend Weapon Glitch's duration until target-lock is released. +6% Crit Chance with Smart Weapons for 10 seconds whenever you upload this quickhack.

Cyberpsychosis [100]: "If cyberpsychos are an invention of the tabloids, then who was behind yesterday's massacre of 76 people at 7th Hell?" Op-ed excerpt, Night City Herald. Forces the enemy to attack the nearest friendly or hostile. If no one is nearby, they will commit suicide instead. -6 RAM cost for a short time after applying a stack of **[Cyberware Malfunction]** or an EMP effect. +25% duration and +25% damage dealt by the affected enemy for each other quickhack affecting them.

Detonate Grenade [100]: Especially popular with South American mercenaries, believing they were doing their enemies a favor by helping them "go out with a bang." Instantly forces enemies' grenades to go off on their person. The explosion and its effects depend on the grenade type they have equipped. Can also detonate weakspots on robots, drones, mechs and turrets. -10 RAM cost for a short time after exploding an enemy, vehicle or device with a quickhack, though it only stacks twice.

Suicide [100]: "Suicide note not included." Emmalicious, purported author of the first suicide program. Forces the enemy to put a gun to their head and pull the trigger, neutralizing them. -10 RAM cost for 30 seconds after neutralizing an enemy in melee, though it only stacks twice. +10% Health from neutralizing an enemy with Suicide.

System Collapse [100]: The magnum opus of a corporate netrunner who believed most problems could be solved by simply turning off whatever is giving you trouble. Untraceable, knocks out the enemy without making noise by crippling their nervous system. -12 RAM cost for a short time after reducing trace progress, though it only

stacks twice. Neutralizing an enemy with this quickhack reduces trace progress by 20%. Neutralizing an enemy netrunner this way removes all trace progress.

Blackwall Gateway [Requires Canto Mk.6]: It's hard to say what exactly makes the deck able to open temporary gates through the Blackwall. It could be a permaflux algorithm, or perhaps even more terrifyingly, its capable of directly communicate with rogue AIs from beyond the Blackwall and somehow persuading them to open these gates. This quickhack spreads to 3 enemies within 20 m., causing lethal damage to cyberware and neural systems. Mechs, robots, drones and turrets are deactivated. Automatically consumes RAM every time it spreads. Each spread has a shorter upload time and a higher RAM cost than the last. But the cost can be cut in half if you're willing to pay in blood.

Sandevistan:

By default, Sandevistan will slow down the user's perception of time to a certain percentage for a set duration. Modifications allow the user to enhance Sandevistan to increase duration, decrease cooldown, and other useful benefits.

Dynalar Sandevistan Mk.4 [100]: When active, slows perception of time by 50%, +15 crit chance, +15% crit damage. Duration of 8 seconds, with a cool down of 55 seconds.

Militech "Falcon" Mk.5 [100]: When active, slows perception of time by 70%, +10% damage, +15 crit chance, +10% crit damage. Neutralizing an enemy when active gives +5% extended duration and +12% health. Duration of 10 seconds, with a cool down of 30 seconds.

QianT "Warp Dancer" Mk.5 [100]: When active, slows perception of time by 20%, +24% mitigation chance, +12% mitigation strength, +50% resistance to Chemical, Electrical and Thermal damage. Duration of 9 seconds, with a cool down of 70 seconds.

Zetatech Mk.3 [100]: When active, slows perception of time by 30%, +12% damage. When active in midair, +24% damage, +40% headshot and weakpoint damage, -30% fall damage. Duration of 6 seconds, with a cool down of 45 seconds.

Militech "Apogee" [200]: This model of Sandevistan doesn't exist, at least officially. Off the record, there's gossip of secret Militech Lunar labs producing covert cyberware. It was never meant to be mass produced, but an army would only really need a few pieces like this one to dominate their enemy. Vastly increases user's speed and slows perception of time by 85%, +20% headshot damage, +20% crit chance, +20% crit

damage. Neutralizing an enemy when active gives +10% extended duration and +22% stamina. Duration of 6 seconds, with a cool down of 25 seconds.

Sandevistan Modifications:

Arasaka Software [50]: While Sandevistan is active, enemies take 70% longer to detect you.

Heatsink [50]: Reduces Sandevistan cool down by 4 seconds.

Micro-Amplifier [50]: Activating Sandevistan cures Burn, Poison, Bleeding, and Shock status effects.

Neurotransmitters [50]: While Sandevistan is active, crit damage is increased by 15%.

Overclocked Processors [50]: Increases Sandevistan duration by 1.3 seconds.

Prototype Chip [50]: While Sandevistan is active, crit chance is increased by 5%.

Rabid Bull [50]: Defeating enemies while Sandevistan is active restores 5% health.

Tyger Paw [50]: Defeating enemies while Sandevistan is active restores 15% stamina.

Companions:

Close Chooms [50/100/200]: It's too dangerous a city for one person alone, but you aren't alone are you? You may now import or create 1, 4, or 8 companions respectively. Each companion will receive 800 cp to spend on perks and items, as well as a stipend of 600 to spend on cyberware. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Jumper's Crew [300]: Eight guns by your side may be good for some, but you aren't just anyone. You may now import as many companions as you desire. Each companion will receive 800 cp to spend on perks and items, as well as a stipend of 600 to spend on cyberware. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

Jumper's Gang [Free]: People always remember the legends, the individuals that back them up often left in the dust of history. Thankfully for those that follow you, you're one of those people who share in the wealth that is sure to follow. You may now import as many of your followers into this setting as you want, giving them their own background and some basic cyberware.

Loyal Friend [Optionally Free]: One of the best chooms you could have at your back, Jackie Welles is a street kid from Haywood that values friendship, loyalty, and family above all else. He dreams of living a life of luxury and providing for his own family, a dream that remains elusive for the impatient merc, but may come to pass by your side.

Old Soldier [50, Free Ghost]: Fear the old man in a profession where many die young, a phrase that absolutely applies to this man. Though he may be well past his prime, he's still a deadly combatant with decades of experience facing off against the best in the world. He's clearly carrying some regrets, but perhaps showing a youngster like you how it's done will help just a bit.

Luminous Architect [50, Free Corpo]: A high ranking scientist from a megacorp originating in India, this woman has found you to be acceptable company. As one of the leading experts in hardlight technology, she's as intelligent as she is desired by rival corporations. If push comes to shove, she could turn her creations towards a highly effective defense.

Peace Keeper [50, Free Nomad]: Once a member of the Raffin before turning his life around, this gunslinger seeks to atone in any way he can for his past actions. Having been traveling around the Badlands for years, he eventually decided that it might be a good idea to join your crew. You can always trust that his aim is true, and that his modified revolver can punch a hole into all but the most borged out of bastards.

Spunky Speedster [50, Free Street Kid]: A woman from England who used to be a member of the RAF, she now finds herself as a Night City merc with a state of the art sandevistan. She's an expert when it comes to hit and run tactics, firing off as many shots as she can before running away in order to let her cyberware cool down, before repeating it all over again until all threats have been handled.

Russian Muscle [50, Free Fixer]: A person like you needs some quality protection, and you can't get better than this absolute bear of a woman. Despite possessing minimal cyberware, she's still strong enough to swing around a modified HMG like it were a pistol, and durable enough to take a staggering amount of punishment, her dedication to your protection is unmatched.

Opportunistic Hacker [50, Free Netrunner]: An opportunistic netrunner, this young woman is always looking for some juicy dirt on the big players of Night City. Her skills on the net are something else, shutting down almost all security systems in a blink of an eye, and disappearing from sight with her optical camo when the bullets start flying. She finds you pretty interesting, so is willing to follow you for now.

Notorious Geneticist [50, Free Ripperdoc]: Though she may have a bit of a bad rep, no one can deny that this Irishwoman has some impressive talent when it comes to the workings of the human body. Though she may specialize in bioware, she understands that it is a relatively niche and expensive option, and so has made sure to keep up with conventional cyberware.

Good Vibes [50, Free Rockerboy]: Originating from Rio de Janeiro, this man wants nothing more than to make the world a bit of a better place through his music. Still, he is no stranger to violence, and uses an experimental sonic weapon to beat back anyone that thinks he'd be an easy mark.

Widow Maker [50, Free Solo]: The end result of a series of some questionable experiments, this purple skinned woman was made to be the perfect assassin. It's unknown how you managed to gain her undying loyalty, but she can act as a sniper if the need arises, or if the job needs a more subtle touch.

Defensive Engineer [50, Free Techie]: Coming from a family that focuses on robotic engineering, you'd be correct in assuming that she followed in their footsteps. Preferring oil grease to make-up, there isn't a lot that she can't fix up or jury rig. She'd be more than happy to share a beer with you while talking shop.

Artificial Asset [100]: An experiment done by one of the megacorps, its very existence is a contentious topic. It is an evolutionary robot programmed with a rapidly adapting artificial intelligence, versatile enough to fill multiple battlefield combat roles, and now it is loyal only to you.

Destructive Fist [100]: Some would call him a terrorist, others a revolutionary. This destructive man sees the world as something broken beyond repair, with only strife and conflict able to cast aside the filth that infects it. With his unique cybernetic frame, his massive fist is powerful enough to bring down skyscrapers in a single blow, to say nothing of what it could do to the human body.

Edge Runners [200]: Everybody needs a crew, and you won't find a better one than this ensemble. Maine is a hulking wall of chrome, and in a relationship with fellow solo Dorio. Kiwi and Lucy are both netrunners of considerable skill with trust issues, while Falco is their nomad getaway driver. The siblings Rebecca, a shortstack rimbo, and Pilar, their techie, may be at each other's throats, but they do care about each other. Finally the newest member of the crew, David is in possession of a military grade sandevistan, and has the potential to be a one of the greats.

Legend Smasher [200]: The monster of Arasaka, who they send when they want something dead. Smasher is a towering cyborg with little humanity left to be seen, not that he ever had much, and has been slaughtering everything in his path for the last century, making him undeniably one of the deadliest men on the planet. At the end of the day, though, Adam can only be described in one way; pure uncontrolled evil.



Scenarios:

City of Dreams

Every merc in Night City wants to make it big, to make their names immortalized in a blaze of glory powerful enough to catch the attention of the whole city. Not everyone can do it, though, or have yet to be given the opportunity to find that initial spark, but you're built different from all those gonks. Soon, you're going to have a chance to show off just how different you actually are.

Right as you are on the cusp of going from a small time merc to the big leagues, a contact of yours will arrange a meeting between you and Dexter DeShawn, one of the biggest names amongst fixers, though the rep may not be entirely positive for good reason. He wants to hire you, and your crew if you've got one, to plan a heist located in Arasaka Tower itself. A relatively simple gig, one that has a lot of chances to go wrong, but it's an opportunity that you just can't turn down.

Your actions align with the Sun tarot card, and will receive the following rewards:

Running away and hiding? After everything you've been put through? Fuck that. Your storming of Arasaka Tower damn near single handedly has put you on the radar of everyone, marking you as a **World-Class Edgerunner**. When someone wants an important gig done, their first thought is to probably come to you, making certain that you'll never be out of a job unless you actively choose to leave. Whether you accept these gigs or have one of your chooms do it is up to you, but you can be damn sure that even just the average job is six figures at the very least.

The iconic weapons of Rogue Amendiares, there may be a reason why she's lasted so long with guns like **Pride and Prejudice** on her holster. When used alone, they're fairly normal, albeit powerful guns that can blow off a chromed out gonk's head relatively easily. Together? One kill with one gun means that you won't use up any ammunition with the other when fired, creating an endless loop of violence that will only end when you're the last one still standing.

It may come as a bit of a surprise, but for someone of your now legendary status, or perhaps because you've become someone trusted by Rogue, you are the new owner of the **Afterlife**, the most infamous bar in all of Night City. It retains that title even in new and strange lands, bringing in a constant stream of customers, mercs, valuable information, and gigs. No one is going to start anything in your establishment, like starting a bar brawl or bugging one of your private rooms, simply because it belongs to you.

Your actions align with the Star tarot card, and will receive the following rewards:

Yeah, you could have gone about this all alone, faced the world with a pistol in hand and a fire in your soul, but what would be the point of that? With finding a place alongside the Aldecaldos, you've gained a **Found Family** that will stick with you through thick and thin. You'll find that you can give weakened versions of your perks to any Companions and Followers you acquire, roughly around half their original potency. Should you give up a perk entirely, losing access to it forever, its effects will be doubled.

A gift from a dear departed friend, this modified Techtronika SPT32 Grad was used in the Unification Wars, and is an amazing piece in anyone's arsenal. **Overwatch** is not just a high powered sniper rifle, but the reload speed is dramatically reduced, it's been completely silenced, and it can punch through a tank's armor just as easily as it can turn a borg's metal skull into a fine red mist. Get a good vantage point, and no one will be able to touch you.

You've made connections here, a real family that vowed to never leave your side, and by God they meant it. The nomad clan of the **Aldecados** is now a permanent fixture on your travels, becoming your followers. They get to bring all their gear and vehicles, and will automatically import themselves into future settings and gain a background of their choosing. This ensures that you'll always have someone at your back, and a family to support you even if you act like a complete gonk.

Your actions align with the Devil tarot card, and will receive the following rewards:

Perhaps you just weren't ready to die, too afraid to meet the Reaper, or you truly put your faith in the corporations despite their cutthroat methods and heartless actions. You may be a **Corporate Sellout**, but that does come with its own perks. You can ingratiate yourself with the highest powers in just a few days, becoming an individual that they absolutely need to acquire before any other competitors realize just how valuable they can be. They will give you the best deals, the best support they can do long as you continue to act in their interests.

Perhaps out of actual gratitude, or perhaps a way to mark you as forever belonging to the Arasaka Corporation, you will be given the signature and personal weapon of Saburo Arasaka himself, **Satori**. Forged in the early 20th century, it is no less deadly in these days of chromed warriors than it was back then, capable of slicing through metal and wires as easily as flesh and bones, its edge never dulling no matter how often it's used. Each blow it lands is fatal, the wounds unable to be healed or staunches through any means.

A final gift, or perhaps an investment by the corporate overlords, neither ultimately matters when the end result is the same. You have been given control over a high end **Space Station**, made with the best technology available in the modern day. Not only is it virtually impossible for most to gain access to it without either your permission or a lot of resources to call on, but it's equipped with the means to tap into and listen to all radio waves and transmissions in the world. There will be no phone call, no email, nothing that can keep you from listening in to what anyone is saying. What you do with this is ultimately up to you.

Your actions align with the Tower tarot card, and will receive the following rewards:

When faced with a blaze of glory or the quiet life, perhaps surprisingly you chose to **Walk Away** from it all, or maybe the choice was made for you. When you want to, you can find a way to escape from the harshest of lives, the cruelest of circumstances and contracts and simply live your life, a peaceful ending and a content life. It may not be perfect, it may not be without its problems, but you'll finally be able to put down your gun and finally just *live*.

This may not be the tool of a Legend, but **Pariah** is anything but ineffective. Not only can it fire three bullets at the same time, dramatically increasing its damage output, but it is completely silenced as well. Additionally, each headshot you perform will reduce the charged shot and reload time, allowing you to take out even more enemies. After all, if there's no one to report you, you've technically succeeded at stealth.

A specialized piece of cyberware only recently developed, one that is given to you for a number of reasons, not all beneficial. This piece of **Deep Net Protection** will allow you to navigate dangerous cyberspace with relative safety, protecting you from the various viruses and damaged code that one would encounter, though the larger and more advanced programs are still going to be dangerous if they catch you unaware. Perhaps if a certain Songbird had this, things would have never gotten this far...

Your actions align with the Temperance tarot card, and will receive the following rewards:

Rather than fight against the end, you embraced it, allowing the engram of **Johnny Silverhand** to take over. This is more important than you may realize, as you have effectively passed on your status as Jumper to him. Whether you stay here or return home, you will retain a copy of everything you've gained on your journey, but Johnny will continue on in your place.

Legend of Night City

Everyone dreams of being one of the greats, of being a name that no one would ever forget, like Morgan Blackhand, Adam Smasher, Rache Bartmoss, Johnny Silverhand, and so many more. If you've got the guts and skill, you may even find your name counted amongst those vaunted few. Be careful, though, because there are countless mercs that have come before you whose blazes of glory sputtered out in an inglorious fashion, or were smothered before they could even be sparked.

Rewards:

By the time you leave Night City, everyone is going to know you as a **Living Legend**, someone who earned their name through audacious actions and impossible skill, someone that others will look up to and attempt to emulate. Even if you leave the City of Dreams behind you, people will still know you as a person to look out for, and to give special treatment if they want you on your good side.

You've made a number of friends in your climb to the top, and in order to keep you from forgetting where you started out from, you've got a number of **Fixer's Mementos**. Some are little things, like a katana from Wakako or a shotgun from El Capitan, while others are more valuable, like a piece of cyberware from Regina or even a Mackinaw "Sagauo" from Dakota Smith.



Drawbacks:

Glory Days [+0]: You may be more familiar with the Night City of 2077, but that doesn't mean there was nothing happening beforehand. From the days when Morgan Blackhand was running around to the Night City Holocaust to the Reunification Wars, there's a lot happening in the history books. By taking this option, you can instead start your time anywhere from the year 2020 to 2076.

Stranger Than Fiction [+0]: This world isn't exactly how you might have expected it. Perhaps the Arasaka family has another potential heir, or a young girl goes from a coma to a terrifying merc in just a few weeks, maybe a certain boy gets some strange arachnid abilities that others pass off for biomods, or Adam Smasher suddenly decides to take on an apprentice, or something even weirder. Either way, things are gonna change, and maybe not for the better.

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Cyberpunk Jump. Alternatively, you could use this to travel to another world, separated from the Cyberpunk setting entirely. It would certainly be a surprise seeing a chromed out merc in a world with gods, adventurers and a dungeon.

Blaze of Glory [+100]: It seems like every merc is more concerned with making a name for themselves than actually living long enough to enjoy their fame. How unfortunate that you've picked up this trait, and pushed it past what your average gonk would call normal. You're almost suicidally headstrong, rushing into things headfirst without worrying one lick about precautions or planning. Of course, you'll probably make it out of a few fights right as rain, but you'll eventually bite off more than you can chew.

Cool is still Cool, Right? [+100]: The world of Cyberpunk is very different from the one you are more familiar with, and has developed their own slang. Compared to all the hip kids, you're more than a little outdated, using terms that are only really used by the elderly and can't find it in yourself to change with the times. No one calls their output a girlfriend, and saying cool just ain't nova no more. Expect those around you to point this out and make fun of you when you do. Some people just can't appreciate the classics.

Heart of Gold [+100]: In another place, in another city, you would have been a real hero, someone who does good for the sake of good, and tries to befriend everyone. Maybe not that extreme, but your bleeding heart is definitely going to get you into trouble, especially if someone with less than altruistic goals thinks that they can use you, or just sees you as a sucker for some scam. You're good people, a rarity in this city, and for good reason.

Noisy Gear [+100]: Nowadays, with the prevalence of Agents and hi-tech weaponry, there are others who think to merge the two into an intelligent weapon. How lucky for you that nearly every weapon you use ends up developing in a similar way, though with one caveat; they won't shut up. They'll cheer and holler when you're using them, they'll whine and complain when you put them away, and they'll fill the silence if there's nothing going on. Some will even try to interrupt you while you're in the middle of a conversation. It'll get annoying real fast, especially considering you're the only one that can hear the fuckers.

Quiet Life [+100]: Some people want the glitz and glamor of fame, some may enjoy the thrill and challenge of combat. You are none of those, being instead a massive fucking pussy. You'd rather shrink away from combat, fading into the background at any important event, and generally choose flight over fight. In a place like Night City, that will either leave you as the last man standing, or just another forgettable corpse behind the dumpsters.

Chrome Junkie [+200]: Why the fuck would anyone prefer meat over metal? It's soft, weak, and constantly holding you back from being the biggest and baddest motherfucker around. You're constantly swapping out your chrome, the bigger the better, and very much ignoring any doctor's suggestions. This is certainly not helped by your higher susceptibility to cyberpsychosis. Hopefully, you know how to pace yourself, or have friends that can hold you back.

Living For Someone Else [+200]: Everyone who's anyone knows exactly what kind of mark they want to leave behind, knows what they want to become, the dreams they want to achieve. Not you, someone without ambition or the vision to see what could be. Perhaps that's why you latch on so easily to the dreams of others, wanting to achieve them not for yourself, but for the sake of theirs. Should you manage to make their dreams a reality, you'll be just as listless as before, at least until some other gonk with big ideas comes around and convinces you to follow their dreams too.

Night City Native [+200]: There's a lot to do in the City of Dreams, a lot of interesting people to meet and plots to involve yourself in. Hopefully you're content with that, because now you ain't going nowhere else. You'll be stuck within the boundary of night City, and a bit of the Badlands surrounding the metropolis. If you're planning on any vacations, forget about it, or at least forget about going anywhere other than a city where the reported body count is laughable compared to the real thing.

Solo Act [+200]: There's a reason why every merc with a gun wants to be known as a solo, a one man army that puts others to shame. Hopefully, you actually live up to that fantasy, as you will often be forced to work on most jobs or projects alone. Anytime you do work alongside others, well, it doesn't tend to have a very happy ending. It'll be dangerous as hell trying to plan a heist in the most guarded building in all of Night City by your lonesome, but the alternative would be so much worse.

The Rebel Path [+200]: You wanna know the reason why everything is so fucked right now, why it seems like society itself doesn't give a single shit about the human spirit beyond how much eddies they can make off it? It's the assholes in charge, and brother? You fucking hate them. You've got a chip on your shoulder, one that constantly pushes you to fight against authority at almost every opportunity, even if you really should just bow your head and play along. You may not have an alternative, but fighting the system is what gives you life.

Blue Man Group [+300]: When people of power gather, there's always some form of conspiracy thought up, be it real or in the minds of dumbasses who spend too much time on the Net. Well, sad to say but one of these conspiracies is real. Supposedly there's a group out there that knows about you, who you are and what you're capable of, and they've got designs planned for you. They will seek to control and manipulate you in any way they can towards their mysterious ends, though they prefer the more subtle and insidious means of control, the kind that most would never seem to notice even well beyond the point of no return.

Glitch In The System [+300]: What the fuck are you on about? Magic? Aliens? This ain't no comic book, gonk, it's the real world with all too real problems. The only supernatural things here are whatever delusions you think you've got going on. As such, you will be stripped of all outside powers and abilities, leaving you with only your Body-Mod, your mundane skills, whatever you may have purchased here, and anything else native to the Cyberpunk setting.

No Happy Endings [+300]: A happy ending? Nah, wrong city, wrong people. Sure, there can be moments of peace and happiness, where you meet some chooms and laugh alongside them, but that only makes things all the more tragic. Your life is going to be filled with one tragedy after another, no matter how much you may fight against the odds. There's only one real winner here, and it's Night City itself.

Target for Smashing [+300]: Of all the legends that Night City produced, only one has managed to find victory against the passage of time. For nearly a century, Adam Smasher has been murdering anything he can get away with, often on the payroll of others. Now someone has put a target on your back, and the best murderer in the city is eager to show you how he earned that name. Should you prove to be too big of a hassle to fight, or you keep running away, he may just bring out the DaiOni.

Unfinished Release [+300]: Ah, so you have entered this world in a less than typical manner. Due to that, you'll be running into things that would best be described as glitches in reality, ones that only you will notice. Cars will go flying, the earth will suddenly fail to manifest under you, people may end up looking like smeared paintings or constantly pissing themselves, and white a lot else. They won't be outright fatal for you, but some will definitely leave you in a very unfortunate position.



Ending:

Stay: This city has a way of grabbing onto someone, and refuses to let them go.

Go Home: The lights and chrome may be enticing, but you know where you belong.

Continue: This was just a gig, and there are plenty others for you to take on.

Notes:

-Big thanks to many of the other Cyberpunk jumps that I stole ideas from and everyone who left their own suggestions.

-About Perks that affect your Attributes:

- **[Cool Act]** will bring your Cool up to 20.
- **[Honed Mind]** will bring your Intelligence up to 20.
- **[Harsh Life]** will bring your Body up to 20.
- **[Quick Reflexes]** will bring your Reflexes up to 20.

-**[Shooting Star]** is essentially the ability to defy a setting's grimdarkness, your actions working towards making the world a better place so long as you don't act like a dick.

-**[Datashard Collection]** is basically a collection of all datashards you can collect in-game.

-**[Legendary Gear]** can also be used to get iconic weaponry from in-game, like the Guts or Gwynbleidd.

-About **[Cyberware]**:

- All **[Cyberware]** you purchase here will be legendary grade.
- You can take as many options as you want, guaranteed to fit due to fiat-backing, but expect it to be very difficult to replicate on your own.
- Any options you take here won't contribute towards you undergoing cyberpsychosis. Anything you add after that is on you, tho.
- There can be some synergy between different options, fusing them into one piece, or a system to switch between them as needed.
- The **[Projectile Launch System]** will never run out of ammo.
- Unlike all the others, the **[Militech "Apogee"]** actually does increase the user's speed, as seen by David Martinez.

-Companions are based on Soldier 76, Symmetra, McCree, Tracer, Zarya, Sombra, Moira, Lucio, Widowmaker, Bridgette, Echo, and Doomfist.

-**[City of Dreams]** doesn't have to go exactly like the plot of the game, so long as you are a part of The Heist and deal with the aftermath.

-To complete **[Legend of Night City]**, you essentially have to get the equivalent of 50 Rep in game terms. Easiest way to do this is through completing all of the in-game gigs given by Fixers, plus some extra hustles on the side.

-**[Stranger Than Fiction]** is the fanfic toggle, in case that wasn't obvious.

-You can decide how **[Legend Smasher]** and **[Target for Smashing]** interact. Maybe you've got an engram working for you, or it's the Corp that's got the engram.

-When in doubt, fanwank.

-Have the day that you deserve~