

# CONTENTS

<b>Soul &amp; The New Machine</b> .....	3	Cyberoptics .....	86	Exotic Fashion .....	121
Roles .....	4	Cyberaudio .....	87	<b>Drugs</b> .....	122
Special Abilities .....	4	Cyberlimbs .....	88	Building Your Own .....	123
Rockerboys .....	6	Cyberlimb Cyberweapons .....	91	<b>Netrunner</b> .....	127
Solos .....	8	Linear Frames .....	91	Geography .....	128
Netrunners .....	10	Body Plating .....	92	Islands of the Net .....	129
Techies12 .....	14	Running Out of Cash .....	93	Regions .....	129
Medias .....	14	<b>Friday Night Firefight</b> .....	96	Long Distance Links .....	131
Cops .....	16	Rounds & Turn Order .....	97	Wilderspace .....	131
Corporates .....	18	Initiative .....	97	NetWatch .....	131
Fixers .....	20	Fast Draw .....	97	Bulletin Boards (BBS) .....	131
Nomads .....	24	Actions .....	98	Net Gear .....	132
<b>Getting Cyberpunk</b> .....	25	More Than One Action .....	98	Interfaces .....	132
Character Points .....	25	Two Weapon Attacks .....	98	ICONS .....	132
Statistics .....	26	Ambushes & Backstabs .....	98	Interface Plugs .....	132
Fast & Dirty Expendables .....	30	Line of Sight/Facing .....	101	Cyberdecks .....	132
<b>Tales From the Street (Lifepath)</b> ...	33	Damage .....	101	Improving Your Deck .....	134
Origins & Style .....	34	Hit Locations .....	101	Deck Options .....	134
Family Background .....	35	Armor .....	101	Programs .....	137
Motivations & Life Events .....	36	Cover .....	102	Live Link Up .....	141
Big Problems, Big Wins .....	37	Body Type Modifier .....	103	Program List .....	142-143
Friends & Enemies .....	38	Wounds .....	103	Running the Net .....	144
Romantic Life .....	39	Stun/Shock Saves .....	104	Security Levels .....	144
<b>Working</b> .....	41	Death Saves .....	104	Tracing .....	145
Skill Checks .....	41	Making Attacks .....	104	Subgrids .....	149
Starting Skills .....	43	Ranged Weapons .....	105	The Menu .....	149
Career Skill List .....	44	Automatic Weapons .....	106	Combat .....	149
Master Skill List .....	45	Unusual Ranged Weapons .....	107	Initiative .....	151
Pickup Skills .....	46	Beam Weapons .....	108	Turns & Actions .....	151
Skill Descriptions .....	46-53	Area Effect Weapons .....	108	Range .....	152
Learning New Skills .....	53	Shotguns .....	108	Movement .....	152
IP Multipliers .....	53	Grenades .....	108	Stealth & Evasion .....	152
Getting More IP .....	54	Flamethrowers .....	108	Attacks Against Systems/Decks ..	152
Inventing New Skills .....	54	Rocket Powered Grenades .....	110	Anti-personnel Attacks .....	153
Reputation .....	54	Missiles .....	110	Anti-IC Attacks .....	153
<b>Getting Fitted For the Future</b> .....	57	Explosives .....	110	Controllers & Utilities .....	153
Starting Funds .....	57	Molotov Cocktails .....	111	Designing Data Fortresses .....	154
Encumbrance .....	59	Melee Attacks .....	111	Playing Artificial Intelligences .....	155
Weapons .....	60	Martial Arts & Brawling .....	111	Fast Fortress Construction .....	164
Weapons List .....	61-62	Dodging .....	112	Programming 101 .....	167
Weapons Descriptions .....	62-63	Parrying .....	112	Virtually There .....	170-174
Old Guns .....	66	Melee Damage .....	112	<b>All Things Dark &amp; Cyberpunk</b> ....	175
Armor .....	67	Monoknives, Mono Katanas & Slice n'	112	Future Shock .....	176-185
Special Equipment .....	67	Dice .....	112	<b>Running Cyberpunk</b> .....	186-189
2020 Gear List .....	68	Vehicles in FNFF .....	112	<b>Never Fade Away: A Cyberpunk</b>	
Gear Descriptions .....	69-71	Vehicle Combat .....	112	Story/Adventure .....	190-203
<b>Putting the Cyber Into the Punk</b> ...	72	Vehicle Damage .....	113	<b>Megacorp 2020</b> .....	204-208
Cyberfashion .....	72	<b>Trauma Team</b> .....	115	Corporate Profiles .....	209-214
Cyberpsychosis .....	73	Stabilization .....	115	<b>Night City</b> .....	215-219
Humanity Costs .....	74	Death State .....	115	Encounters .....	220-221
Cybertechnology .....	75	Healing .....	116	Personalities .....	222-223
Cyberware List .....	76-79	First Aid .....	116	<b>Face of the City</b> .....	224-231
Surgery Codes .....	75	Medical Tech .....	116	<b>Screamsheets</b> .....	232-250
Fashionware .....	80	Speed Healing Drugs .....	117		
Neuralware .....	80	Nanotech .....	118		
Implants .....	83	Elective Surgery .....	118		
Bioware .....	85	Replacement Surgery .....	119		
Cyberweapons .....	85	Trauma Team™ .....	119		
		Body Banks .....	120		
		Vat Grown Tissue Banks .....	120		
		Bodysculpting .....	120		