Jump by 9anon

"*Gooood morning, Night City!*
Yesterday's body-count lottery rounded out to a solid'n'sturdy thirty! Ten outta Heywood - thanks to unabated gang wars! One officer down, so I guess you're all screwed, 'cause the NCPD will not let that go.
Got another blackout in Santo Domingo. Netrunners are at it again, pokin' holes in the power grid.
While over in Westbrook, Trauma Team's scrapin' cyberpsycho victims off the pavement.
And in Pacifica…well, Pacifica is still Pacifica.
This has been your man, Stan. Join me for another day in our City of Dreams."

Welcome to Night City, city of dreams and all-around shithole…not that anywhere on Earth is much better. Most places are at least a little irradiated and definitely very polluted, most wildlife is extinct - with some biotech companies making bank by reviving creatures like foxes and rabbits on-demand for wealthy clients.

Located on the west coast of what was once the United States, between Los Angeles and San Francisco, Night City stands as an international autonomous free city - not having to answer the governance or laws of North California or the New United States that rule the rest of what was the continental US.

On the ground, Night City is a microcosm of the issues that plague any modern city - a ridiculous wealth gap, rampant crime of all kinds, gang warfare, corporate warfare, militarized yet ineffectual police, unstable utilities, garbage piling up in every nook and cranny, all kinds of new and interesting drugs to overdose on, and so much more. But it's also a place where almost everyone has at least a little chrome, even if it's just a basic Neuroport.

And let's not forget the city's now long history of legendary mercenaries - most having rode their way into legend on a morgue gurney. Morgan Blackhand, Andrew 'Boa Boa' Weyland, Adam Smasher, Johnny Silverhand, the list goes on. With the messy city as backdrop and these legends as an inspiration, the question stands - Would you rather live a quiet life, or die in a blaze of glory?

On that note, here's **+1000cp**. Burn bright, but don't burn out.

Time

You may begin your decade here anytime between January 1, 2073 and April 1, 2077.

Without interference, this is the rough timeline of events;

2073 or **2074**: The events of the Let You Down music video.

2075: The first half of Cyberpunk Edgerunners.

2076: The latter half of Cyberpunk Edgerunners.

2076, October to November: The Prologue of the game.

2077, April: The first act of the game.

2077, May to June: The second and third acts of the game.

2077, Mid-to-Late June: The Phantom Liberty DLC.

2077, Late Summer: The Epilogue of the game.

2079: The Epilogue for Phantom Liberty.

Location

You will start your time here in **Night City**, but you may choose which district and neighborhood you appear in. Alternatively, you may roll 1d8 to let fate decide which district in exchange for **+50cp**.

[1] **City Center**: Easily the cleanest part of Night City, the city center serves as the commercial hub and the area from which most corporations operate locally.

Corpo Plaza reaches for the sky with its brutal corporate skyscrapers and blinding floodlights, serving as the home to some of the biggest corporations in the world and the jewel of neopostmodern and neomilitaristic architecture.

Downtown is largely dominated by newer offices and apartments, corporate hotels, and restaurants that emanate a certain posh vibe. But in the cracks are all kinds of dark alleys, shadowy spots, and sleazy hotels where drug deals go down and black BD are produced.

[2] **Heywood**: Just south of City Center sits Heywood, which is essentially Night City's suburb.

The Glen is home to many of Night City's governmental buildings, including City Hall and Hall of Justice. While it seems rich and clean when coming from the north, the story changes when you get just a few blocks from City Hall.

Vista Del Rey, the poorest district of Heywood. Graffiti covers the walls of crumbling buildings, the megabuildings and apartment blocks looking run-down and neglected. While the place is poor and overrun with gangs, it's very far from being a combat zone.

Wellsprings is the safest part, with newer and more modern buildings fading into smaller and older constructions as you move southwest. Apartments here are mid-tier to downright cheap, but the place manages to keep an overall aura of class.

[3] **Pacifica**: South of Heywood and southwest of Santo Domingo sits Pacifica. What was once supposed to be an upper-class vacation resort has become a lawless and anarchic combat zone, no longer considered part of Night City's administrative boundaries.

Coastview, the northern part of Pacifica, predictably located on the coast, bordering West Wind Estate to its southwest and Dogtown to its South. City services don't run here, and it's a combat zone full of favelas and homeless encampments that's controlled by local gangs.

Dogtown, originally called Serenisands, is a walled-off combat zone. While many of the local gangs have a presence here, the place is largely under the control of an ex-NUSA colonel and his forces.

West Wind Estate, the southernmost part of Pacifica and the district's most neglected due to being cut off by the combat zone to its north. The only notable difference from its neighboring subdistrict is the underwater tunnel connecting it to Heywood.

[4] **Santo Domingo**: One of Night City's oldest districts, located southeast of Heywood. It is the sort of district where supposedly idyllic residential neighborhoods, megabuildings, factories and power plants all sit next to one another without any concern for conventional urban planning.

Arroyo sits closer to the city proper. A mix of unfinished constructions and operations, highly secured facilities, Arroyo is under constant flux as new ventures crop up and wither away. There's always some construction going on.

Rancho Coronado is a call back to the mid-20th century dream of suburban life, though with that appropriate 2077 veneer. A town of tiny, cookie-cutter houses slapped down on toxic soil, in the shadow of an old dam that holds back garbage instead of water.

[5] **Watson**: Just north of the city center is Night City's poorest district. Most of the district is an incredibly dense urban sprawl, though this fades into largely abandoned industry as you go further north, ending in Arasaka-owned docks.

Arasaka Waterfront is a bulwarked island of corporate authority in the lawless lands of Watson. If you aren't Arasaka, you aren't welcome. Walled off and well-secured to keep the Watson rabble from interfering with an important link in Arasaka's supply chain.

Kabuki is a rat's nest that comprises the southeast sliver of Watson, a densely populated mix of multilevel mazes of tight alleys and shanty towns. It serves as the heart of Night City's black market, THE place to buy some questionable chrome and have it installed.

Little China sits as the southwest chunk of Watson, a sub-district of old corporate investment built over by a wave of Chinese immigrants and other sorts over the years. It is now a vibrant, densely-packed place where people of all (lower) walks of life live.

Northside was once a prosperous industrial area, but currently lies mostly desolate and neglected. New apartment blocks have been built on the edge of this sub-district, hiding decaying factories from the rest of Night City and housing mid-level employees who manage the few functional factories that remain.

[6] **Westbrook**: On the eastern edge of Night City is the district that many consider to be the best place to live and have fun in all of Night City. Westbrook is home to many wealthy elites, celebrities, corpos, and more influential members of society.

Charter Hill is a relatively new and well-maintained corporate area, a comfortable and relatively safe neighborhood for those who can afford it. Anyone that's not some mid-level corpo is likely an aspiring artist, entrepreneur, or freelancer making enough to avoid a poorer area.

Japantown during the day is a tourist destination thanks to its many bars, fancy restaurants, gaming parlors, and other sights. At night, it becomes THE party district for the rich, corpos and tourists alike.

North Oak is Night City's newest district, home to the highly secured estates of the city's wealthiest elites. It was previously a shanty town built by refugees after Arasaka Tower was nuked, but was eventually cleared to make room for spacious villas with their own microclimates and manicured lawns.

[7] **Badlands**: A vast arid region that surrounds Night City, a wide-open space of endless dry Californian scrub, punctuated by the occasional abandoned town or dry lake bed. Abandoned oil fields, landfills, and other sorts of pollution ensure that very little grows out here.

[8] **Free Choice**: You may choose where you appear in or around Night City.

Background

Night City is a place teeming with all kinds of people, from the lowest bums scraping scraps out of the trash to those who stand at the top of the megacorporations that run the world. Even within the same social strata, individual variation is still a factor - plenty of people working plenty of different jobs, and even criminals having different MOs and territories.

Point is, you can insert as whoever you like, within reason. Even nobody if you want to drop-in rather than having a local history. The only real restriction is that you can't become an established character.

Whatever your choice, you'll be set up with appropriate circumstances. These aren't fiat-backed on their own, but you can freely integrate anything you bring into this world into your backstory and starting circumstances.

Perks

You get **6 free perks**, which must be chosen from **Tiers 1 and 2**.
You get **3 discounts for Tier 3**, **3 discounts for Tier 4**, and **2 discounts for Tier 5**.
You may use higher tier discounts on lower tier perks, giving you the perks for free if they're Tier 1 or 2.
You may use discounts on perk upgrades as though they were Tier 1 perks.
So you could, for example, dump all your perk discounts/freebies into Rocker to become a master of 14 different art-forms without spending a single point, though at the cost of no discounts for other perks.

Tier 1 Perks

Basically Trained [-50cp]: Whatever weapon you pick up, you find yourself with a decent idea of how to operate and care for it. This isn't enough for really complicated or esoteric weapons, but you can pick up any old pistol and outshoot any regular person that's never used one, even if it were the first pistol you've ever seen.

Bureaucrat [-50cp]: Another reality of life in a megacorp is rules and paperwork - the ever-present bureaucracy that winds its way through every step of the ladder. Between the laws of the various states and jurisdictions that your company operates in and the internal systems of the company itself, there's a lot to keep track of. Which isn't an issue for you, as you're a master of paperwork and a lawyer of rules.

You have an intuitive awareness of rules, laws, and how to dance around them with contracts and loopholes, as well as how to enforce them against others without restricting yourself. You'll never forget every slip of paper you need to take whatever action, while at the same time knowing where to find out that your rival forgot a few and how to get the authorities on their ass.

Fashion Breakdown [-50cp]: Night City is a place where the clothes people wear can vary wildly - clean cut corpos rubbing shoulders with dirty bums, old school punks walking side by side with borged-out abominations. Hell, many of the Moxes walk around functionally nude.

Like all of them, people don't judge your fashion sense too terribly much, at least not enough to complain. You'll still get weird looks for dressing up as a clown, but people are otherwise weirdly cool with your choice of style. Just keep in mind that this only applies where you have a choice - you're still due for a reprimand for not being in uniform or wearing mandated safety equipment. On the other hand, this does cover stuff like tattoos, piercings, and cyberware.

Good Things… [-50cp]: …come to those who hurry up and wait. Especially when schedules never quite sync up and the next bus isn't due for two hours.

Whenever you find yourself idle and unoccupied, you find that you can just kinda skip over time until something comes up. This doesn't suspend any of your needs or anything like that, it just lets you mentally conk out rather than suffering through long periods of boredom. You'll come to your senses when whatever criteria you set is met - like a certain amount of time passing, or when you need to address something - like someone talking to you, an impending attack, or taking a piss.

Pacifisticuffs [-50cp]: You can make any damage you deal non-lethal, rendering a target unconscious instead of killing them. It still takes the same amount of damage to down a target,

but you can do so without inflicting more than minor scrapes and bruises, even if you're slapping some scrawny netrunner with the full might of your gorilla arms. This even applies to secondary damage, so that scrawny netrunner won't suffer fatal brain damage or break anything from hitting the ground a little too hard.

Of course, this only works on targets that can be unconscious in the first place. Anything else takes the usual sort of damage you'd be dealing.

Rocker [-50cp]: Even with the poor getting poorer and the rich getting richer, people still need their circuses to go with their bread. And boy are you good at providing experiences.

Choose a particular art form like singing, dancing, acting, making Brain Dances, sex, or something else along those lines. You are incredibly skilled within that field, easily able to pump out mass market dross that's enough to please the palate of the common folk, as well as creating works that truly hold your soul and communicate whatever message or feeling you've got in mind. You never find yourself without motivation or inspiration when it comes to your art.

For **-50cp** a pop, you may choose an additional art form to be skilled in.

Silent Revolvers [-50cp]: When it comes to guns, you benefit from a bunch of little pieces of game logic. Silencers completely eliminate all sound of a gun but the working of its mechanism, and you can stick them on most firearms without ever needing to replace them - the only exceptions being 'heavy' weapons like sniper rifles, miniguns, heavy and light machine guns, and so on. Reloading doesn't waste any ammo left in the magazine, and you can always find another magazine on your person, so long as you've got the appropriate ammo on your person. Overheating isn't really a concern, and your guns need to take a lot of damage before they start jamming or stop working entirely. And other stuff along those lines.

Street Skills [-50cp]: You are a thug's thug, skilled in pretty much anything a street-level ganger would be getting up to. Protection rackets, drug dealing, theft and robbery, and so on. You don't find yourself suffering from incompetence in these endeavors, and your related efforts go much smoother than they ought to.

You also find traversing urban environments on foot to be much easier, especially complex ones like Night City. Beyond your skill in actually moving through your environment, you have an eye for viable paths and a knack for moment-to-moment pathfinding.

Well-Sculpted [-50cp]: It's no secret that cosmetic cyberware allows for someone to almost completely change their appearance. Even the ugliest bastard could seem to be quite suave with the investment of enough eddies into cosmetics and the right chipware. This isn't a concern for you.

You're just naturally attractive without the need for getting any work done. How attractive and in what ways are up to you, but you also don't need to put any effort into maintaining your appearance. All that diet, exercise, and healthy living can still improve your fitness and the like, but features and the build you tend toward don't need them. Your looks also hold no matter what kind of filth or combat conditions you go through - any superficial damage just makes you look cool or otherwise emphasizes your looks, and you're always just a quick rinse from being clean

again. Finally, your cyberware doesn’t impede your looks, and any fashionware can actually accentuate them further.

Tier 2 Perks

Body [-100cp]: Somebody got their vitamins growing up. Even if you're mostly or fully 'ganic, you possess the strength to throw people around and tear your way through locked doors, which somehow doesn't reflect in your actual physical build unless you want it to. Similarly, you possess incredible toughness, allowing you to shrug off a lot of damage before it starts to pile up.

And when you start adding more chrome to your body, it's guaranteed to never negatively interfere with your strength and durability. On the other hand, bodily enhancements that would improve your strength and/or toughness benefit you noticeably more than they should.

Cool [-100cp]: Night City is a chaotic place where danger can fall right on top of you without any warning, even in the middle of a seemingly peaceful day. In those situations, being able to keep your wits can make the difference in keeping your head.

It seems like nothing can take you by surprise - no matter what absurd situations arise or how suddenly it arises, you're able to seamlessly take it in stride and roll with the punches far better than pretty much anyone else. You'll never be shaken by whatever fucked up shit you encounter, and you are always able to set aside your morals and emotions to get a job done as quickly and efficiently as possible.

Intelligence [-100cp]: Nerd.

At least your brain works. You've got perfect recall of anything you've ever thought or experienced, though you can suppress unwanted memories at will, and you don't have a limit to how much you can mentally store. Beyond memory, your mental processing is incredibly swift, and you are quite capable when it comes to sorting and connecting points of data. Finally, you are a natural when it comes to mentally interfacing with technology, taking to it much faster than normal and getting better with it than even a veteran runner with a bit of time.

Reflexes [-100cp]: Speed - that's the name of the game. At least, your game. Action economy is god in real life as much as in games - getting more done in less time is key to getting the advantage over your opponents, reacting to new situations, and so on.

You are a speedy bugger, with the stamina to keep your full speed going for hours and the reflexes to maintain it through complex environments and numerous obstacles. This also applies to more general reactions, allowing you to get the drop on those getting the drop on you.

Oh, and your chrome doesn't negatively impact your agility and dexterity, plus any that would enhance those characteristics gives you more of a boost than they normally might.

Technical Ability [-100cp]: You've been a techhead as long as you can remember. All the hardware and software that's surrounded you have been a subject of fascination, and also rather intuitive for you to understand after some poking and prodding.

Pick a particular variety of hardware - like robots, vehicles, firearms, melee weapons, armor and apparel, or something else along those lines. You are an expert with such things, able to modify and maintain existing examples, as well as design and craft your own. This is

merely the start, as you are quick to get to grips with other forms of tech with a bit of study, and you have an incredibly easy time combining, mixing, and matching everything.

Having the best materials available isn't a concern for you either, as you have much better luck finding useful bits lying around. Also, you can restore even the most broken and decrepit tech - small repairs are practically nothing with your Technical Ability. Finally, you've a knack for tuning your personal equipment to be *just right* for your use.

For **-50cp** a pop, on top of the base cost of this perk, you may pick up an additional speciality. This extra cost is applied after discounts.

Accredited Trust [-100cp]: When there's a job to be done, money to be made, and questions are uncouth, trust is a valuable currency, and you've got a printer of sorts. On the practical end of things, you know all the avenues you've got for getting a thorough background on anyone you know of, how well you can trust those methods, and you can get all that information much more discreetly than you'd think.

On the other hand, you also have an instinct for how much you can trust any given person, and with what. Don't even need to meet them in person, so you can tell if someone's recommending a genuine asset or just trying to give their incompetent associate a leg up…or in the latter case, if that associate isn't actually that incompetent and would make a surprisingly valuable asset who'll be a firm ally for having been given a chance.

Actually Trained [-100cp]: The variety of weapons available in NC is staggering, especially with the variety of hands they can end up in. Where some higher rank corpos have a taste for archaic weapons, even the lowest ranked goons can be found wielding rather high-tech guns. Truly a triumph of the Second Amendment.

Choose a category of weapons, which may be as broad as 'blunt'. You are a master with these weapons, skilled not only at wielding them in combat but also in their care and maintenance. These weapons are also much more effective in your hands for both offense and defense - your shots and strikes hit with much greater precision and impact, your cover is much more durable than it has any right to be, you can block and counter much faster and heavier blows, and so on.

Beyond the basics, you can reliably perform abnormal feats with your weapons of choice, though what that means depends on the weapons in question. Splatter some gonk's head from half a city away or get him right before he gets within reach with a sniper rifle, hit that sweet spot when charging a tech weapon to charge your projectiles with extra electric love, accurately redirect swarms of incoming fire with a blade, accurately ricochet shots with conventional firearms, somehow poison robots and drones with your thrown knives, and so on.

For **-50cp** a pop, you may select any additional weapon category to gain these same benefits. Benefits from overlapping categories don't stack, but may open up different sorts of feats.

Adaptability [-100cp]: The life of a merc is one of ups, downs, and shots out of left field. To be successful, you need to be able to roll with the punches while keeping your head on your shoulders, and you can do just that.

Regardless of whatever absurd twists and turns you encounter in your life, whether in your day-to-day or when you're on a mission, you are able to keep a level head and keep on going. As the situation changes, you can easily get an understanding of what's happening, seamlessly adjusting your tactics and objectives as needed.

Clan Cohesion [-100cp]: The nomad clans that roam the badlands and farther are tight-knit, keeping together through thick and thin. Which is rather important when you're often skirting the edge of the law together.

Like those clans, any group that you are a part of has a much easier time maintaining internal cohesion. Individuals within the group are more willing to follow the rules and standards of the group, and more open to mediation rather than letting conflict with other members push them out. For your part, you are a great leader - insightful enough to get to the root of internal disputes and diffuse them, and able to keep people calm and direct in times of chaos.

Cool Guy [-100cp]: You must've had quite a few friends growing up. Or maybe you didn't and wound up a late bloomer after taking steps to correct your lack of social aptitude. Whatever the case, you are quite the cool dude. Or dudette, I won't judge.

You are an adept social operator, quick of wit and never slowed by anxiety or similar concerns. You can always accurately read the room and choose the right words for whatever your desired end result is. This is aided by your acting skills, which allow you to seamlessly assume roles as needed. People also just tend to like you more than they might normally, for whatever reason they come up with.

Corpo-Rat [-100cp]: Working in a megacorp requires putting on all kinds of faces at a moment's notice, knowing which one to use and when. Turning up the indignant entitlement to get a weaker-willed service worker to do what you want, adding just the right amount of respectful submission to convince a higher up that they have you under their thumb, playing the part of a dutiful employee when dealing with even the worst customer, and so on.

You're able to intuit just what sort of mask is best for a situation and slip into the role as easy as breathing. You're also able to sense when others are putting up a front, and what sort of front they're putting up. Comes with a free ability to numb your conscience, so you won't feel *too* bad about the minimum wage employees you leave crying in your wake.

Esprit de Corps [-100cp]: This is a dangerous world, with open warfare not simply between nations, but also corporations and gangs and so on. So much fighting produces quite a few veterans, whether regulars in the military, beat cops who've seen quite too much, or hardened gangers.

You have a way with these sorts of people, allowing you to easily connect with the normally cagey and paranoid. You know what to say and do to worm your way past their walls, maintain a connection with them, and even help them given the chance. As far as they're concerned, you are a comrade in arms, even if your experiences haven't been exactly the same.

For those not haunted, you have a much easier time building rapport with cops, soldiers and so on. And if you want to connect with a different segment of the populace, you may choose

them instead of those who've seen combat. Maybe you wanna go all-in with gangers? Make friends with medias? Or you can select additional groups for **-50cp** a pop without dropping your chosen friends.

Huscle [-100cp]: Sometimes subtlety isn't what the situation calls for. Sometimes that call is for a big and scary slab of meat to keep the riff-raff away and make people behave themselves. You are great in that role!

You can be incredibly intimidating whenever you want, to the point of massively scaring above your weight class. You'd make a great bodyguard or thug, even if you're a tiny, scrawny little slip of a person. This is helped since, beyond being able to put out an aura of menace targeted as you intend, you've also got great situational awareness and a good sense of danger. So long as your charge isn't being a complete idiot and the abilities of any would-be assassin aren't completely beyond yours, you can be sure that you'll be able to intercept any attacks.

Just Another Thug [-100cp]: It is one thing to stand out, but sometimes it's better to be another face in the crowd - even if that crowd is obviously thuggish.

When you want, you can blend in as 'just another thug'. You'll still be recognized as part of any criminal organization you run with or are wearing the colors of, but you can avoid getting singled out for your own actions. Also, you tend to be among the escapees or survivors whenever large swathes of your gang are killed, captured, or otherwise defeated - so long as anyone could have gotten away, you'll get away.

If you don't feel like playing thug forever, this perk applies to any other sort of organization you may be a part of. However, it isn't as effective if you are in some sort of leadership position, but in exchange the protections of this perk apply to your loyal subordinates - though you'll still have priority for getting away when shit hits the fan.

Know A Guy [-100cp]: As a fixer, your job is to act as the middleman, which means you need to know people. You have a knack for finding people, unless they're deliberately making themselves hard to find: Your contacts generally know someone else who'd be useful and willing to be another entry in your contact list if you poke them, and people with relevant skills or requests tend to seek you out on their own initiative, ensuring that you've got a steady supply of jobs and mercs to do those jobs.

Private Dick [-100cp]: Many of the jobs you'll get as a merc would fall under the purview of private investigation, at least when it wouldn't be terrorism or corporate espionage. Anyway, you're actually competent when it comes to PI work.

This includes a talent for tracking people down - even in a human hive like Night City, knowing how to blend into a crowd and avoid giving yourself away - even while observing someone for hours at a time, your overall situational awareness and ability to connect information is improved, and so on. You aren't Holmes, but you can at least tell when someone is trying to give you a raw deal.

Road Hazard [-100cp]: Night City is criss-crossed with highways and almost every part of it can be reached by car, even if the routes are convoluted. Regardless, it is necessary to know how to drive if you want to find your way around the city in any reasonable amount of time.

To that end, you find that you're able to quickly figure out how to drive anything when you get in the driver's seat, plus you just start off able to drive any civilian vehicle present in Night City at the time of your arrival. You can also pull off some neat stunts, like launching yourself out of a vehicle at full speed without suffering (too much) roadburn or pulling off all kinds of stunts with your car while still in the driver's seat.

But this isn't the safest city: even during a routine commute, you may find yourself in combat on the road. When the road starts raging, you can fight back - wielding your weapons accurately without losing control of your vehicle. And when things get rougher, or you just get hit in general, your vehicle takes less damage in collisions, you take almost no damage yourself, while hostile vehicles are wrecked much harder than they normally would be.

Street Smarts [-100cp]: Navigating the streets is exceptionally difficult without the kind of knowledge a local in-the-know would have, but you just kinda have that kind of background knowledge in spades, intuitively picking up on it wherever you go. You can identify if a person or establishment is embroiled with that side of things on sight, getting a sense for how with just a bit more observation. Simple observation of the local environment and population will give you an absurd amount of information on the local 'underworld' - nothing incredibly specific, but you'll have a broader and more complete understanding of the local landscape than even info brokers. Finally, you always know how to deal with the local criminal element on both a personal and an organizational level.

Tier 3 Perks

Calling All Sub-Cons [-200cp]: Even with as militarized as the NCPD is, Night City has far too many criminals running around for them to deal with. To this end, there's a whole bounty system which makes rolling up on a clump of goons and shooting them dead a paying job.

Wherever you go, that's the sort of thing you can keep doing - you're considered a properly vetted bounty hunter and/or deputy of the law, and you don't face major or permanent consequences for any reckless "law enforcement actions" you take. This doesn't stop people from complaining about the disruptions you cause, though.

Diabolist [-200cp]: This world used to have an internet like the one you are likely familiar with from your original world - a vast network that connected the whole world. At least until a certain Rache Bartmoss released a virus that caused all the AI to go rogue and wreak all kinds of havoc. Now, the 'old net' is held behind the Blackwall, an AI itself maintained by Netwatch to keep the regular folks safe. But this hasn't stopped corporations and governments from exploring the old net and interacting with its denizens.

What all this means is that you are incredibly adept at working with normally hostile AI and breaching into normally dangerous systems. Breaching the Blackwall is nothing for you, and you don't suffer any risks from wandering the old net and interacting with the broken systems and alien intelligences there. You can even get the latter to work with you, whether you're loading it into some piece of tech or just opening a gateway to fry some poor gonk that looked at you wrong.

This also helps in other ways - you can push your hardware (meat and chrome alike) much harder without frying, and your hacking is much more difficult to detect thanks to how you can basically waltz in through the ever-present backdoor.

Dirty Gloves [-200cp]: Even with their incredible influence over society, megacorporations are still bound by the need to maintain some level of legitimacy. So when they can't just send a kill squad to deal with things, they discreetly hire gangoons. Some corps even sponsor their own private gangs, like Arasaka and the Tyger Claws.

Whatever the case, you seem like an excellent cat's paw for organizations and entities that are larger, more powerful, or more "legitimate" than you - in other words, you seem like a great choice for when they need something done that isn't officially on their behalf. Even better, they never consider using you as a scapegoat…or they at least don't plan on it from the start.

Further, any activities you undertake for such entities tend to go far smoother than they should, and those with power and authority find it very hard to connect the dots between what you're doing and on whose behalf. This perk applies to both you individually and to any organization you're a part of.

Netrunner [-200cp]: Netrunners are scary, especially with how interconnected everything is nowadays. Some fashion victim saunters up to your gang compound and suddenly everyone's cyberware is freaking out, shit is exploding everywhere, and then the bastard just disappears…assuming you even knew he was there in the first place.

You are now among the ranks of these cyberpunk nightmares, with the hacking skills to do pretty much anything that's at all possible with electronic tech and computer systems. Enemy ICE is a cinch for you to break through, with even Arasaka's taking no more than a few minutes, while your own can weather mighty blows with nary a scratch. Given the time to get set up and the right opportunities, you could shake the world with your skills.

These skills are also system-agnostic, meaning you can translate them to any computer format you encounter with just a bit of playing around to familiarize yourself. The only real restriction here is your own processing and needing direct access to whatever systems you are playing merry havoc with.

Nomad [-200cp]: The nomad life is a rough one. Outside the cities and edging the law, they have to make do with rough terrain, rough weather, and more. This requires quite a few skills - surviving off of often barren lands, surveying the land to find safe spots to camp and routes to take large convoys, quickly and efficiently packing cargo, and more.

These skills are yours. You can scrape a living together in even the most barren terrain; efficiently survey terrain to identify safe routes, potential points of ambush, good places to hide even large convoys of large vehicles; quickly pack as much cargo as possible into what storage you have available; lead large convoys through rough terrain; and so on.

Reported Disturbances [-200cp]: Night City is a festering hive of humanity, meaning that there's always something going on somewhere. The NCPD can only deal with so much crime at a time, so they'll put up bounties on criminals they can't or don't want to deal with. Fixers are always looking for people to do jobs, or jobs to give to those people. And there's plenty of random encounters one could have beyond all that.

As you go about your life, you'll encounter similar sorts of "side activities", even in worlds beyond this one. These activities will be in-line with your skills and interests, and at least minimally rewarding. You'll be aware of if an encounter has been generated by this perk.

Sidewinder [-200cp]: Nomads don't have a good reputation in the city on account of the activities of the Raffen Shiv (nomad outcasts) and their own regular smuggling activities. Activities that you're familiar with.

You know how to get things past borders and checkpoints in this region, and it doesn't take much for you to figure out how to do the same elsewhere. This includes falsifying documents to make sure you've got the "right" slips of paper, figuring out how best to hide contraband given your current resources, and identifying the guards who'd be open to bribes and the price for getting them to look the other way, among other details. You're also skilled at creating convincing forgeries and counterfeits, in case you are looking to flip some stolen cargo for way more than it is worth.

Spinning Plates [-200cp]: Any society has a lot of moving parts, and you're quite gifted at handling those parts that are within your reach. It doesn't matter how many clients and mercs you are juggling, you'll never find yourself overwhelmed trying to manage all that information, nor do you have issues prioritizing what you need to get to and when - and this applies to any situation, not just playing middleman.

Street Cred [-200cp]: Reputation is everything when you're often working under the table on tasks that your clients want to keep on the hush-hush. Good thing for you that your reputation seems evergreen.

People just have a good feeling about you to start with. Whether you are meeting them in the flesh or they just hear of you, you just seem like someone they can rely on to get things done, but also to get them done right. Good news about you also spreads faster and is more impactful, while the bad news has less impact and spreads slower - so one mistake won't completely wreck how others view you unless you fuck up to a catastrophic degree.

If you want, you can adjust the 'target' for the impression your reputation gives off at will, but it will take time for your actual reputation to reach that point. This will be sped up or slowed down by acting in accordance with or against your desired image.

Viper Pit [-200cp]: A megacorp isn't a nice place to work. Everyone's got some kind of scheme going, trying to protect their own cred while undermining their rivals, all to get a slightly larger salary or extra scrap of power. Good thing that you're quite capable in that kind of cutthroat social environment.

You have a sense for when others are plotting against you, even if you're just collateral, and the gist of those plots. You're also quite good at weaving your own schemes, allowing you to easily protect your own interests while undercutting hostile competitors.

Tier 4 Perks

Better Alive Than Dead [-400cp]: There are plenty of reasons why someone might not kill you. Maybe you've got some information they want, maybe you've got valuable chrome and they don't have the tools on hand to extract it undamaged, maybe they just like you.

This kind of thing tends to happen when you find yourself under threat - those threatening you tend to find reasons to keep you alive. Maybe not in the best condition, but you're very likely to come out of most situations mostly alive and sane. Beyond dire situations, people also generally find themselves liking you more and treating you noticeably better than they normally might.

Embers [-400cp]: It is sometimes said that good things come to those who wait. This isn't necessarily true for you, but you do find that bad things are rather patient with you. You're able to delay urgent situations for far longer than you really should, though only for so long. Where you might only have weeks to live, you could cling on for months or even years before your inevitable end. But when you'd normally only have seconds to act, you might only be able to squeeze out a few minutes.

Enlightened Management [-400cp]: As you work your way up the ladder, you find yourself with more and more responsibilities - but also more and more underlings to foist those responsibilities onto. You have a knack for finding the right people to do your work for you, balancing the competence to get shit done right with the loyalty to make sure they don't try to undercut you or go over your head. Hell, they even seem to glean some level of your own skill, at least when working to your benefit.

Good People [-400cp]: Trusting the wrong people in Night City can be an absolute death sentence. Maybe they sacrifice you to save their own skin or drag you into shit by association, maybe that gang you thought was cool has some gruesome initiation process that'll leave you permanently disfigured in the best case, and so on.

This isn't as much of a concern for you, though, as you seem to attract good people. People you can trust to have your back no matter what. People you can trust to keep your worst self in check and pull you back from the brink. Even in the worst of times, you'll find yourself surrounded by reliable people you know you can trust.

Honor Among Thugs [-400cp]: Trust is an incredibly valuable currency, especially among those who violate the trust of wider society. It's a good thing that a lack of trust simply isn't an issue for you and yours. When you are involved - even tangentially - those of a criminal disposition, or who would otherwise not generally be the most trustworthy, are far more likely to act with integrity in their dealings. Common thugs will be straight with you, and even the most slimy scumfuck won't fuck you over just because.

You also find yourself to be a natural leader of those who aren't on the straight and narrow. For those lower down, you don't even need to seek them out or convince them to join you, as they seem to flock to you and their loyalty is more or less assured. On the other hand,

those with leadership positions of their own unconsciously respect you to the point of being downright reasonable to deal with.

Made Special [-400cp]: Where most people can only handle so much chrome before they start suffering mental issues, there's a rare few who can go completely unchanged even after having their body almost entirely replaced with metal and plastic. You are one of these rarities, suffering no health issues no matter how much chrome you're packing, including both mental health and physical issues like your immune system trying to reject your implants.

Incidentally, this also guards your mental health in general, making you functionally immune to mental instability from any source.

Ninja [-400cp]: Silence and discretion are important tools in any merc's arsenal. Some jobs are just easier when no one knows you're there, and others are very important to keep under wraps. As you may guess, taking this perk makes you very sneaky.

You are a master of stealth, able to move at speed without making a sound and weave your way through a facility stuffed to the rafters with guards without being spotted. If there's a path you could take that'll get you to your destination without raising alarms, you'll find it.

And when there's a man-shaped obstacle in your way, you know how to eliminate the barrier without too much fuss and hide the evidence so no one knows you passed until you are already past. This works even if you come up against someone much larger and heavier than you, and you can even carry around the unconscious without harming them if you're needing to extract a target alive.

Even better, you're able to do all of this while leading a team or escorting a target. Doesn't matter how skilled they are or how badly beat up they are, they'll go unnoticed as long as you go unnoticed while also keeping up with your whirlwind pace.

Pockets [-400cp]: You have access to a personal pocket dimension, which you can store in and retrieve items from by simply going through the motions of stowing or grabbing something on your person - even when it wouldn't make sense, like if you're naked. Objects can only be stowed in this inventory if they're something you can reasonably carry, but they're kept in stasis for as long as they remain in storage.

So long as the total weight of everything stored in your inventory doesn't exceed what you could hold over your head, you don't feel any of that weight. But as soon as you do, you'll suddenly be subject to all of it and likely be slowed to a crawl by the physical strain. You at least have an innate knowledge of what's in your inventory - including the exact weight of each stored object and how close you are to reaching your inventory's weight limit, and you always retrieve what you're looking for.

This inventory can combine with any similar abilities you have or acquire.

Ripper Doc [-400cp]: Rippers are the real backbone of Night City, keeping the populace healthy (if they can pay) and making sure the many mercs running about are as chromed out as they can afford. Even if you aren't a ripperdoc, you've at least got the skills to be one.

You've got all the skills needed to be a well-regarded medical professional in Night City. This includes a familiarity with the full suite of medicines available, common ailments of this day

and age, how to patch up that gonk that got shredded on his last job, and more elective procedures like biosculpting. Even better, you can perform medicine effectively even when working with subpar tools and materials in a subpar space.

But that's not all! You're also an expert when it comes to cyberware. You can recognize the model of any particular implant you lay your eyes on, know the best firmware to use with what combination of cybernetics, and the installation and care of cyberware is second nature to you. This includes a talent for the design, creation, and modification of cyberware, allowing you to push the bleeding edge from your dingy workshop-slash-operating room.

All of this also extends to regular medicine and bioware, allowing you to make your own and develop new varieties if you've got the tools and materials on hand. And test subjects.

Slanted Negotiations [-400cp]: Another factor of a successful middleman is being able to convince misshapen pieces of the puzzle that they fit and that it's worth the trouble of being slotted in. You have a keen insight into the desires of others, a large capacity for adjusting the expectations of others, an excellent sense for how to reach mutually beneficial compromises, and you're the goddamn devil when it comes to manipulating others into doing your bidding while thinking it was their idea.

It also helps that people can't help but trust you far more than they normally would. This won't make someone take everything you say at face value unless they're already a generally trusting person, but you won't have to deal with your clients and mercs flipping on you because one little thing went wrong.

Sorcerer [-400cp]: Quickhacks. They're basically magic spells. Specific effects that are consistent when applied to a variety of different targets. What else are you gonna call it when you can point at a guy and he immediately lights on fire?

You are a master of quickhacks. They upload to your targets faster, occupy less of your RAM, you can control *just* how effective they are if you're looking to minimize collateral, and they don't spread to anyone you don't intend. On the weird side, you find that you can quickhack targets that lack the cyberware you'd normally get them through, and your cyberdeck RAM seems connected to any esoteric energy reserves you have - allowing you to expend mana to use quickhacks and RAM to use spells, as an example. However, quickhacks used on targets without cyberware can be shrugged off if the target has strong enough willpower, properly constructed mental defenses, or is simply resistant or immune to the supernatural in some way.

Premade quickhacks aren't the limit of your abilities, either, as you can code your own with surprising ease. It can take some time and effort, but soon you'll be casting quickhacks this world has never seen.

You've also got a preternatural sense for nearby access points and devices, allowing you to track down vulnerable points, remotely access them, and maybe even navigate blind in particularly tech-dense locations.

Tier 5 Perks

Tangled Schemes [-600cp]: Whatever your goals, you actually have the capacity to plan and scheme in order to achieve them - from the big picture to every little intermediate step, from the straightforward to the needlessly complicated. You still can't achieve the impossible, but you have no trouble finding the path forward. And since even the best-laid plans fall apart upon contact with the enemy, you have a serious knack for adjusting things as necessary to changing circumstances. This applies to both arranging contingencies for foreseeable issues and changing things on the fly when surprises arise.

Finally, the more a person is touched by your plots, the more they find themselves acting according to them. A merc's true loyalty doesn't matter after they've spent long enough working with you, as they'll unconsciously work in tandem with whatever you intend for them.

The Devil [-600cp]: What many would call you when you attain any level of power and influence, though it almost seems like you've signed your soul away to it instead.

You have an insane level of luck and skill in the realm of business and commerce - with you in charge, any organization will be competitive and profitable even when other parts of the same organization are floundering and the global economy has commit suicide by 12 shots to the back of the head. This doesn't require micromanaging either, or even active involvement - things just work out.

More aligned with a reputation of being the devil, you not only have a mastery of legalese and contracts, but an easy understanding of whoever and whatever you're dealing with. You can easily have almost anyone but the devil itself dancing to your tune, convinced that they got a great deal, without regard for the reality of the situation.

The Fool [-600cp]: Most people improve through study and practice, but you find that you can gain experience a bit more directly - as in literal Experience Points, which you can earn by defeating foes and resolving situations. The more powerful an opponent, the more complicated or high stakes the situation, the more XP you earn. On the other hand, tasks which are routine or safe provide very little XP - making passive advancement incredibly slow.

You begin at level 1 upon taking this perk, leveling up when you earn a certain amount of XP, and each subsequent level requiring a bit more XP than the last to achieve. Each level allows you to minorly improve some aspect of yourself, but you find yourself without a cap on your level or how much you can improve yourself through this ability.

You have an innate sense for how much XP a foe or task is worth, your current level, the XP to your next level, and the levels of your attributes. Said attributes default to the 5 from the game (Body, Reflexes, Technical Ability, Intelligence, Cool), but you can use a different set of your preference.

Troll [-600cp]: You aren't ugly nor compelled to play bridgekeeper, but you find that your body regenerates like a certain creature from myth. Superficial damage fades almost immediately and minor wounds heal in minutes, while major wounds can heal in hours as long as everything is still present. However, major losses of body mass can take days or weeks to regenerate, and enough damage in a short period or to vitals is still lethal…though someone not being thorough enough could find you crawling out of whatever landfill they dump you in.

This regeneration ignores conservation of mass, instead preserving your physical health and fitness alongside your form without care for physics. What's more, this regeneration seems to consider any cyberware you have installed to be a part of your form - this not only allows you to regenerate said cyberware as though it were your own flesh, but lets you exercise it and make it stronger as well. This somehow doesn't get in the way of installing new cyberware, though that new set of Gorilla Arms won't be any stronger for the effort you put into your old cyberarms.

Quiet Life or Blaze of Glory? [-600cp]: Some people have all the luck. For many, it is a matter of birth, getting a silver spoon shoved in their mouth thanks to their parents' efforts. But others are truly blessed, able to escape certain death…though not without cost.

You have the latter sort of luck, the sort that's damned determined to keep you alive, but it can only do so much. So long as you aren't looking for trouble, you just don't tend to find it - muggings and other random violence simply don't happen to you, there isn't a bullet with your name on it waiting to hit you from some improbable angle, and you aren't going to suffer any terminal illnesses until almost everyone else your age is long dead.

This protection still applies if you choose to live a dangerous life, just to a slightly lesser degree. You're going to live a long life for merc, ganger, cop, or whatever else - you're only likely to be cut down if you face off against major threats, only getting a bit shredded at worst. Nothing you can recover from as long as you know your place.

But if you decide and shoot for the moon and things don't work out? Once per jump, or decade if things are running a bit long, fate will conspire to let you escape what should be certain death. Or a fate worse than death if death isn't in the cards for you. It'll even cover a whole cascading shitstrom if needed. But this way out will come at a steep price, and you'll need to struggle and suffer until you're in the clear if you want things to work out.

Items

You receive a **+400 stipend** to spend in this section.
You may combine any similar-enough items you bring here with items you acquire here.
Everything you buy from this section repairs, resupplies, and returns within a week.
Upgrades you make to your belongings are kept when they repair, resupply, or return.
Properties may be attached to or nested within other properties.
Properties may be inserted into a setting when you first arrive, and may be adjusted to better fit that setting.
You get blueprints for everything you purchase from this section and the cyberware supplement.
You receive discounts on **four 50cp or 100cp items**, **two 200cp items**, and a **single 400cp item**.
Discounted 50cp and 100cp items are free.
You may apply higher tier discounts to lower tier items.
You may apply the 50cp discounts to item upgrades.
Variable cost items count as whichever tier you purchase for discounts.
Discounts do not apply to points invested into Cyberware.

Cyberware[Free/Optional]: Almost every single person here has some kind of cyberware installed, from the dirtiest hobo to the cleanest corpo. For most, this is likely just a Neuroport they had installed as a kid, but some have become mostly plastic and chrome even if they don't look the part.

As such, here is some complementary chrome of your own, free of charge. If you want more, you can convert points from this document to that one at a rate of 1:2. Also, any cyberware you purchase here benefits from the same rules as other items you acquire in this section.

50cp Items

BrainDance [-50cp]: A technology that allows for the recording and playback of someone's experiences, including their physical sensations, emotions, and thoughts. BDs are quite the popular medium in Night City, providing the common citizen a momentary escape from their lives. The subject matter can range from moments of triumph and success, to the usual porn you'd expect, but there's also a market for the darker side of things.

You have a portable BD wreath that's tuned to you, as well as a diverse collection of BDs attuned to your tastes, allowing you to zonk out anywhere while experiencing all manner of novel moments and fantasies.

Chatty Construct [-50cp]: While certainly not common, there's a surprising amount of AIs and personality constructs running around Night City. Delamain runs his own cab services, Skippy the smartgun is somewhere around here, a merc with mixed luck is about to have the engram of a terrorist in his or her head, and a few more here and there.

With each purchase of this option, you may load an AI or personality construct onto a fiat-backed item that you purchase here or brought with you from your previous adventures. This can either be an existing digital personality you've got hanging around, or you can create a new one with your choice of personality to inhabit the target item. This may also include adjustments to the item to let the personality perceive the world and interact with you - like sticking sensors and speakers on your intelligent gun so it can berate you for your poor aim.

Cyberstyle [-50cp]: Night City is a fashion disaster area, somewhat out of necessity or due to stodgy corpo standards, but a lot of folks dress up like that or paint their guns in garish colors by *choice*. Well, you have that choice.

This is a box containing everything you need to give yourself and everything you own a unified style - a complete wardrobe of clothes and accessories, a collection of decorations for your living space, paint and parts for all your guns and vehicles, and so on. If you decide to change things up, everything will be cleaned up and returned to the box so you can start all over again with a different look.

First Aid [-50cp]: Advances in medicine and production, plus a lack of oversight, have allowed for some powerful medicines to make their way into the world. The kind of stuff that allows someone on the edge of death to keep moving and even fighting for as long as the stuff remains in their system.

This is a cache of said emergency medical supplies in the form of airhypos and inhalers. You always seem to have some on your person when you need them, and as described they'll let you keep going far farther than you should be able to, even more so than any normal versions you'd pick up locally. This also includes anti-rejection medication of various strengths in addition to more basic stuff like peroxide, gauze, tourniquets, and other stuff you'd find in any old first aid kit.

Piles of Eddies [-50cp]: Money makes the world go 'round and the local currency-of-choice is the European Currency Unit, better known as the Eurodollar or 'Eddie'.

You have a regular income of eddies at your disposal, received either as physical currency or a balance in your bank account. It appears weekly, and the amount is enough to let you live a comfortable-if-passive life while setting enough aside for emergencies and major expenditures. In future worlds, you receive the local currency instead of eddies.

Poisons [-50cp]: It should go without saying that drugs remain a problem in this future. Probably a bigger problem than wherever you came from, considering that production techniques and sciences are much more advanced here, producing much more potent drugs that are all the more addictive and deadly.

This is a collection of local drugs, complete with accessories and guides for their use, so you get to enjoy them without fear of accidentally ODing. Addiction is still a concern, though. The amounts you get are only good for casual, personal use, but you could still make a few eds on the side if you aren't interested in using them.

Second Amendment [-50cp]: Everyone needs an iron, it's the only way to protect yourself, your property, and your rights. Each purchase of this item provides you with a model of weapon you could find during the span of V's ill-fated adventures.

Picking one up here also has some extra benefits beside being fiat-backed: Any firearms acquired through this can run dry, but you've always got a fresh reload on hand. Melee weapons acquired are unbreakable and, if applicable, never lose their edge. Thrown weapons find their way back to you a little bit after impact. Tech and smart weapons never need new batteries.

For a charge of **-50cp** a pop, you can add an innate bonus of some sort to one of these weapons. Maybe it's remarkably effective at shredding limbs. Maybe all of its projectiles are explosive, or deal electrical damage. Maybe a Power weapon can punch through cover like a fully-charged tech weapon. Or maybe it has a slight chance to affect the target with a particular quickhack on hit.

And whatever the case, your weapon comes with a nice complete kit of attachments and accessories. Scopes, suppressors, holsters, sheathes, and more.

Source Material [-50cp]: Your very own copy of the game whose universe you are about to visit, including the modding tools and a cache of all mods made for the game…or at least the mods relevant to your interests. Aside from that is an archive of all 'real world' media related to the game, which includes the Edgerunners anime and the TTRPG books, as well as a collection of media local to this universe. The latter doesn't include BDs, instead covering local books, movies, and so on.

All of this comes on a single shard in file formats compatible with your neuroport by default, allowing you to enjoy all of them at full fidelity without the need for any extra hardware. But they may come as hard copies with the devices needed to enjoy them if you're more of an old schooler. Or you can get both the data shard and the antique collection.

Vending Machine [-50cp]: The food situation in Night City is…bad. Real food that's not grown in a vat or heavily processed is something that only the upper echelons ever get to enjoy, and those at the absolute bottom have to subsist on literal kibble.

While this vending machine won't give you anything like you'd see at Embers, the slop it'll give you will at least fill your stomach and keep you alive another day. You've got a decent variety of slop as well, which can be served hot or cold, plus a nice selection of drinks - though it's all brands you'd find in Night City, so the selection won't improve as your adventures continue. At least you don't need to pay an 'enny for any of it, and the machine never runs out of stock.

100cp Items

Checking Account [-100cp]: It seems like everyone you meet in Night City has constant and immediate access to a bank account, even Nomads and hobos being able to send and receive immediate digital payment pretty much anywhere.

You have such an account at your disposal - not tied to any banks, but utterly secure and never not accepted. The balance and account details can always be accessed through any devices you have, whether your neuroport HUD or a burner smartphone. Beyond acting as secure storage for your personal funds, you can instantly withdraw and deposit physical currency without need for an ATM, and while doing so may losslessly convert the money into the local currency. Don't ask how this works, just dig the money out of your wallet or shove that roll of eddies into your pocket and things will just work out.

Explosive Bundle [-100cp]: There's a decent variety of man-portable explosives that one can find in Night City. The usual frags, smokes and flashbangs, but you've also got EMP, incendiary, and toxic gas grenades. And then there's weird stuff like the GASH that absolutely slices

everything up with dozens of high power lasers, or the Recon grenade that marks enemies for you. Then you get all those anti-personnel mines you often need to avoid or disarm, and anti-vehicular weaponry like a missile launcher capable of taking down an armored AV.

You have a whole collection of all these explosives. The grenades you tend to have on hand when you need them, though there's a cooldown after throwing a couple before you can find more. The mines…well, you've got a crate of them, and instructions on how to safely place them and adjust their IFF systems. As for the heavier stuff like rocket launchers, you have a few of them, but you've got to store and transport them normally.

Goons [-100cp]: Your own gaggle of loyal gangoons, though their actual roles and affiliations depend on you. As a corpo, they'd be agents or guards assigned to you. As a ganger, they're lower ranked associates. As a merc, they'd be your crew. Otherwise, well, who knows? Employees in your private business?

What you do know is that while they might not be the cream of the crop, they are competent enough and utterly loyal to you before any other entities. They come equipped as appropriate for their stations and roles, and there are upwards of a few dozen of them at any time. Losses are filled with like-minded replacements…or maybe you don't care about realism and just have them respawn. Beyond all that, the details of your minions are up to you.

For an additional **-100cp**, the number of goons you get is enough to staff and protect whatever properties you've got, with enough variety of skills and specialties to ensure facilities have competent staff to run them.

NCID [-100cp]: Your very own Night City Identification number, complete with a presence in local records if you want. This allows you much easier access to local services and will make it a bit easier to fly under the radar. Even better, this ID comes with a slew of licenses and certifications you'd qualify for, saving you a lot of time and money if you want to put your skills to work or start your own business.

This ID and everything it comes with also work anywhere other than Night City, presuming those locations have some manner of bureaucracy. Don't ask how - it just works out, okay?

No-Tell Motel [-100cp]: THE place in Night City for any shady dealings, untoward rendezvous, or whatever else you don't want people paying attention to. The whole thing is self-service, so you don't even need to worry about any nosy receptionists making notes of your coming and going.

There seems to be a similar establishment in every town you happen to visit - somewhere that's cheap and discreet, though not somewhere you'd want to be for any other reason. Anyone that'd see you here isn't likely to blab, as they either simply don't care or would rather not have people knowing that they were also present at such an establishment.

Practice Shard [-100cp]: Thanks to modern innovations like chipware, newly recruited soldiers are able to be given the skills of veterans without having to be put through intensive real life training and experience. Part of this is things like the Militech practice shard, which allows a trainee to safely learn all these skills in a safe virtual environment.

You've got your own copy of this sort of practice shard which, when inserted, allows you to enter a virtual environment where you can safely play about with any and all of your abilities without worry of collateral damage. You can even freely alter the terrain and spawn in enemies to fight based on what you've encountered in the past, but the simulation is really weak for anything but playing through combat and skirmish scenarios.

Turrets [-100cp]: Automated static defenses which are common in Night City, with two main models in use. The municipal defenses are largely the Arasaka David IIIC, a variety of turret that is embedded into a surface, popping out to engage threats as needed. In most other cases, the main model you'll be facing is the Militech Aegis X2, a deployable turret outfitted with a Militech HMG for when you need to secure an area and don't have the time to build a David into the architecture. Both models are capable of absolutely shredding all but the hardest targets.

You receive enough of these turrets to secure a property of yours. They don't need power to function, never seem to run out of ammo, and you have them pre-installed rather than having to deploy them yourself. Or you could receive a load of them undeployed if you're going to be on the move.

200cp Items

Cybersuite [-200cp]: The dream of any dedicated netrunner - all the kit needed to dive safely and effectively. A top-tier skin-tight runner suit and a preem headset to help you better interface, a comfy chair that'll keep you from getting bed sores during long dives and help to keep you cool when things start to heat up, sizable servers loaded with military-grade ICE to help keep you out of the shadow realm, an ice bath if you're expecting to do some really hard work, and it's all set up in a cold room to really minimize the risk of cooking alive. Better yet, this room also features a direct, fast, and incredibly secure connection to any local equivalent of the net, not to mention all the hookups needed for things like deep diving into the net. Oh, and you get a handheld cyberdeck in case you wanted one - could serve as a nice buffer against any particularly hostile ICE.

Skill Shards [-200]: The standard data storage solution of this world is the shard, basically a cross between a USB stick and an SSD. Beyond simply acting as data storage, shards can also contain skills - allowing a person to access said skills without having to do all the training and study themselves.

You have a supply of shards, appearing as you need them, as well as cases for safely storing them. But the real value here is that you can easily imprint your own knowledge and skills onto these shards, allowing you to easily share the fruits of your hard work and choice point investments with others. This only works for knowledge and muscle memory though, so you can't copy or transplant supernatural abilities, though you could transfer the knowledge of how to cast a spell depending on the magic system.

Ticket to the Moon [-200cp]: When you're looking to escape from everything and everyone, the moon seems like the farthest you can get. Whether that's true or not, you find that you'll have an opportunity to get the hell out of dodge before everything goes to hell once per jump. Here, you just happen to have a one-way ticket to the moon, allowing you to escape Night City a short

time after you first arrive. Life up there might not be the most pleasant, but it's a damn sight better than risking it all for glory and death.

Tools of the Trade [-200cp]: Whatever your productive skills, this kit contains all the tools you'd need to put those skills to use. Play the guitar? You'll have a guitar and the accoutrements needed to make it growl in just the right way. Edit braindances? You've got all the systems needed to tune them just right. Ripper Doc? You've got all the tools and systems to replace flesh with chrome like a pro. Like to mod weapons? Same deal.

What this kit gives you also adjusts to how much space you have to work with. So you can always have a few smaller tools on your person, but you'll need a decently sized workshop if you want the kit to populate it with everything you need for larger projects. This doesn't provide you any parts or materials, just the tools to work them, but it does update as you acquire more skills.

For **-200cp**, this also includes regular shipments of materials and consumable supplies that you'd use. Nothing especially unusual, but enough to keep you afloat.

400cp Items

Subsidiary [-400cp]: While not large enough for you to compete head-to-head with the big dogs like Arasaka or Militech, this corporation is more than enough to claim its own niche and make a tidy profit in the process.

This is a corporation under your ownership with a speciality of your choice, chosen when you make this purchase. Your corporation is able to run itself just fine, and is guaranteed to make a steady and notable profit as long as it's possible to do so. It's sure to become a staple presence in the chosen industry, handling all sectors from RnD to production, sales, and management. And things only get better with your involvement, especially if you've got the means to actually contribute anything of value.

When inserted into a new setting, your corporation doesn't automatically retain all growth and advancements made previously, usually adapting to better fit the new world. But this can be mitigated by keeping your HQ and such on a persistent property.

Variable Items

House and Home [Variable]: A place to rest your head, keep your stuff, and so on. This place doesn't cost anything to keep, and enjoys persistent utilities even when that might not always be possible. Also, whatever your choices regarding this property, you can adjust the layout and choose what facilities and conveniences are present as you like between jumps.

For **-50cp**, you've got the kind of living space that most people in Night City will ever see, which could be anything from a single motel room to a decently-sized apartment or suburban home. Nothing big or special, but you're guaranteed to have the minimum conveniences like a kitchen area, a bathroom, and somewhere to put a bed.

For **-100cp**, you get the kind of living space reserved for the rich and powerful. In the city, this likely takes the form of a penthouse suite that takes up most of a floor, if not all of it. On the outskirts, it's likely a palatial mansion surrounded by surprisingly healthy gardens. Large and luxurious, and a likely source of envy.

Moneymaker [Variable]: Your very own business, the details of which depend on how much you pay in and what exactly you want to do with. But no matter the case, you at least have no problem with supplying goods or finding customers, so you're guaranteed to make at least some profit as long as it's at all possible. This is made even better since you don't need to pay anything to keep hold of the property.

For **-50cp**, you have yourself something about the size of a kiosk. Maybe a stand at a local market, an actual kiosk, or a tiny counter built into the side of a larger building.

For **-100cp**, your business is about the size of a diner, giving you actual floorspace to work with. Could be a diner, a bar, a little retail outlet, or something else along those lines.

For **-200cp**, your business is rather sizable - large enough to have many individual rooms like a brothel or motel, a whole lot of warehouse space, or something else. You've got space to work with at this level, and while your building doesn't scrape the skies, it may actually have multiple floors.

For **-400cp**, your business is huge. As in, large enough to have a whole skyscraper dedicated to it, on par with something like Konpeki Plaza or a whole Megabuilding. Not sure what you're gonna do with all this space, but I'm sure you've got something in mind.

Preem Ride [Variable]: Each purchase of this item provides you with your own method of conveyance. Or vehicle, you don't wanna sound too pretentious. You can take your pick from the **models of vehicles** V could potentially come to acquire or end up piloting, at least according to the tier you purchase. Whatever you acquire, it doesn't need fuel, comes equipped with an autopilot feature that will safely take you to a selected destination on its own, and can be summoned nearby at will when needed. You may also equip your choice of vehicle with your choice of vehicle-mounted weapons from the game, which never seem to run dry and don't need to be purchased separately.

For **-50cp**, you can get a more regular vehicle. These vehicles aren't that fast or durable, but they'll get you where you need to go in a pinch. The kind of shitbox you'd drive when nothing else is affordable, or a commercial vehicle that can carry a decent amount of cargo but which is rather slower.

For **-100cp**, you can get a higher range vehicle. The premium sort, all modded out and built for speed. Or incredibly durable and with plenty of cargo capacity. And so on. Stuff you'd be driving as a corpo, whether the sort of sports car favored by a c-quite douche or a proper transport driven by someone in full combat gear.

For **-200cp**, you can get the real specialty vehicles - your own Aerial Vehicle, hovertank, or something else you aren't likely to find gracing the roads of Night City.

Robots and Drones [Variable]: There are a variety of autonomous robots in use around Night City, from the baseball-sized Bombus drones available to common citizens to the enormous Chimera spider tanks abandoned under Dogtown. Each purchase of this provides you with a certain number of the drones you purchased, though you can receive fewer if you'd like. Whatever the case, these robots don't need to recharge or resupply, allowing them to keep functioning until they are physically incapable. They also come equipped with your choice of armaments where appropriate.

Bombus [-50cp]: The Zetatech Bombus is a baseball-sized drone, a round little thing with a digital display that usually shows a simple, friendly face and a couple of rotors on the sides that allow it to hover around. These little buggers were primarily designed to be caretakers, looking after kids while parents slaved away for the corps, but their small size and cheap price factor means they've found numerous other use-cases: scouts, flying bombs, and so on. You receive a large pile of these little cuties.

Cerberus [-400cp]: Another nearly indestructible hexpedal machine abandoned by Militech under Dogtown, the Cerberus is intended as a maintenance drone for use in hostile environments. Its systems are hardened so it can operate in the midst of heavy radiation and electromagnetism, and it comes equipped with armor that renders it essentially invulnerable to conventional weaponry and high explosives. These robots are unarmed, though their sharp terminal jack and rotating claws can serve as a powerful drill when needed. These buggers are also surprisingly fast for their bulk, easily running down a chromed-out merc in seconds. You receive 1 of these things per purchase.

Chimera [-400cp]: A model of huge six-legged robotic tank built as a prototype by Militech and seemingly abandoned underneath Dogtown following the end of the Reunification War. It is equipped with fléchette and laser cannons, missile launchers with both surface-to-surface and surface-to-air capabilities, a combat gas atomizer, smoke screens, and a sophisticated ICE cyberdefense to thwart. It's also equipped with armor that's enough for it to take sustained focused fire from ground forces, and its legs allow it to operate quite well in difficult terrain. You receive 1 Chimera, which may come with the default AI core or be retrofitted to allow for a human pilot.

Griffin [-100cp]: A bigger brother to the Wyvern, Militech Griffins are a bit larger, a lot tougher, and feature extra built-in guns for increased firepower. But this comes at the cost of concealability. Each purchase gives you several drones to play with.

Minotaur [-200cp]: The Militech Minotaur is a heavy bipedal mech with two side mounts for heavy weapons, defaulting to Militech HMGs. These buggers are tough and slow, but the combination of their bulk and armor make them as much a threat in melee as their mounted guns can shred you at range. You receive a handful of these drones with each purchase.

Octant [-200cp]: The ZetaTech Octant is a large combat drone held aloft by a set of four thrusters and the option to be equipped with a wide variety of equipment, including things like defensive flares. About the size of a car, these things aren't an uncommon sight in corporate forces and heavier law enforcement scenarios. You receive a handful of them with each purchase.

Robot R Mk. 2 [-100cp]: Humanoid drones used for security and law enforcement by pretty much every corporation and government force, with some even being found in use by criminals and gangs. They are a little extra muscle when you don't want to spring for a live body or just don't have enough of them around. These drones are capable of reliably operating man-portable weaponry and don't have any weapons built-in, so you'll need to hand them guns if you want them to be able to do anything. You receive a squad of these drones, equipped with guns of your choice that they always seem to have more ammo for when the time comes to reload.

Wyvern [-50cp]: A briefcase-sized flying combat drone developed by Militech and equipped with a built-in low-caliber gun. Easily concealed, Wyverns make for a nice bit of light or surprise security when you don't expect heavy resistance. You receive several of these drones with each purchase.

Companions

You may take companions as followers, opting out of any stipends they'd receive for the benefit of not taking up companion slots until imported elsewhere.

Create/Import [-100cp]: You may purchase this option multiple times. Each purchase allows you to create and/or import up to 8 companions. Each companion receives the listed discounts and freebies, including the Cyberware item and stipend for the supplement, plus 800cp to spend on perks and items.

In addition to however many times you purchase this option, you may optionally create or import 1 companion for free, with the same benefits as though you'd paid to create or import them. You may leave this slot open if you want to give someone you Export a build on their way out.

Export [Free/-50cp]: So long as they are alive at the end of your time here, you can bring anyone you've convinced along with you as a companion.

For **-50cp** a pop, you can arrange to have many encounters with a particular character, giving you plenty of opportunities to convince them to come along. The nature of these encounters aligns with your intent, but you cannot select any characters that would be dead or outside of NC during the duration of your stay

Drawbacks

You may take as many drawbacks as you like.

Continuity [Toggle]: If you've previously visited the Cyberpunk universe at an earlier point in the timeline, you may have your actions reflected in the present of this jump.

TRIGGER [Toggle]: If you want, you give this world a certain Japanese flair - that's to say, the world looks and acts a lot like it was animated by Studio Trigger. Have fun.

V [Toggle]: The main character of Cyberpunk 2077 is something of a variable element. The only static features are that he or she is in his or her twenties, he or she is present in Night City, and becomes a merc with Jackie after some event that leaves his or her life permanently changed. Taking this allows you to decide who V is in the continuity you visit, or even insert as him or her.

Cyberdork [+100cp]: For one reason or another, you just don't seem to have any sense for fashion during your time here. Left to your own devices, any outfit you assemble will consist of eclectic and clashing clothing that will make you look like a completely gormless jabroni.

Familia [+100cp/+600cp]: In this world, you have loved ones that you care for very strongly and want to protect and support at all costs, and they are just as attached to you. Aside from that, the exact details of your family and their relation to you are up to you - they don't even need to be blood related, they could just be a group of very close friends. Whatever the case, you can bring them with you as followers or companions if they survive their time here, even as a group if desired.

Losing your family isn't a chainfail by default, it'll just be a gut-wrenching experience, but you can make it a chainfail condition to get an extra 500 points out of this drawback. Be careful with your family, jumper.

No Respect [+100cp]: No matter your accomplishments, anyone you aren't personally acquainted with doesn't give a shit…to a rather absurd degree. Bump into an ornery gangoon, and it won't matter that you've been on a one-man war against the local gangs for the past few months and have the body count to show for it, he'll still try to pick a fight.

Streamer Mode [+100cp]: You find yourself cursed with an incredibly limited variety of music for the duration of your stay here. You'll be stuck with the same selection of about a dozen songs per genre, and only upwards of 10 genres. Even going digging for new stuff, the best you'll come up with is covers. And this selection is static, so you'll be hearing the same songs over and over again. Worse yet, nobody else notices anything off about this, so you'll just look crazy complaining about the same songs playing over and over.

Zero Zero Zero [+200cp]: You just can't seem to keep your hands on your eddies. If it's not ever-mounted debts that may or may not be your fault, you're getting nickel'd and dime'd straight to poverty. This won't render you completely broke unless you aren't earning money, but

you are definitely going to have to keep working for the duration of your stay if you want to stay afloat. And any money items you may have are disabled, so good luck.

Klepper [+200cp]: During your stay here, you will find yourself compulsively looting anything that seems even marginally useful. This isn't an irresistible compulsion, and you don't find it difficult to drop stuff and leave it behind, but you'll quickly find your pockets filled with all kinds of random junk if you aren't careful.

Nudity Filter [+200cp]: For the duration of your stay, it's like everything is stuck in softcore mode. You won't be seeing any exposed nipples or genitals during your time here, and actually having sex just isn't gonna happen.

Organic [+200cp]: Sometimes living is better than dying a legend. Like a certain potential future, you find yourself limited to the most basic cyberware during your time here - just your Neuroport and any upgrades you bought for it. Any other augments you purchased or brought in with you are removed, and you risk death if you decide to have some installed after the fact.

ACAB [+400cp]: NCPD has it out for you, and they don't even seem to have a reason for it, so you'll want to check your fire. A stray shot hits a civilian? They'll track it to you with uncharacteristic efficiency. Get into a firefight with some gangoons just a little too close to an officer? He'll beeline for you while ignoring the very obvious criminals shooting at you. And you'd better not even think about jaywalking.

And when they come for you, the cops will come with disproportionate force, oftentimes with weapons at the ready and very itchy fingers. Worse, they just keep coming, so standing your ground will find you drowning in more bodies than NC should be able to provide. At least your companions or followers don't suffer from this.

Corpo Loyalist [+400cp]: You are utterly loyal to Arasaka or some other local corporation, unable to act against them either because you genuinely believe in the good of the company, or they just have that much leverage over you. Whatever the case, you are ride-or-die for your new favorite corporation.

Ghost[+400cp]: Congrats, you aren't a person anymore - you're a digital construct hosted on a portable object. This doesn't affect your cognitive capabilities, but it sure does limit your autonomy. You might get lucky and cajole someone into helping you, but good luck with that. You get to keep that object as an alt-form after your time here.

No Good Endings[+400cp]: Welcome to Night City, a place where hope and light go to die. And there's nothing you can do about that - Any efforts you make to improve the world simply don't work. Or they just make the situation worse. It doesn't matter if you enter this world with the power of a god, able to warp reality to your whims, you are powerless to actually improve the lives of those around you. The events depicted in the source material will chug along in spite of you. Even better, those around you who aren't tied to your chain are much more likely to

encounter mundane tragedies, which you are similarly unable to influence. I hope you like watching the people slowly suffering under the indifferent grindstone of this cyberpunk dystopia.

Power Loss [+400cp]: For the duration of your stay here, you won't have access to any perks, items, and companions from before you came here. This excludes the benefits of your body mod and companions that you've imported through the Import option. If you wanted to combine items from before with items you acquired here, you may do so on your way out of this jump.

Cyberpsychosis[+600cp]: Maybe you've seen some shit, maybe you just weren't that stable in the first place, but whatever the case, you suffer from a severely increased risk of cyberpsychosis - and every piece of chrome installed just makes it worse. Even normal, every day stress pushes you closer to the brink, while actually facing danger can trigger freakouts that make you a danger to those around you.

You'll at least start your time here sane, and you CAN be pulled back to reality, but you'll feel the effects more and more the weaker your sanity gets - it starts with short term memory issues and brain fog, and then moves to spacing out while becoming lost in your memories, before eventually living through violent illusions while lashing out at those around you - which is understandably devastating if you happen to be a walking war machine that's more chrome than man.

Death[+600cp]: Are you sure these points are worth it? Taking this condemns you to a slow death or fate worse than death, one that you can't escape except through some method that's hidden somewhere in Night City. The specifics can vary greatly, but you'll need to struggle and suffer a great deal before you can stop the clock. Even then, escaping this fate will take a heavy toll on you for the remainder of your stay.

Early Release [+600cp]: You may want to check your game version, because it seems like you're stuck on the initial console release. What this means is that your new reality is full of bugs. Most of them are just annoying, but some can be dangerous. Worse yet, these bugs are inconsistent, so even if you luck out and find an item duplication glitch it won't last forever…and all those duplicated items are probably non-functional and *wrong*.

Beyond all manner of visual bugs and people being *weird*, other examples of bugs include crowds and traffic changing, appearing and disappearing just outside your visual range, vehicles appearing a few meters up in the air when they enter your awareness, falling out of the map and falling forever, enemies randomly being invulnerable while t-posing to establish dominance, drivers ignoring physical barriers, and so on. Also, be careful about calling your car to you, as you might end up as a smear on the pavement.

The End

Stay Here / **Return Home** / **Continue Chain**

All drawbacks are revoked.

Notes

Timeline of Covered Media;
2073/2074 - “Let You Down” Music Video
2075 - First half of Edgerunners anime.
2076 - Second half of Edgerunners anime.
2076, October/November - Cyberpunk 2077 Prologue
2077, April - Act 1
2077, May/June - Act 2 and 3
2077, Mid-Late June - Phantom Liberty
2077, Mid-Late Summer - Epilogue
2079 - Phantom Liberty Epilogue

Thanks to those who chipped in their ideas.

Disease immunities from perks work on minor viruses that would affect your cyberware systems, though not direct hacking attempts.

While I decided against letting you just buy the mind control tech from Dream On, the Relic, or the Soulripper, there’s nothing keeping you from tracking down and reverse-engineering it.

In regards to item tiers, just assume anything you purchase from this jump that would have an item tier in the game comes at 5++. Don’t ask me how that translates into concrete benefits beyond the items being in pristine condition and extremely well-made.

While not explicitly mentioned, **Sorcerer** enables you to hack anything that’s sufficiently complex. You won’t be able to make a rock explode, but stuff like mechanical locks, clockwork devices, and people are fair game. Assume that more advanced, powerful, or magical stuff is harder/takes longer to hack.

Changelog

2025-08-09:
- Tore up backgrounds/specialties in favor of a less structured choice.

2025-08-22:
- Started recording changes.
- Cleared out OC companion notes, brought the companion section in line with my current standard.
- Updated document formatting.
- Added End section, updated Links section

2025-09-13:
- Forgot to record changes for a long while.

2025-09-22:
- First jumpable release.

2025-09-23:
- Numerous typo fixes.
- Changed Chrome Points to RipperDoc Points on the cyberware supplement.

2025-09-24:
- Added Power Loss drawback by popular demand.

2025-09-25:
- Buffed Ninja so you can escort people while having them keep up with you and stay unnoticed so long as you yourself aren't discovered.
- Bumped Netrunner up a price tier, adjusted the description to make it clear that it gives world-class skills.
- Added Relic perks as upgrades to covered arm cyberware.

2025-09-26:
- Adjusted wording of the perk discount rules to make it clear that you get to pick 6 perks for free from tiers 1 and 2, not 6 free perks per tier.
- Added Vulnerability Analytics to the Cyberware Supplement.

2025-10-01:
- Fixed some typos.

2025-10-07:
- Added line to Item rules to make it clear that upgrades are kept when items repair, resupply, or return.

2025-11-22:
- Added line to Sorcerer indicating that hacking targets without cyberware is subject to willpower, constructed mental defenses, and native resistances/immunities.

2025-11-29:
- Added note to Cyberware supplement regarding taking it multiple times.

Links

Live Document
My Stuff
Jumpmaking Streams
Streamed Playthrough

TRAUMATEAM