

THE BENCH HACK

CYBER-HACKED!



Thanks to **DAVID BLACK** for the awesome **THE BLACK HACK!**

Thanks to Alex Mayo for his constant hard work on projects with me!

Thanks to my wife for everything she constantly does for me.

THE BLACK HACK: CYBER-HACKED!

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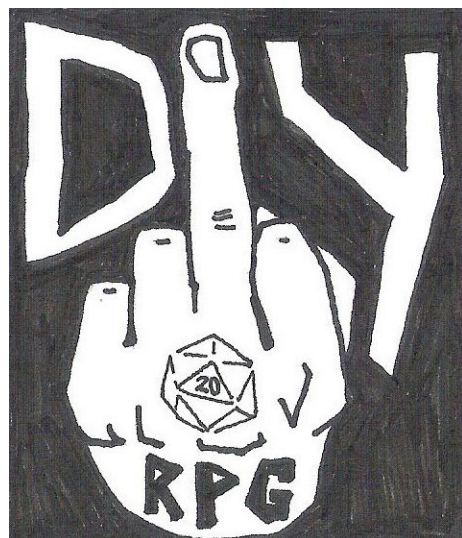
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THE BLACK HACK! : CYBER-HACKED!

Based on **THE BLACK HACK** by David Black



WHAT'S THIS?

The Black Hack: Cyber-Hacked! is a quick and easy rules lite cyberpunk game and is based on the awesome The Black Rules by David Black.

THE CORE MECHANIC

Everything a character might possibly attempt that could result in failure is resolved by testing attribute stats; in order to successfully test a stat, a player must roll below it on a d20. Enemies don't make tests, a character must avoid their attacks by making a test, the only time an enemy would roll is for damage.

ROLLING STATS

Stats are generated with 3d6 in the following order: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), Charisma (CHA). If a stat of 15+ is rolled, the next must be rolled with 2d6 + 2, then continue with 3d6 until the end or another 15+ is rolled. Once all stats are generated 2 may be swapped around.

CHOOSE A RACE

There are 2 choices: Human and Synthetic.

CHOOSE A CLASS

There are 7 choices: The Street Meat, The Martial Artist, The Street Rat, The Hacker, The Mechanic, The Face, and The Psychic. Your class determines how much damage you do, your Hit Points and unique abilities.

BUY EQUIPMENT

Every new character starts with 1d100 x 10 dollars with which to buy their equipment. Characters also start out with a set of decent clothes and other items listed in their class.

ARMOR POINTS

Armor provides protection by reducing all incoming damage. Each type will reduce damage by a limited amount. Armor Points are regained after a character rests. Once the player or enemies has used armor to absorb its maximum amount, they are too tired or wounded to make effective use of it again; they then begin taking full damage.

TYPE	POINTS
Thick Leather Jacket	1 AP
Bullet Proof Vest	2 AP
Kevlar Vest	4 AP
Reinforced Kevlar Vest	6 AP
Riot Shield	2 AP

Enemies have 1 point of armor for every HD above 1. To figure this out quickly, simply -1 from their HD. Enemies can also carry shields (all to a maximum of 10).

ARMOR PROFICIENCY

If a character wears armor that is not listed in their class, they add their total Armor points (despite how many they have used) to any rolls to Attack or Avoid Damage.

CONVERTING SAVES

TBH (and Cyber-Hacked!) ignores saves and instead asks the player to roll attribute tests when any spell, trap or effect would impact them - using the below as a guide. Remember the advice in the Powerful Opponents section (pg 2).

STR	DEX	CON
Physical Harm that <i>cannot</i> be dodged.	Physical Harm that <i>can</i> be dodged.	Poison, Disease or Death.
INT	WIS	CHR
Resisting Spells and Magic.	Deception and Illusions.	Charming effects.

PLAYER'S TURN

During a player's turn a character may move and perform an action. They could attack, look for a clue, talk with an NPC, use a Psychic ability; interacting with the world is an action. Often they will test their attributes to determine the outcome.

TIME & TURNS

There are 2 important types of tracked time: Moments (rounds) and Minutes (turns). Moments are used during combat and fast paced scenes of danger and Minutes are used when exploring and adventuring. A GM may advance the clock as they need, substituting Minutes for Hours, Days or even Months, should the adventure require it.

MOVEMENT & DISTANCE

Rather than track precise numbers, TBH uses 4 abstract ranges for measuring distances: Close, Nearby, Far-Away and Distant. On their turn every character can move somewhere Nearby as part of an action, performing that action at any stage of the move. They can forgo their action and move somewhere Far-Away instead. Anything beyond Far-Away can be classified as Distant and would take 3 moves to get to. This system is designed to support the narrative 'theatre of the mind' style of play, and is less concerned about tracking squares and fiddly distances. For converting existing movement rates or measures (for spells or areas of effect) use the following as a guide:

CLOSE	NEARBY	FAR AWAY
0 – 5ft	5 – 60 ft	60 – 120 ft

INITIATIVE

When combat breaks out, everyone must be sorted into an order so they each get to act and react in turn. Every character tests their DEX, those that succeed take their turn before their opponents and they must then act as a group, deciding their own order for actions. Those that fail their DEX tests, go after their opponents.

ENEMY HD

Hit Dice (HD) represents an enemy's level and the number of d8 rolled to determine its Hit Points (HP).

ATTACKING, DEFENDING & DAMAGE

When a character attacks an enemy, they must roll below their STR stat for a Melee Attack, or DEX for a Ranged Attack. Likewise, when an enemy attacks, the character must roll below its STR against a Melee Attack and DEX against a Ranged Attack to avoid taking damage. A GM will often give the stat required for the test. The damage an attack deals is based on the character's class or the number of HD an enemy has. To make a Melee Attack an opponent must be Close. Ranged Attacks against Close opponents are possible, but the attacker suffers a Disadvantage. Enemies deal damage based on their HD; Refer to the Enemy HD table.

TWO HANDED WEAPONS/DUAL WIELDING

Larger, more deadly weapons or a weapon in each hand are handled simply by adding +2 to any dice rolled with them. They deal additional damage, but are also harder to hit with.

FULL AUTO FIRE

A character can fire a machine gun on full automatic. This increases the damage by +3 (on top of the +2 for two handed), but doing so increases the usage die from 1-2 to 1-4.

CRITICAL DAMAGE

If a player making an attack rolls a 1, they double the result of the damage dice they roll. If they roll a 20 when avoiding an attack, they take double damage. Armor Points are used normally.

ENEMY HD	DAMAGE
1	d4 (2)
2	d6 (3)
3	2d4 (4)
4	d10 (5)
5	d12 (6)
6	d6 + d8 (7)
7	2d8 (8)
8	3d6 (9)
9	2d10 (10)
10	d10 + d12 (11)

DEATH & DYING

When a character is reduced to zero HP, they are taken Out of Action (OofA), they are unconscious and cannot make any actions. When the fight is over/are out of danger, a character that is taken OofA rolls on the table to see what happens to them. If they survive, they gain 1d4 HP. If the characters lose the fight or are unable to recover the body of the character, they are lost forever!

OUT OF ACTION	
1	KO'd - Just knocked out.
2	Fat Head - Disadvantage on all tests for the next hour.
3	Cracked Bones - STR, DEX and CON are temp -2 for the next day.
4	Cracked Skull - INT and WIS are temp -2 for the next day.
5	Crippled - STR or DEX is permanently reduced by 2
6	Disfigured - CHA reduced to 4.
7	Limb Lost - Need a prosthetic.
8	Dead - Not alive anymore.

POWERFUL OPPONENTS

For every HD above the character's level, add +1 to every roll the player makes for any attribute test that would determine the outcome of a conflict between them and an NPC. A level 3 character defending against a HD 5 enemy attack would add +2 to their roll.

HEALING

Characters can gain Hit Points from Healing Stims and Abilities. They can never gain more than their maximum - and can never go below zero either. When healing a character who is OofA, just start at zero and count up. That character is now back on their feet and no longer OofA.

ADVANTAGE AND DISADVANTAGE

A GM may decide that a particular course of action or task has a higher or lower chance of success. The GM will ask a player to roll an additional d20 when making a test. Tests that are easier will be given **Advantage**, the lower result is used. While harder, or more complicated, tasks suffer **Disadvantage**, the higher result is used.

A GM is also encouraged to give players coming up with clever attacks, ideas, or ways to protect against injury Advantage on attack and defense rolls.

RESTING

When characters rest for about an hour, they regain the use of all their Armor Points. Also once per day, after resting, they may roll a HD associated with their class and regain that many HP. After eight hours of sleep a character regains another HD of HP.

EXPERIENCE

Adventurers learn through defeating and overcoming obstacles. Killing one boring drugged out ganger won't bring a revelation of learning to someone. Surviving a raid on a Corporate Complex, completing a job for a Fixer or simply living to tell the tale are the things that bring perspective and growth. The old experience system has been completely discarded. For every session/raid / job/major event the character survives they gain a level. The GM will decide which, and it's recommended that this decision remains more or less a constant throughout the campaign - and a GM should be clear and upfront with the players so they know where the "goal posts" are.

GAINING LEVELS

When a character levels up, their maximum HP increase by rolling the HD for the class. Also a player should roll a d20 for each Stat, if the result is higher, that Stat increases by 1.

ENCUMBRANCE

A character can carry a number of items equal to their STR with no issues. Carrying over this amount means they are encumbered and all attribute tests are taken with Disadvantage, you can also only ever move to somewhere Nearby. Characters simply cannot carry more than double their STR.

CLASS WEAPONS

When using a weapon not listed in a character's class, combat tests have Disadvantage.

RANDOM ENCOUNTERS

The GM should roll a d4 every 15 minutes of real world play

(you are paying attention, right?) A result of 1-2 means the players will encounter a randomly generated creature or distraction in the following Minutes (turn).

REACTIONS

Some enemies and NPCs will have predetermined personalities and goals that will guide a GM when choosing their actions and feelings towards the characters. Those that do not, such as randomly encountered NPC/enemy, make a Reaction roll on the following table:

ROLL	REACTION
1	Flee then roll again.
2	Avoid the PCs entirely.
3	Trade with PCs.
4	Give the PCs aid.
5	Mistake the PCs for friends.
6	Trick the PCs (roll again).
7	Call for Reinforcements.
8	Capture/Kill/Eat the PCs.

USAGE DIE

Any item listed in the equipment section that has a Usage die is considered a consumable, limited use item. When that item is used, on the following Minute (turn) its Usage die is rolled. If the roll is 1- 2 then the usage die is downgraded to the next lower die in the following chain:

d20 > d12 > d10 > d8 > d6 > d4

When you roll a 1-2 on a d4 the item is expended and the character has no more of it left.

DRUGS

Drugs typically add +1 (or +2) to an attribute being tested while on the substance (or gain advantage). Sometimes it'll add a natural AP bonus (as in the character is so high they don't feel the damage). When the drug's duration wears off the target suffers Disadvantage to all tests for 1 hour. Taking drugs too often can result in addiction. Being addicted means suffering Disadvantage to all WIS and CHR rolls every day you don't take the substance (GM can state when addiction occurs. Rule of thumb- taking a drug four times or more). One month of being dry will break the addiction.

All drugs cost \$100 a dose.

SAMPLES DRUGS	
Drug	Effect
Red Razor	+1 to STR
Fast Action Jackson	+1 to Dex
Blue Cruiz	Treat as having bonus 2 AP
Hyper X	+1 to Charisma
Radical Tangent	Advantage on INT/WIS saves against Psychic abilities
Tweaker	Advantage on Dex checks for Initiative

VEHICLES

Vehicles (and Drones) have HP and AP. Unlike people, these do not recover with rest (or not being used). Only the Mechanic can fully repair a vehicle (or Drone). When shooting a gun out of a moving vehicle, a character suffers Disadvantage to their roll. If an enemy is shooting at a character from a moving vehicle, the PC has Advantage to their defense roll. If a vehicle (or Drone) reaches zero HP roll 1d6. If the result is 1-3, the vehicle (or Drone) is salvageable and can be repaired. If the result is a 5-6, the vehicle (or Drone) is destroyed. Driving a vehicle or flying a Drone consumes a character's full action. Attempting tricky maneuvers will require a DEX check.

CHASES

Car chases (or any vehicle) are handled similar to combat. The driver(s) rolls Initiative against the opponent, as does any target that is attacking. If successful, the characters go before their opponents, those that fail go after.

When a chase starts the GM determines the abstract length between the vehicles (say 5). The character (driver) must succeed a DEX test, if successful they gain one number in distance, either moving farther away from the opponent (if they are being chased) or one number closer (if they are chasing). If the driver fails the roll, they lose one number in distance, allowing their opponent to gain on them or move further away in the chase. When the counter is at 0, the cars have caught up and the chase is over. If the counter reaches 10, that means the car being chased has escaped.

CONTACTS

At character creation a player can create two level 1 contacts or one level 2 contact. After this initial point, all contacts must be gained through role-playing. A contact could be a whore, a criminal thug, a hacker, a bouncer at a local bar, a fixer, a fence, etc. It's up to the player to decide who they are.

Level 1 Contacts- Standard contact. You use them sometimes and they may remember you, but then again they might not. They could have information you need, but they also might not know a Hacker from a shoebox. They have no loyalty to you and would rat you out at the first sign of trouble. Level 1 contacts never do something for free.

Level 2 Contacts- You see them on a semi-regular basis. You may have done a few favors for them, or passed enough credits their way that they've become more endeared to you and you've become buddies. Reduce the number rolled on Charisma checks by 1 when attempting to get a Level 2 contact to do something for you. Sometimes a Level 2 contact will do something out of the kindness of their heart, but it's rare.

Level 3 Contacts- These are more than buddies to you; they are stout friends who will stand by you. You may have grown up with this person, or saved their life. You see this person on a regular basis, and really don't even think of them as a contact anymore. Usually a Level 3 contact will do whatever they can to help you- even risk bodily harm. If a test is needed to convince the contact to help you in some way, you receive have Advantage on the Charisma roll. There is a chance a Level 3 contact will not ask for something in return for a favor.

CHOOSE RACE

Human

Diverse: Humans are a wide and various lot. Increase two different Ability scores by 1.

Lucky: Humans have a knack for getting out of problems. Once per session a human can turn a failed save roll into an automatic success.

Synthetic:

Construct: Synthetics do not require sleep, food, or air. They are also immune to diseases and poisons. Due to being a construct normal means healing are not as effective on you (IE resting at night, healing stims, Psychic abilities), only giving you half the amount (minimum of 1HP back). The Mechanic has an ability that heals machines for full.

Hearty: Synthetics start out with + 6 instead of + 4 to their beginning Hit Points.

More Machine Than Man: Cannot be a Psychic class.

HACKING

If a character is trying to hack into something relatively simple such as a computer or a door lock, just have the character test their INT and move on. If they are attempting complicated hacking or going into cyberspace, here is a quick generator to make hacking more fun and interesting.

Drop a number of d4s, d6s, d8s, d10s, and d10s (%), these are the pathways to traverse to get to the goal. Also drop a single d12 and d20.

- **d4**– Defensive walls the hacker must get past.
- **d6**– Attack nodes that attempt to thwart the hacker.
- **d8**– Empty nodes with no pertinent information.
- **d10**– Information nodes that may contain other useful/interesting info that the hacker can use.
- **d10 (%)**- are traps the hacker must avoid.
- **d12**– Where the hacker begins in relation to the other nodes.
- **d20**– The end goal for the hacker to access desired information.

Once all the dice are dropped on the paper, mark their location with a box and connect the lines (see example on page 6).

Hackers start with a d10 usage die. Each round roll the Usage Die to determine if time is catching up with the hacker. If Usage Die is reduced to 0, the hacker is booted from the system.

Traveling to each node takes 1 round. Each result has troubles/obstacles that must be overcome and can impede the hacker, increasing the chance that they will be booted from the system.

Combat in cyberspace is handled normally. The Hacker feels the damage done as if it was to their physical body. Should the Hacker be killed in cyberspace, their physical body dies as well.

d4- Defense Wall- *These walls cannot simply be passed through. Must hack these nodes to proceed down path.*

1. **Electric barrier**- shocks if fails a CON test. Paralyzed for 1 round.
2. **Static barrier**- INT test to hack. Add +2 to the result.
3. **Spiked barrier**- Must succeed INT test. Each round bypassing/hacking take 1d4 damage.
4. **Glue Barrier**- Must succeed a DEX check or become stuck. Stuck until successful test.

d6- Attack Node- *Resolve as normal combat.*

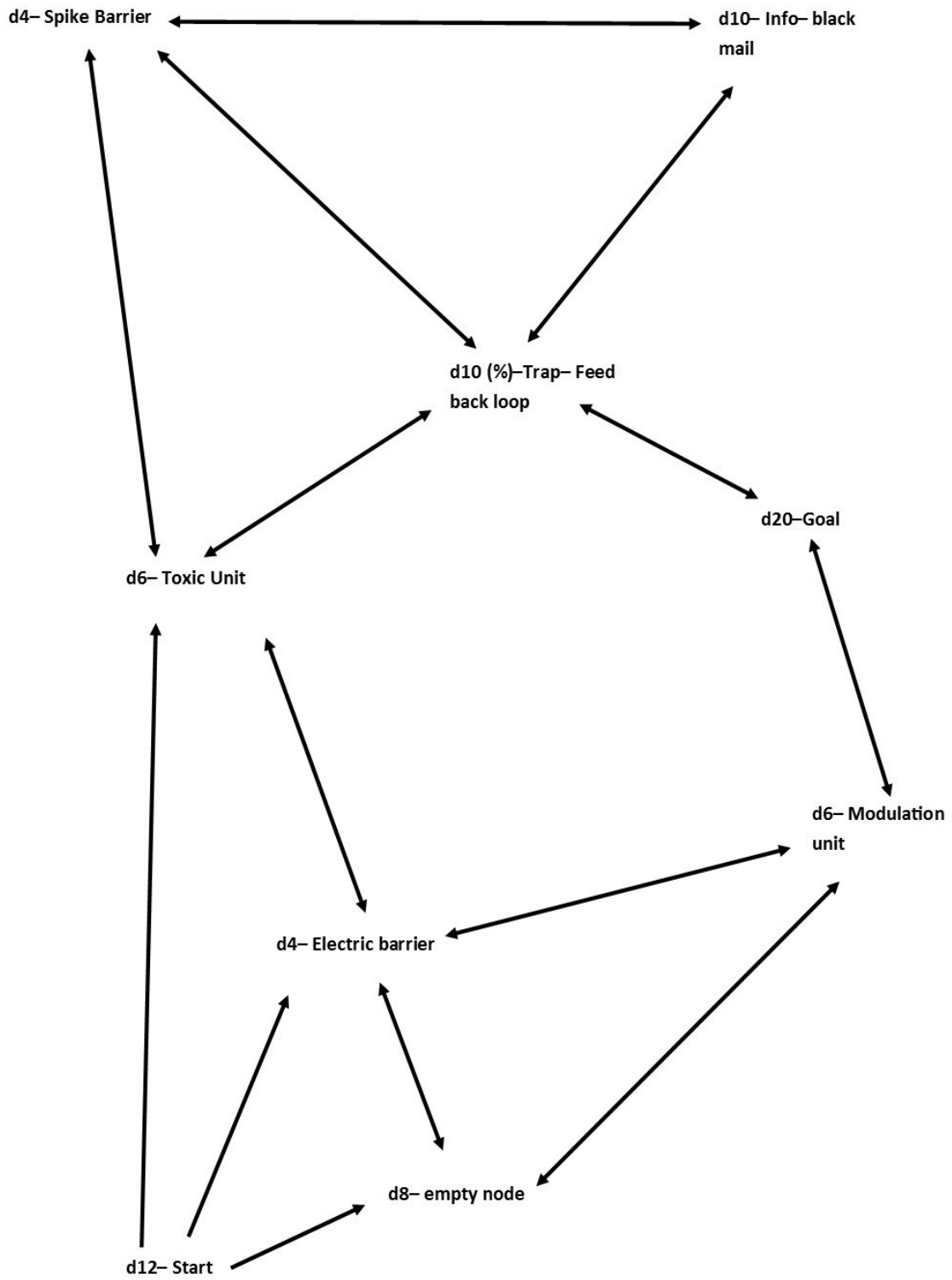
1. **Base unit**- HD 1, 1d4 damage.
2. **Guardian unit**- HD 3, 2d4 damage. Treat as having 5 AP.
3. **Assassin unit**- HD 2, 1d6 damage. Hacker suffers Disadvantage on tests to detect this. Suffers additional 1d6 damage from first attack if failed.
4. **Turret unit**- HD 1, 2 attacks 1d4 damage each. Can fire stun shot as full attack. Succeed CON test or be paralyzed for 1 round
5. **Modulation unit**- HD 3, 2d4 damage. Hacker suffers Disadvantage on attacks to hit Modulation unit.
6. **Toxic unit**- 2 HD, 1d6 damage. Poisons target on successful attack; succeed Con test or suffer additional 1d4 damage for 1d6 rounds.

d10 (%) - Trap- *Succeed INT test to detect (takes 1 round). INT (Hacking) test to disable (takes 1 round). Failure sets it off.*

- 1-2. **Glue Bomb**- DEX check or become stuck. Stuck until successful test.
- 3-4. **Static Trap**- INT test to hack. Add +2 to the result.
- 5-6. **Feedback Loop**- WIS test or become stuck in signal feed. Lose 1d4 rounds.
- 7-8. **Fake Path**- WIS test or go down fake cyber path. Lose 1d4 rounds to return..
- 9-10 **Info Dump Trap**- INT test or suffer overload of information. Suffer Disadvantage on INT rolls for 24 hour.

d10- Info node- *Make INT (hacking) test to obtain info. Hacking through security and passwords takes 1d4 rounds.*

1. Access to small bank account
2. Black mail info
3. Schematic for secret project
4. Access to decent bank account
5. Access to an executives emails
6. Insider trading info
7. Assassination plot
8. Incriminating evidence on company
9. Documents the hostilities between two megacorps
10. Roll twice.



HACKING EXAMPLE MAPPED

ITEM	COST	USAGE DIE	NOTES
Thick Leather Jacket	\$200	-	1 AP
Bullet Proof Vest	\$600	-	2 AP
Kevlar Vest	\$1,000	-	4 AP
Reinforced Kevlar Vest	\$2,000	-	6 AP
Riot Shield	\$600	-	2 AP
One handed melee weapon	\$75	-	-
Two handed melee weapon	\$300	-	-
Pistol, shotgun, and submachine gun	\$550	-	Shotguns are considered two handed
Rifle and machine gun	\$1,500	-	Machine guns- full auto and considered two handed
Gun ammo	\$150	d10	-
Military grade weapons	\$5,000+	-	Grenade launcher, minigun, etc.
Grenade	\$400	d4	Can be thrown Nearby. Class damage to all Close radius
Tablet	\$1,000	-	-
Laptop computer	\$2,500	-	-
Cyberware	\$10,000 each piece	-	See list below
Flash grenade	\$300	d4	Can be thrown Nearby. Blinds targets in Nearby area
Smartphone	\$600	-	-
Backpack	\$25	-	Carry extra +2 items
Flashlight	\$15	d10	Roll Usage die once per hour
Flask	\$5	-	-
Protein Rations	\$20	d6	-
Cellular Interceptor	\$200	-	Listen to cell calls in Nearby range
Digital Camera	\$200	-	-
Night Vision Goggles	\$600	-	See in the dark up to Nearby
Tracking Device	\$300	-	Tracks Distant (full range up to GM).
Bug Scanner	\$250	-	Scans for listening devices in Close range
Protective Suit	\$1,000	d10	Immune to disease and poisons and airborne toxins while in suit. Roll Usage die per hour
Respirator	\$250	-	Filters out MOST airborne toxins
Chloroform	\$75	d6	Knocks target unconscious (no save)
Anti-toxin	\$150	d4	Antidote for MOST poisons
Smelling Salts	\$100	d4	Recovers unconscious person (person with zero HP now has 1d4)
Thieves Tools	\$250	-	Need to pick mechanical locks. Suffer Disadvantage to rolls without tools
Tool Kit	\$250	-	Mechanics use for machine repairs
Rope 50'	\$50	-	-
Healing Stim	\$200	-	Heals a target for 2d8 HP.

FOOD	
Fast Food	\$5
Decent Meal	\$25
Fine Meal	\$150+

LIFESTYLES	
Type	Cost/ Month
Street	Free
Squatter	\$100
Low	\$1,000
Middle	\$5,000
High	\$10,000
Luxury	\$100,000

VEHICLES		
Type	Cost	Notes
Jalopy Car	\$10,000	HP 15, AP 2
Van	\$15,000	HP 50, AP 10
Sports Car, Cheap	\$20,000	HP 25, AP 4
Sports Car	\$50,000	HP 30, AP 6
Luxury Car	\$100,000	HP 40, AP 6
Hatchback Car	\$10,000	HP 20, AP 2
Motorcycle	\$10,000	HP 10, AP 1
Scooter	\$2,000	HP 5, AP 0
Pickup Truck	\$15,000	HP 50, AP 10

DRONES		
Type	Cost	Notes
Attack	\$3,000	Two attacks (d8 damage), roll under 12, HP 14, AP 2
Defense	\$3,000	One attack (d6 damage), roll under 14, HP 20, AP 6
Surveillance	\$3,000	One attack (d4 damage), roll under 16, HP 8, AP 1, can go invisible for 1 hour

CYBERWARE*
Adrenal Enhancement: Faster reaction time. Lower DEX roll result by 2 for Initiative.
Bone Enhancement: Bones are resistant to damage- ignore 2 points of damage. Bones can't be cracked (treat OoFA result 3 as 2).
Chameleon Skin Weave: Blend in with environment. Have Advantage on saves to hide/go unnoticed.
Computer Brain: Can plug in directly to computers to hack. Don't need handheld device.
Cybernetic Arms: Gain Advantage on STR checks for feats of strength (not attacks). Increase Unarmed damage by one die type.
Cybernetic Ears: Have Advantage on saves to hear targets attempting to sneak up on you. Hear up to Far Away range as if Nearby.
Cybernetic Eyes: See Far Away as if Close or Nearby. Cannot be blinded by bright flashes of light. Can see infrared heat.
Cybernetic Grappling Hand: Three pincer claw- fired at target up to Nearby distance. Can't be disarmed. Repel up walls.
Cyber Weapon: Installed in a cyber arm. Either a knife or a pistol with d4 usage die (does not count against cyberware total).
Dermal Weave Flesh: Once per hour gain 2 AP.
Emotion Suppressor: Once per day a chip in brain allows target to ignore emotions. Cancels emotional effects. Lasts 1 hour.
Enhanced Immunity: Unaffected by poisons.
Filtration System: Filter out toxins from air. Can go twice as long holding breath.
Nanites: Heals target for an additional die while resting.
Pheromones: Pleasing scent that endears target to you. Lower CHR roll result by 2.
Sleep Regulator: Can stay up for 48 hours without sleep and suffer no effects from exhaustion during that time.
Targeting System: Attached from a particular weapon to chip in brain. Lower attack roll result by 2. Can switch system on weapon. Takes several Moments to do so (rule of thumb roll 2d3).
Voice Modulator: Voice box replaced. Can sound like another person's voice.

* A character can have a maximum of four pieces of cyberware. The Street Meat can have a maximum of five.

THE STREET MEAT

Starting HP: d10 + 4HP

Per Level/Resting: 1d10

Weapons & Armor: Any and All

Attack Damage: 1d8/1d6 Unarmed or Improvising

SPECIAL FEATURES

Once per hour, while in combat, a Street Meat can regain 1d10 lost HP.

As part of their action a Street Meat can make 1 attack per level.

A Street Meat can have a max of five pieces of cyberware instead of the normal 4. Start with one free piece of Cyberware at level one.

LEVELING UP

Roll to see if attributes increase, roll twice for **STR** and **DEX**.

STARTING GEAR

CHOOSE THREE: Pistol, shotgun, sub-machine gun, rifle, machine gun, knife, or brass knuckles

ARMOR: Bullet proof vest

ADDITIONAL: Ammo for each firearm, smart phone, protein rations (d6), flash light, healing stim x2.

INTERESTING TRINKET (roll 1d6): 1) love letter from dead fling; 2) holoivid of an old family outing; 3) bullet you dug out of yourself that nearly killed you; 4) wallet that says, "Bad Ass Muthafucka" on it; 5) inherited small ivory statuette; 6) flask etched with thanks from a friend

THE MARTIAL ARTIST

Starting HP: d8 + 4HP

Per Level/Resting: 1d8

Weapons & Armor: Thick Leather Jacket, Pistols, Staves, Knives, Throwing Stars, Swords, Nunchucks, Brass Knuckles, and Fists

Attack Damage: 1d8 w/ weapon or Unarmed/ 1d4 Improvising

SPECIAL FEATURES

Has Advantage on DEX rolls to perform acrobatic tasks like moving silently, climbing, flipping, etc.

Knows how to dodge attacks. The Martial Artist has 4 AP (this can stack with Thick Leather Jacket, but nothing higher). This replenishes with an hour of rest.

When fighting unarmed or with melee weapons, make two attacks as part of their action. Increase to three attacks at 5th level.

LEVELING UP

Roll to see if attributes increase, roll twice for **STR** or **DEX**.

STARTING GEAR

WEAPON: Pistol and staff

ADDITIONAL: Ammo for pistol, smart phone, protein rations (d6), flash light, healing stim x1.

INTERESTING TRINKET (roll 1d6): 1) small idol; 2) spiked brass knuckles; 3) ornate incense burner; 4) letter from a friend asking for help; 5) collapsible staff; 6) piece of art

THE STREET RAT

Starting HP: d6 + 4HP

Per Level/Resting: 1d6

Weapons & Armor: Thick Leather Jacket, Bullet Proof Vest, Pistols, Rifles, Staves, Baseball Bat, Shiv (normally considered Improvised), Brass Knuckles and Knives

Attack Damage: 1d6/1d4 Unarmed or Improvising

SPECIAL FEATURES

Roll with Advantage when testing DEX to avoid damage or effects from traps and explosions (like grenades).

Rolls with Advantage when attacking from behind and deals 2d6 / 2d4 + the Street Rat's level damage.

Rolls with Advantage when performing delicate tasks, climbing, hearing sounds, pick pocketing, moving silently, understanding written languages and opening locks (that don't require hacking).

LEVELING UP

Roll to see if attributes increase, roll twice for **DEX** or **WIS**.

STARTING GEAR

WEAPON: Pistol and knife

ARMOR: Thick leather jacket

ADDITIONAL: Ammo for pistol, smart phone, flask, backpack, protein rations (d6), flash light, healing stim x1.

INTERESTING TRINKET (roll 1d6): 1) fake ID; 2) pack of cigars; 3) pack of playing cards; 4) thieves tools; 5) gold tooth; 6) I.O.U. from a contact

THE HACKER

Starting HP: d6 + 4HP

Per Level/Resting: 1d6

Weapons & Armor: Thick Leather Jacket, Bullet Proof Vest, Pistols, Shotguns, and Knives

Attack Damage: 1d6/1d4 Unarmed or Improvising

SPECIAL FEATURES

Has Advantage on rolls when dealing with computers, navigating cyberspace, or hacking including when “jacked in” to cyberspace.

Once per hour, while in combat when “jacked in” to combat in cyberspace, a Hacker can regain 1d6 lost HP.

Can operate a Drone as a part of their action (foregoing movement) instead of consuming their whole action.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** or **WIS**.

STARTING GEAR

WEAPON: Pistol or shotgun and knife

ARMOR: Thick leather jacket

ADDITIONAL: Ammo for firearm, smart phone, tablet, protein rations (d6), flash light, healing stim x1.

INTERESTING TRINKET (roll 1d6): 1) fake ID; 2) interactive holovid; 3) stolen credit card with \$500; 4) encrypted datapad you found on a dead body; 5) classic Hawaiian shorts; 6) designer sunglasses

THE MECHANIC

Starting HP: d8 + 4HP

Per Level/Resting: 1d8

Weapons & Armor: Thick Leather Jacket, Bullet Proof Vest, Pistols, Shotguns, Brass Knuckles, Heavy Wrench, and Knives

Attack Damage: 1d6/1d4 Unarmed or Improvising

SPECIAL FEATURES

Must succeed on an IBT test to repair a machine, Synthetic, or Drone. If successful heal 1d6 + Mechanic level HP back and replenish the target's AP (if applicable). Repairing an object takes 1d6 hours.

Once per hour, after fiddling with a vehicle for 1d6 minutes a mechanic can temporarily soup-up a vehicle, increasing the speed (adding +2 to the driver's DEX for chases) and give the car 2 AP. Effect lasts for 10 minutes. A Mechanic can permanently soup-up a vehicle (with the same benefits) by spending 6 hours and an extra \$1,000. A permanently soup-up vehicle can still benefit from being temporarily souped-up as well, however the driver gains Advantage to DEX tests for chases, 4 AP, and an additional 10 HP.

Know how machines operate and how to hurt them. Have Advantage on damage rolls against machines, Synthetics, and Drones.

LEVELING UP

Roll to see if attributes increase, roll twice for **DEX** or **INT**.

STARTING GEAR

WEAPON: Shotgun and knife and heavy wrench

ARMOR: Thick leather jacket

ADDITIONAL: Ammo for shotgun, smart phone, toolkit, protein rations (d6), flash light, healing stim x1.

INTERESTING TRINKET (roll 1d6): 1) several spark plugs from a '58 Mustang; 2) signed baseball from World Series; 3) angry letter from father; 4) music box from dead lover; 5) decent holoivid collection; 6) gift certificate for free back massage

THE FACE

Starting HP: d6 + 4HP

Per Level/Resting: 1d6

Weapons & Armor: Thick Leather Jacket, Bullet Proof Vest, Pistols, Rifles, Baseball Bat, and Knives

Attack Damage: 1d6/1d4 Unarmed or Improvising

SPECIAL FEATURES

Have Advantage on Charisma tests to influence, charm or schmooze people or for deception with disguises.

Has Advantage on saves against effects to influence them or cloud their minds.

Start with an additional level 2 contact in addition to normal rules (pg 5).

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** or **CHR**.

STARTING GEAR

WEAPON: Pistol and knife

ARMOR: Thick leather jacket

ADDITIONAL: Ammo for pistol, smart phone, toolkit, protein rations (d6), flash light, healing stim.

INTERESTING TRINKET (roll 1d6): 1) collection of autographs of famous people; 2) little black book 3d10 phone numbers of flings; 3) fine business suit; 4) tablet; 5) switch blade given to you by a ganger you saved; 6) I.O.U from a contact

THE PSYCHIC

Starting HP: d4 + 4HP

Per Level/Resting: 1d4

Weapons & Armor: Thick Leather Jacket, Pistols, Staves, and Knives

Attack Damage: 1d4/1 Unarmed or Improvising

SPECIAL FEATURES

Have Advantage on saves against another Psychic's abilities.

PSYCHIC ABILITIES

Psychics can use abilities a number of times per day. See Psychic Ability Uses (pg 16).

STARTING PSYCHIC ABILITIES

Start with 1d4+2 abilities. Can learn other abilities from other Psychics. Takes one week of training, at end of which must succeed an Intelligence test- failure means can't learn ability for another month. Can only learn one ability at a time.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** or **WIS**.

STARTING GEAR

WEAPON: Pistol, staff, or knife

ADDITIONAL: Ammo for pistol (if chosen), smart phone, toolkit, protein rations (d6), flash light, healing stim.

INTERESTING TRINKET (roll 1d6): 1) crystals given to you by a healer; 2) holovid of your family; 3) journal you keep of all the random thoughts of others you hear; 4) certificate of sound mental health (your mother had you tested); 5) a letter from a stranger warning you of being watched; 6) a memento of someone you killed

PSYCHIC POWERS

Psychics are able to cast abilities from their appropriate class list (see below). These abilities are known to them once learned and can be used a number of times appropriate for their level as shown on the Psychic Ability Uses table. This represents the fatigue that overcomes a Psychic from using the force of their will to cast these abilities. When a Psychic runs out of slots, they cannot use any more abilities. Once an ability is used the Psychic must test their WIS, adding +2 to their roll. If they fail, then reduce the number of ability slots by 1.

After roughly 8 hours of rest, the number of ability slots a Psychic has refreshes to its maximum.

A Psychic adds +2 to their ability rolls for each piece of cyberware they have.

PSYCHIC ABILITY USES	
Level	Abilities Per Day
1	1
2	2
3	2
4	3
5	3
6	4
7	4
8	5
9	5
10	6

PSYCHIC ABILITIES
Clairvoyance: Able to see a Distant location for up to 1 hour.
Confusion: 1d6 Nearby targets immediately make a Reaction roll.
Cure Light Wounds: Heal 1d8 HP to a Nearby target.
Darkvision: See in absolute darkness - 10min/level.
Detect Thoughts: Detect surface thoughts of 2d6 targets within a Near distance for 1 rnd/level.
Enhance: Nearby allies gain +1 to stats when making attacks and saves - 1hr.
Feeblemind: Reduce a Nearby target's INT to 4 - 1min/level.
Hold Person: Paralyze 1d4 Nearby targets. Test WIS each turn to see if the effect lasts.
Invisibility: Psychic turns invisible until attacks or dispelled.
Levitate: The Psychic floats up to 6 feet from the ground - 10mins/level.
Mental Blast: A Nearby, Far-Away or Distant target takes 1d4 damage/level.
Mind Control: A Nearby target obeys commands. Test WIS each turn to see if the effect lasts.
Precognition: Know outcome of failed save. Automatically turn failed roll into success in 24 hours.
Shield: Gain 2 AP/ level.
Silence: Eerie silence covering everything Nearby to a target - 1hr.
Sleep: Puts 2d6 HD 'worth' of beings to sleep - 8hrs.
Telekinesis: Move Nearby objects. Must maintain concentration to move objects. You can move up to 20 lbs/level. - 1hr.
Telepathy: Able to use direct mind-to-mind communication with 1 target per level regardless of language.
Terrify: Succeed on WIS test to rattle 1d6 targets in Nearby area. Flee for 2d4 rounds.
Thought Blocker: Block/mask thoughts of touched target from other Psychics.

ENEMIES

NAME	HD	ACTIONS AND SPECIALS
Giant Sewer Rats	1	Bite (1d3) Con save or gain illness- bedridden for 2d4 days.
Wild Dog	1	Bite (1d4) can track extremely well.
Tweaked-out Ganger	1	Pistol and knife (1d6). Wears Thick Leather Jacket (1AP) and has 1 dose of drugs.
Beat Cop	1	Night Stick and pistol (1d6) and taser- CON test or stunned for 1d4 rounds.
Corporate Security	1	Cool glasses and bad ass attitude. Can't be intimidated. Pistol and shotgun and brass knuckles (1d8 damage).
Drone, Surveillance	1	One attack (d4), AP 1, can go invisible for 1 hour.
Ganger, weak	1	Pistol and knife (1d6). Wears Thick Leather Jacket (1AP).
Bruiser	2	Shotgun and brass knuckles (1d8). Mohawk and gold tooth. Bullet proof vest (2 AP).
Ganger, competent	2	Pistol, knife, and rifle (1d8). Tattoos and devil-may-care attitude. Thick Leather Jacket (1AP).
Drone, Attack	2	Two attacks (1d8), AP 2.
Street Trash	2	Dirty knife (1d4)- need a tetanus shot if stabbed.
Corporate Guard	2	Rifle and pistol (1d8), Bullet proof vest (2 AP), Earpiece communication.
Ganger, badass	3	Submachine gun (1d10). Missing teeth, dragon tattoos.
Drone, Defense	3	One attack (1d6), AP 6.
Badlander	3	Rifle and rebar club (1d8). Can survive on scraps and difficult environments. Has a pet Giant Sewer Rat or Wild Dog.
Synthetic	3	Pistol and submachine gun and knife (1d8). Never gets tired.
Sniper	3	Sniper Rifle (1d8+1). Targets suffer Disadvantage on rolls to avoid being shot.
Racer	3	Pistol (1d8) and taser- CON test or stunned for 1d4 rounds. Kickass motorcycle.
Private Investigator	3	Pistol and Brass Knuckles (1d8), notebook with names. Gruff attitude. Thick Leather coat (1AP).
Corporate Hitman	4	Sniper Rifle (2d6). Targets suffer Disadvantage on rolls to avoid being shot. Kevlar Vest (4AP).
Elite Mercenary	4	Machine gun (2d6). Kevlar Vest (4AP). Two pieces of cyberware.
Police Detective	4	Pistol and shotgun (2d6). Bullet proof vest (2AP).
Gang Leader	5	Shotgun and machine gun (2d6+1). Kevlar Vest (4 AP). Angry disposition. One piece cyberware. Disadvantage on defense rolls when Gang Leader attacks.
Crime Boss	5	Baseball bat with nails and sub machine gun (2d6). Kevlar Vest (4 AP). Never alone- always has 2d3 goons.
Psychic	5	Pistol (1d4) and Thick leather jacket (1AP). Can use 5 Psychic abilities per day before exhausted.
Genetically Engineered Horror	6	Two claws (1d6), targets suffer Disadvantage on rolls to avoid damage by horror.

THE BLACK HACK: CYBER-HACKED! CHARACTER SHEET

NAME		CLASS	LEVEL
STR	DEX	CON	
WIS	INT	CHR	
HP		ARMOR	
HIT DIE		AP	
WEAPON DAMAGE		/	
CLASS ABILITIES			

ENCUMBRANCE

You can carry a number of items equal to your STR. Carrying more means *all tests have Disadvantage*

INVENTORY			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

FLASHLIGHT

Put your Flashlight Usage die here.

AMMUNITION

Put your Ammunition's Usage die here.

RATIONS

Put your Ration's Usage die here. RATIONS

OTHER

Put your Usage die for various things here.

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