Cyberpunk 5E

Everything you need to create and play cyberpunk themed campaigns with this supplement for the world's greatest roleplaying game.

CREDITS

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Introduction

Way back in the day, when I first got into RPGs, it was by playing a particular cyberpunk system that had recently released their second edition. Having never heard of other gaming systems at the time, I believed this system to be a herald of a new type of gaming. It combined my love of storytelling, of adventure, combat, excitement, futurology … everything it seemed was at my fingertips. Countless days and nights were spent with my friends, weaving tales of elven heroes with cybernetic eyes, and dwarven brutes with inappropriate slogans emblazoned across their tee-shirts.

I had no idea at the time that this setting and system was unique, but that roleplaying was much older than I was. I didn't know there were other systems in the world, that took place in outer space, or fantasy realms, or the blood-sucking shadows of the cities. It was an eye opener for me as each of these systems came out, and I said to myself "I can do *that* now?" What more could a young man with an overactive imagination ask for?

And here we are. After many decades spent playing games and experiencing systems, I've noticed something. Never before has a system had the opportunity that 5e has. It seems that this system has invaded pop culture in a time when being a roleplayer is exciting and new. Games are cropping up making use of technology the world over, expanding the table tops to millions of miles and reducing the weight of things to carry to a session to the weight of your own personal electronics. Gaming has never been more accessible and more acceptable, and 5e is dominating that landscape.

Meanwhile, some other systems – like those that first kick started my love of roleplaying – have stagnated. They've become mired in an old belief system that says "complex is good", or "write rules that account for every possible scenario". Some games, roleplaying and miniature alike, have made their bread and butter later by eschewing the concept that length equals quality, and instead are reducing their systems to their minimalistic cores. And I couldn't be happier about it. Give me a system that is functional, that works, and doesn't require a PhD to play, and I'm ecstatic.

5e does that. Many other systems do not. Hence this document. I wrote this document for me, but I hope that you find use for it too. This allows us to think outside the fantasy box when we're playing 5e. We can move just a touch beyond swords and sorcery, and into the realm of cybernetics and digital demons. We can finally start telling our cyberpunk stories without having to spend hours debating poorly worded rules, or routing through nonsensical errata just to make sense of simple actions. Let's take a system that the vast majority of us already know, and make some concessions that allow us to play games in a non-fantasy setting. That's all this is about.

That's what this is. It's a 5e-compatible cyberpunk rules set. I wanted it to be familiar, light weight, portable, and settingless. If you know 5e, then you know this. It deals only with new rules where existing rules aren't applicable, but it never reinvents the established wheel. You should harvest from this document what it takes for you to run *your game* the way *you want to*. Be it a high fantasy world evolved into an engine of neon and acrid black smoke, or if you want a near-Earth noir story riddled with mirrored shades and grey trenchcoats… the material is here.

This is a labor of love. I worked hard on this, and quit more often than I'm willing to admit. It's daunting to take a paradigm like "5e is all about fantasy roleplaying", and change some of those immutable facts into something wholly different, like "5e can also be about guns and cars and robots". Yet if anything is done well by 5e, it is community content, and I think this fits under that banner quite well.

The fact is, I think there's a place for cyberpunk roleplaying at our tables, and I hope that by adapting this to 5e, I'm able to give you something that you're as excited about using as I am.

Thank you,

Ryan E Stevenson

Before We Begin..

You can find a copy of the OGL here:

https://media.wizards.com/2016/downloads/DND/SRD-OGL_V5.1.pdf

The Modern Handbook

A reddit user named /u/AeronDrake wrote a fantastic document called the "Modern Handbook". It was designed as a supplement that allowed you to play a 5e game in a modern setting. /u/AeronDrake's document very much inspired this document, and I'm very grateful to him for all his hard work and contributions. .

You can find his work at the following links:

https://www.reddit.com/r/UnearthedArcana/comments/6w99p9/modern_handbook_v11_reworked_druid_rogue_and

http://draco-homebrew.blogspot.com

https://www.dmsguild.com/browse.php?author=Ignacio%20Portilla

Dan Helmick's Modern Campaign

If you Google "d20 modern", you'll find a link to Dan Helmick's work to convert the old "d20 Modern" stuff into the current edition. Again, I don't want to reinvent the wheel, so I've used some of his public material here. Links to his material are included below, rather than being reproduced.

http://dnd.wizards.com/articles/features/my-new-d20-modern-campaign

http://media.wizards.com/2015/downloads/dnd/UA_ModernMagic.pdf

How should I use this book?

However you'd like! I envision this as "a fantasy world evolved into a cyberpunk world", so I encourage you to use the same races, maybe even the same world-building you've already invested.

I've personally always struggled with the "how to use this book" part of books. But perhaps that's because I'm a fan of the rules being used to their full effect. When I buy a book, I feel like I need to use the whole book, or none at all. I shouldn't cherry pick my pieces. Maybe that's not something you struggle with, in which case, I commend your bohemian approach to sourcebooks. Me? I'm a stickler. I need the explicit permission to choose what I do and do not use. I need variant rules in conveniently colored grey boxes.

To that end, if you're like me, allow me to offer you some sense of freedom here, when I say "you should use whatever parts of this book you like, and you should discard the rest".

For example, there are archetypes that you may feel are not appropriate for your cyberpunk campaign. Use whichever parts you feel would give you the greatest enjoyment, and that would tell your Cyberpunk story the best. It's your table. I hereby give you permission to use whatever you want (not that you needed it).

All the Good Stuff Happens at Level 3

One of the biggest challenges you're going to face when participating in a Cyberpunk campaign is the inevitable lethality of the weapons. Even a light handgun can kill someone downright quick. As such, level 1 and 2 characters can really go through the wringers if you're not careful. It's advisable to let player characters start at a higher level, to give them the hit points and skills they require to survive in a gritty future such as this.

Furthermore, every class has their Archetype selection by level 3. So by letting your player characters start there, you afford them the ability to dive directly into the Cyberpunk archetypes as they're presented.

With that in mind, it's my recommendation you consider starting your campaign at level 3. That way, your players can just directly choose the archetype they want to use, and they'll live a bit longer in the process. . They should have enough hit points to survive a couple of bullets at this point too. If you take this route, don't forget to give them some extra GP ("Gold Points"). Living in the future ain't cheap.

I recommend giving players somewhere in the neighborhood of 500 GP if you start them at level 3. But adjust this cost up or down as you see fit.

Races

When you and your DM are building the Cyberpunk world that your game takes place in, you should decide if there are any other races other than just humans. Much of the cyberpunk literature deals with the "real world", and as such, Elves and Dwarves and their ilk are a notion of fantasy, just as they are in our world. Other mediums and Cyberpunk worlds embrace an element of fantasy, however, and incorporate many fantastical elements into their thematic bloodstream. If you choose the latter and want to explore a fantasy world that has evolved (or devolved, depending on your point of view) into a Cyberpunkian world, then the races of 5e are all compatible here. We won't be reinventing the wheel.

Synthetics

"Maybe there was once a human who looked like you, and somewhere along the line you killed him and took his place. And your superiors don't know."

Phillip K. Dick, Do Androids Dream of Electric Sheep?

As mankind built technology, they did so in their own image. As cybernetics and technology advanced, and as the Network gave rise to superior computing techniques, it was only a matter of time before providing a humanoid housing for those intelligences became a matter of debate. Before long, it was all but inevitable that the debate over "what is life" would begin. Machines built to think and feel would create great rifts in society, given that they proclaim to have rights, or feelings, or independent thoughts. The nature of life begins at birth, but birth can now mean assembly as much as it can mean conception. These are complex times.

Isn't a Synthetic just a Warforged?

If you'd like an easy way to include rules for Synethetics in your world, consider using them as "modern Warforged". The rules are truly interchangable. The race below is provided to give them a bit of variation, but the DM should decide which rules set best represents Synthetics.

What Am I?

Some synthetics are built with self awareness as part of their key programming. They know that they were manufactured on an assembly line, designed and robed with flesh and muscle so that they could pass as humanoid. They understand their creation myth not as a matter of godly intervention, but rather of technological wonder.

Some synthetics grow up not realizing that they were synthetics at all. They're manufactured without that self awareness. They believe that they had childhoods, that they went to school and did all of the things that a normal member of their race would do. But that's just a fabricated dream, programmed into their consciousness so that they never realize that they are indeed something more. Their memories may be entire fabrications, or tales woven by a programmer to lull them into a sense of history and belonging. Still others may be even more sinister; perhaps some corps are willing to implant another persons' memories directly into a Synth, making fully functional, fully unaware copies of people. No greater is a spy that doesn't realize they're a spy at all.

Only an invasive medical procedure would reveal a Synthetic's true nature. It's difficult to believe that someone has gotten to a certain point in their life not having been told by a doctor along the way that they have a robotic core. However, it's important to remember that Synthetics were typically programmed with childhood memories. They remember things that didn't happen, like growing up, going to the doctor, etc. Their bodies are built to obfuscate their true natures from all but the most invasive medical scanning technology. If you cut them, they do indeed bleed. It's all enough to make some people paranoid.

Older Models

Synthetics have evolved as the technology that builds and manufactures them has evolved. As such, some Synthetics from older generations still exist. These Synthetics were built more to be *humanoid* and less to pass as actual *humans*. Their skin is clearly rubbery, and their mouths don't quite move in synch

with their words. Some of them have eroded or taken damage over time, but they're still functional. They tend to be outcasts, viewed more as robots than anything else. It's hard to believe that there's a spark of artificial intelligence in those minds, but in some of the transitional models between robots and true synthetics, artificial intelligence is absolutely there. In some robots who have connected to The Network, they're able to upgrade their minds to artificial intelligence, meaning that it's entirely possible that a robot could be capable of independent and free thought.

Synthetic Traits

Your Synthetic has a number of abilities unique to them.

Ability Score Increase. Your Strength score increases by 2. Note that if you are a Synth designed to emulate a race that already gains an increase to Strength, the upper limit of 20 still applies.

Age. Synthetic bodies are designed to replicate other races (mainly humans), and as such their flesh coverings do indeed age, but not in a traditional sense. They don't get older per say, but they do simply wear out. However, the interior core does not. A Synthetic could theoretically live for 200 years before their systems begin to break down.

Alignment. Any alignment.

Adaptable Body. Your body is already artificial, allowing cybernetic implants to better interface with you. You have 1 more cybernetic slot than normal, allowing you to take more cybernetic implants. Note that any cyberdoc performing an operation on you would be well aware of your Synthetic nature during the operation.

Digital Memory. Your memory is not muscle tissue and gray matter, but is rather a series of storage mediums. You have advantage on Intelligence (History) checks.

Network Brain. You are considered Networked at all times.

Synthetic Model. When you choose this race, if you are playing a Newer Model, then you use the Indistinguishable Trait. If you are playing an Older Model, then you use the Obvious Synthetic Trait.

Indistinguishable (Newer Model). You were designed to emulate another race. Use that race's traits, but with the following considerations:

- You use the ability score increases of the race you were designed to emulate.
- You use the Speed of the race you were designed to emulate. You only gain the walking speed of the race you were designed to emulate; you cannot copy their flight speeds.
- You use the Size of the race you were designed to emulate.
- You do not use any traits that would alter your resistances (such as an Elf's "Fey Ancestry").
- You do not use any breath attacks that you would be offered (such as a Dragonborn's "Breath Weapon").
- You cannot be distinguished from a natural member of a race, unless under intense scrutiny. Most modern synthetics can even fool advanced detection methods, given that almost everyone has synthetic parts. A Medicine (Intelligence) check against a DC of 15 can reveal that you are synthetic, but this must be done invasively. It's not enough to just look at the subject.

Obvious Synethetic (Older Model). You are an artificial life form, but you were never designed to replicate a specific race. Instead, you are clearly a machine. The only similarity between you and any other life is the fact that you appear humanoid. You use the following traits:

- Your Constitution score increases by 2. Your body doesn't have to be packaged into a neat and tidy package, leaving more leeway for upgrades and augmented materials.
- You have disadvantage on all Persuasion (Charisma) checks. However, due to the unnatural configuration of your body, all Insight (Charisma) checks made against you also have disadvantage. You were not built to look or act naturally, and because of that, social situations can be challenging – both for you and your quarry.
- You have advantage on Perception (Wisdom) checks. Being unfettered by a covert purpose lets you see things differently.

ARCHETYPES

Perhaps the most important section of this book pertains to the archetypes of a cyberpunk world. It is here where characters can truly differentiate themselves from their fantasy counterparts, establishing themselves as parts of a cyberpunk dystopian future instead of existing as crude ports from a sword and sorcery domain into one more of technology than magic.

As with all other sections of this book, it's important for you to discuss with your DM what it is exactly that your cyberpunk world is like. Some of these classes and archetypes may or may not be appropriate, depending on the theme and tone.

WHY NO NEW CLASSES?

There's a compunction or instinct when writing materials like this to start writing out new classes that are designed to replace the ones from the player's hand book. In earlier versions of this document, that's exactly what happened. Fighter and Rogue were abandoned, replaced by tropes that fit into the cyberpunk dichotomy better. But fact of the matter is, rebuilding a class from scratch is wholly unnecessary, very dangerous, and wildly unsettling to the established game balance.

Instead, this system is designed to add archetypes to existing classes, so that there's still variation and deviation, but the crux of what a familiar 5e player knows hasn't changed. Furthermore, this doesn't unsettle the balance of the classes, freeing up the DM to have confidence that this document doesn't favor any one class over any other.

Archetypes		
Name	**Parent Class**	**Description**
Drone Jockey	Artificer	A combatant who stays on the perimeter of the battle, using their mechanical drone companion to rain down death and destruction on his foes.
Hacker	Artificer	A computer savant, who uses connectivity and computer code as weapons to bolster their allies and disrupt their foes.
Rocker	Bard	A punk of the streets, who is a champion of freedom and a release from oppression and domination. They use their powerful music to inspire and motivate their allies to greater heights.
Stimmer	Barbarian	A volatile warrior, who bolsters their own aggression and defenses through the use of dangerous combat chemicals and drugs.
Street Preacher	Cleric	A devout scion of the people, who holds fast to their strong religious ties in a world that has grown increasingly cold towards the saintly ways.
Marksman	Fighter	A sniper and soldier, who uses long arms to make impossibly precise shots, dealing significant damage to singular targets.
Cybersamurai	Monk	A cybernetic ninja, replete with upgrades and mechanical parts, who uses swords and subterfuge to assassinate their foes.
Private Eye	Ranger	A savvy intellect, who uses their keen skills of observation and logic to learn truths where others see only chaos.
Driver	Rogue	A bastion of the streets, who has mastered the art of vehicular combat. While no slouch in a fight, the driver is the ultimate getaway driver.

Existing Classes and Proficiencies

It's important to update the existing 5e classes, to take into account a world that contains firearms and modern armor. As such, the following table outlines how the existing class proficiencies have been updated. For more details on these weapon proficiencies and what they mean, refer to the Equipment chapter, later in this document.

Class	Additional Proficiencies
Artificer	Sidearms
Bard	Sidearms
Barbarian	Sidearms
Cleric	None
Druid	None
Fighter	Sidearms, Longarms
Monk	Sidearms
Paladin	Sidearms, Longarms
Ranger	Sidearms, Rifles, Compound Bow
Rogue	Sidearms, Technodagger
Sorcerer	None
Warlock	None
Wizard	None

Ability Clarifications

Some abilities that are presented in core classes or archetypes simply don't work in this setting. In cases where the rules need to be modified, they are indicated below.

Monk

Deflect Missile

You can still use deflect missile to reduce the damage from a ballistic weapon. However, you cannot redirect a bullet by making an attack with it if you reduce the damage to 0. For options, refer to the Cybersamurai monastic tradition, later in this document.

Artificer Specialists

At third level, the Artificer gains access to the Artificer Specialist, which allows them to choose an archetype. Presented here are two new archetypes, that represent two of the most basic and important archetypes in cyberpunk storytelling.

It should be cautioned that the Artificer in their current state is still an Unearthed Arcana class, and therefore prone to be updated or changed. It is risky to build archetypes that are connected to playtest material. However, the risk is lesser than if we were to attempt to build a whole new class that would provide connective tissue to these two technocratic subclasses.

The Artificer subclasses presented here are designed to work with the Unearthed Arcana Artificer v2.

Drone Jockey

Let the others charge into the fight. Let them take bullets to the chest. Let them get cut, slashed, poked, bludgeoned, electrocuted, burned, frozen. You? You're going to stay right here, where it's nice and cozy and warm, and you're going to do what you do best: let your drone do the fighting for you.

Drone Jockeys have mastered the meticulous art of piloting combat drones in battle. Drones take their place on the battlefield, unleashing torrents of mechanized destruction while their pilots remain behind (relative) safety.

Design Philosophy

Not unlike the Hacker, the drone pilot is a key trope in Cyberpunk. As such, it's important that it's done correctly. Unlike the Hacker, however, the Drone Jockey presents a real opportunity to build something unwieldy and imbalanced. 5e is built on action economy, and favors the party with more members. A drone runs the risk of being a "Fifth Beatle", as in part of the party making the combat slow down and become cumbersome. As such, the idea here is for the Drone Jockey to take a proverbial back seat, and expend their energy in piloting the drone. It means that they effectively share a turn, rather than them each having their own turn. On the flip side, the Drone Jockey cannot be a slouch without his Drone. It's going to happen, and no one wants to be dead weight while the rest of the party is tearing it up.

There aren't many examples in 5e canonical content of a character that functions by controlling a "pet" or another character. The closest thing is the Ranger's pet companion. The difference, of course, being that those pets aren't typically riddled with high-caliber assault rifles...

It's all about balance.

Drone Jockey Abilities

Drone Jockey Level	
3rd Level	Drone, Patchwork Repair
5th Level	Remote Operator, Autopilot
7th Level	Basic Drone Upgrade
11th Level	Signal Control
15th Level	Advanced Drone Upgrade

3rd Level Abilities

Drone

The crux of everything a Drone Jockey does is founded in their Drone. Drones are technological devices that are capable of being outfitted with cameras, recorders, diagnostic tools, scanners, and - perhaps most importantly - weapons. The Drone is programmed and codified to respond to the Drone Jockey's verbal commands, and no one else's. They are symbiotic, in effect.

When you gain this feature, you select a walking or flying drone. A walking drone has four legs, and a walking speed of 20 feet per turn. A flying drone has four rotors, and has a flying speed of 20 feet per turn.

In either case, the drone has an Armor Class of 18 and a number of hit points equal to five times your Artificer level. All drones are immune to poison and psychic damage, and all conditions. If the drone is forced to make an ability check or a saving throw, treat all of its ability scores as being 10 (+0).

If the Drone Jockey is knocked unconscious, the drone will go inert while awaiting further commands.

If the *mending* spell is cast on your drone, treat is as a *cure wounds* spell of the same level. If your drone is reduced to 0 Hit Points, then it is destroyed. It takes a long rest to completely repair a destroyed drone.

The drone shares your initiative, but acts immediately before you do. The drone does not have any native intelligence, and therefore cannot carry out any automated command; it must be told explicitly what to do. On each of your turns, you must spend a bonus action to command the drone. Doing so allows the drone to take one action, and one move action. Otherwise, it remains stationary, awaiting commands.

Your drone is outfitted with a simple firearm that deals 2d6 ballistic damage at a range of up to 120 feet. When the drone

attacks, make a ranged spell attack originating from the drone's position. The drone does not need to take the Aim action to use its firearm.

Your drone can also be outfitted with one tool which you are proficient with.

Patchwork Repair

You have proficiency with repair tools. If you spend an action and are within 5 feet of your drone with your repair kit in hand, you can make a DC 10 repair tools check. On success, the drone regains 2d6 hit points.

This amount increases to 3d6 at level 5, 4d6 at level 11, and 5d6 at level 17.

5th Level Abilities

Remote Operator

A drone can be outfitted with a number of different tools, attachments, and connectors, allowing it to perform a wide variety of duties. You can make any skill check related to Dexterity, Wisdom, or Intelligence using your skill rating and proficiency from the drone's location instead of your own. If the drone is equipped with relevant tools, you may also make tool checks from the drone's location instead of your own.

Autopilot

Some drones can be configured to function on their own, not requiring user input at all. As a bonus action, you may put your drone into autopilot mode. In this mode, it is only capable of doing one function that you specify. The function must be simple, and must be within the drone's capacity to complete. Examples may include "watch this area", or "attack the nearest enemy". The drone will complete this task. When done, it will go inert and wait for the next command.

While in autopilot mode, the drone does not share the drone jockey's proficiency bonus any longer on anything it does. It still makes ranged attacks using the Drone Jockey's ranged spell attack values. The drone will continue to carry out its autopilot command even if the Drone Jockey is knocked unconscious.

7th Level Abilities

Basic Drone Upgrade

You are able to apply an upgrade to one of the components of your Drone. Choose one of the upgrades from the list below.

Applying an upgrade requires a Long Rest. Each time you gain a level in Drone Jockey, you may change the basic upgrade that your drone has installed. Note that your Drone can only have one upgrade at a time.

Advanced Engine. The drone gains +10 movement speed.

Ceramisteel Plating. The drone gains +1 to its AC.

Flashbang Array. Your drone may spend an action to use a flashbang array in a 30 ft cone. All creatures within the cone must succeed on a Dexterity Save (DC 8 + your proficiency bonus + your Wisdom bonus). On a failed save, the targets are blind and deaf until the beginning of their next turn. This ability can be used once per short or long rest.

Gyroscopic Mount Points. The drone gains +2 to Ranged damage rolls.

Heavy Weapon. The damage die of the drone's weapon increases to 2d8 ballistic damage.

Infrared Sensor Battery. You may make Perception checks or Survival checks related to tracking something from the drone's point of view instead of your own. The drone gives you Advantage on these checks, and you make these checks as if you were proficient in those skills even if you aren't.

Targeting Computer. The drone may add your proficiency bonus to any check it makes while using the Autopilot feature.

Rugged Tracks. Ground based drones only. The drone ignores all difficult terrain.

11th Level Abilities

Signal Control

By this point, your synapses have become fully accustomed to using the drone's interface to control it. Controlling the drone's actions is now a free action instead of a bonus action. However, if you take damage, you must make a Concentration check against a DC of 10, or half of the damage that you took (whichever is higher). If you fail this check, then on your next turn, you must spend an action to control the drone.

15th Level Abilities

Advanced Drone Upgrade

No one knows your drone better than you do. Not only have you learned to tune your drone effectively, but you've managed to squeeze every millimeter of value out of it that you can. Starting at 17th level, you may apply two Basic Drone Upgrades to the same Drone simultaneously. You may not apply the same upgrade twice.

Hacker

The hacker is a master of computer systems, using their advanced knowledge of networks and programs and algorithms to outsmart and outwit their opponents. Hackers don't ply their trade with blades or swords like their contemporaries do. Instead, they reside in a place where intelligence rules, and where their wits and cunning set them apart. They see the world differently as a result. Whether they're the "guy in the van", or the "hacker on the floor", it doesn't matter. Drawing a gun and shooting is easy. Jamming a biometrically sealed gun through a Type 4 Firewall? That's skill.

Design Philosophy

No class has given me more trouble than the hacker. I continually tried to find ways to make them work, but the fact is, it's difficult to add a technologically important class like this to a game system that is intrinsically designed to not have much technology at all. Earlier drafts treated them like spellcasters, then as Battlemasters. Somewhere in the middle, this revision was born. The mechanic is based on a resource, much like the Unearthed Arcana Mystic...

Another challenge with this archetype is that cyberpunk literature and media is filled with two clear distinctions between hackers: the "combat hacker", and the "guy in the van". While both have merits and values, 5e does not value splitting the party. In fact, splitting the party tends to be the biggest indicator that there's about to be a really long night for the local undertaker. As such, this design is optimized for the "combat hacker". Someone who is on the field, computer in one hand and gun in the other, actively contributing.

Hacker Level	
3rd Level	Bit, Untethered, Subroutines and Programs
5th Level	Network Ping
7th Level	Avatar
11th Level	Network Know-How
15th Level	Brick Device

3RD Level Abilities

Bit

"The image translators work for the construct program. But there's way too much information to decode the Matrix. You get used to it. I…I don't even see the code. All I see is blonde, brunette, red-head."

Cypher, The Matrix

If you spend enough time on the Network, the reams of code that make it up begin to form the same patterns as you'd expect to see from a formal language. And with that knowledge, you're able to decipher a language from the code.

All Hackers can read and write Bit. To anyone else, the language is undecipherable, and can't even be translated through modern translation programs. Bit is a product of code, married to slang and a meme-centric culture that incorporates data points, misspelled words, and images as part of its syllabus. It cannot be used to communicate verbally, as it is a written-only language.

Untethered

You have no digital tether, and while on the network, you can travel as far from your physical body as you would like.

Subroutines and Programs

Subroutines are basic defenses and computer techniques that a Hacker has mastered. Employing these techniques is straightforward, as they're part of the Hacker's computer systems. Even in a pinch, most Hackers could quickly rewrite or replicate their subroutines on any available computer system.

A Hacker knows a number of Subroutines equal to their Artificer level divided by three (rounded up). The Hacker chooses their Subroutines from the list below.

Because of their simplicity, Subroutines do not need to be compiled before being executed. As such, there's no limit to how many times a Hacker can use a Subroutine before requiring a rest.

Programs are more complex. A Hacker knows a number of Programs equal to their Artificer level divided by two (rounded up). Refer to the Hacker programs for details.

While Subroutines and Programs function essentially like spells, they are created and deployed through the use of technology. Their effects, while magical, have nothing to do with actual magic. As such, Subroutines and Programs cannot be affected by *counterspell*.

Each Program (listed below) has a Memory Cost associated with it. To use a Program, the Hacker need only spend their Memory Points, and spend an action to implement the effect. However, a Hacker may not spend more than their Memory Limit in Memory Points in a single turn. This reflects time and effort spent refining code and learning the nuances of well developed programming principles.

Completing a long rest recovers a Hacker's Memory Points.

If a Subroutine or Program calls for a saving throw, then the Hacker's DC is 8 + their proficiency bonus + their Intelligence Modifier.

If a Subroutine or Program calls for a Hacker Attack, then the attack roll is 1d20 + their proficiency bonus + their Intelligence Modifier.

When a Hacker levels up, they may exchange one Subroutine and one Program that they already know for another one from their available list.

Hacker Level	Programs Known	Memory Points	Memory Limit
3rd	2	4	2
4th	2	6	2
5th	3	14	3
6th	3	17	3
7th	4	27	4
8th	4	32	4
9th	5	38	5
10th	5	44	5
11th	6	57	5
12th	6	64	6
13th	7	64	6
14th	7	64	6
15th	8	64	7
16th	8	64	7
17th	9	64	7
18th	9	71	8
19th	10	71	8
20th	10	71	8

5TH LEVEL ABILITIES

NETWORK PING

Using your computer as a type of sonar, you are able to send out a wide spread ping that permeates walls and nearby cover, and reports back to you the location of technological devices. You know the location of all technological devices that are connected to The Network within a 120 foot radius. You know their general type (ie: drone, electronics, weapons, cybernetics, etc), but not their exact purpose. Full cover does not block the use of this ability. If you've got someone's phone number, then ping will report the owner of the phone if it is detected. You can use this ability a number of times equal to 1 + your Intelligence modifier per long rest. Taking a long rest resets this ability.

7TH LEVEL ABILITIES

AVATAR

If you spend enough time working with the Network, then you begin to realize that the body is a limited, and the mind is limitless. Pain, strength, speed? These are all factors of willpower and calculation. Starting at 5th level, you may choose to roll your Intelligence saving throw instead of your Strength, Constitution, or Dexterity save.

You may continue to use the Avatar feature indefinitely. However, once you fail a saving throw where you used the avatar feature, you may not use the avatar feature again until you complete a long rest.

11TH LEVEL ABILITIES

NETWORK KNOW-HOW

If you don't inherently know how to do something, you can always look it up on the world's premiere Network search engine. If you spend a minute in uninterrupted concentration, then you can research how to do something, how to use certain tools, or information on a subject.

If you choose learning how to do something, you become temporarily proficient in any skill of your choice. This effect lasts for the next hour.

If you choose to learn how to use something, then you may instead choose to learn proficiency in any set of tools. This effect lasts for the next hour.

Finally, if you choose to look up some information, then you can ask your DM three questions about a subject. The questions must have yes or no answers, and must be reasonable questions. For example, you can't ask the Network if someone committed a crime, if there's no concrete evidence of that crime online.

You can use network know-how a number of times equal to your Intelligence modifier each day, before requiring a long rest.

15TH LEVEL ABILITIES

BRICK DEVICE

You are able to send malicious code into a network-enabled device. Spend an action, and choose a networked device or creature within line of sight. If the device is a piece of cybernetics that's attached to a creature, or if the target is a drone or mechanical monster, then that creature makes a Constitution saving throw against your spell save DC. If instead the equipment is not attached to a creature, then the equipment is assumed to have a Constitution saving throw of +0.

If the device fails the saving throw, then it becomes completely inert and inoperable for one minute. For that duration of time, the device cannot perform any of its mechanical functions, and it is no longer considered a networked device.

Brick Device does not work against Synthetics or any network entities like Artificial Intelligence or Gremlins, due to the complexity of their mechanical minds.

Subroutines List

Following is a list of subroutines that a Hacker may choose from.

Decode
Hacker Subroutine
Takes scrambled data and decodes it. This can be incredibly difficult and time consuming. The hacker takes one hour, and then makes a DC 15 Computer tools check. On success, part of the file is decrypted. Three successes are required to completely decrypt a file, so the check must be repeated every hour until three successes are scored. Note that if any of the checks is a natural 1, the file is corrupted and is permanently lost / locked. Conversely, if any of the checks is a natural 20, then the file is immediately fully decrypted.

Digital Spike
Hacker Subroutine
As an action, you cause painful bioelectric feedback in the implant of one creature you can see. The creature must have at least one cybernetic implant, or be completely mechanical. You choose a target within 120 feet, who must succeed on an Intelligence saving throw, or take 1d10 lightning damage.

The Subroutine's damage increases by 1d10 when you reach 5th level, 11th level, and 17th level.

Grip / Release
Hacker Subroutine
As a bonus action, you can cause a mechanical arm or hand to either tighten its grip, or loosen its grip. The target must be within 120 feet. If you choose to tighten its grip, then the hand cannot be disarmed of whatever it is holding for the next minute. However, the target cannot willingly release the object at all, depriving it of the use of that hand. If you choose to loosen its grip, then the target drops whatever they are holding.

In either case, if the target is unwilling, they must succeed on a Strength saving throw against your Hacker DC to resist the effect.

Minor Gremlin
Hacker Subroutine
As an action, you can cause a "gremlin" in one mechanical device within 120 feet. The gremlin causes the device to emit some kind of sensory output that is unusual. This may be an odd tone or a sound, or could be an image that appears on display screens. The effect lasts for 1 minute.

Snow
Hacker Subroutine
As an action, you cause all recording or visual devices within 30 ft to record or see white static, or "snow". This effect lasts for 1 minute. This effect only applies to devices within 30 ft when you use Snow; it does not travel with you as you move.

Target Loss
Hacker Subroutine
As an action, choose one Networked firearm within 120 feet. The device rolls a straight 1d20 against your Hacker DC. On failure, the firearm's targeting systems become damaged. The firearm has disadvantage on the next attack roll it makes, or until the start of your next turn, whichever comes first.

Programs List

Following is a list of programs that a hacker may learn. Remember that Programs can only target characters or creatures that have at least one networked device on them.

Change Program
Hacker Program
Memory Cost: 3
You change the purpose of a single technological object's programming. Choose a technological target within 60 ft, and make a computer tools check against a DC of 12. If the device or target has any kind of hardening against these kinds of intrusions, the DC can increase slightly. On success, you may choose a simple command that the robot or device is capable of carrying out. That command now becomes the devices singular purpose. It will continue to carry out that command for one hour.

The target of Change Program must have an Intelligence score of 6 or less in order for this program to work.

Clutter

Hacker Program

Memory Cost: 3

As an action, you cause sensory cybernetics to misreport or malfunction. Cybereyes may flash impossible imagery, while cyberears play a tinnitus tone. Choose a target within 60 feet. They must succeed on a Wisdom saving throw, or be blinded or deafened until the start of your next turn. You choose which of those two conditions when you apply the Subroutine.

Counterhack

Hacker Program

Memory Cost: 4

You may spend a reaction when you, or any ally within 30 feet of you, are targeted by another Hacker's abilities. You must succeed on a Computer Tools check against a DC of the enemy Hacker's hacking DC. If you are successful, then you may choose the target and effect of that Hacker's ability. All ranges and checks are still made from the perspective of the enemy Hacker. You may also choose to simply nullify the effect.

Disconnect

Hacker Program

Memory Cost: 4

You interrupt the connection between a target and the Network. Spend an action and choose a target within 60 ft. The target must succeed on a Charisma saving throw, or their connection to the Network is interrupted.

Your target is disconnected for 1 minute, during which time they cannot attempt to reconnect. In the real world, they suffer a level of exhaustion for that 1 minute period. When they reconnect, they reappear in the same place they were when they were disconnected.

If your target is native to the Network, then this program has no effect.

Electricity Pulse

Hacker Program

Memory Cost: 2 *

You cause a spike in the electrical output of an implant, which shocks your target. Use an action, and then you spend 2 Memory Points, plus up to 3 more Memory Points if you so choose. Select a target within 60 feet, who must succeed on a Constitution saving throw. On a failure, they take 2d8 Lightning damage, +1d8 for every additional Memory Point you spent after the first two.

Enhanced Targeting

Hacker Program

Memory Cost: 2*

You can spend an action to boost the targeting system of one of your ally's networked weapons. That ally must be within 30 feet of you. Your ally gains a 1d4 bonus to their weapon attack rolls, +1 for every Memory Point you spend after the initial 2. This effect lasts until the beginning of your next turn.

Facial Recognition

Hacker Program

Memory Cost: 2

Identifies users from video files or images. Spend a minute in concentration, and then make a computer tools check vs a DC of 15. You must focus on a digital image or video that you have access to. On success, any available information about the target is revealed. This information will include details like their name, place of employment, criminal record, and any other information they may have registered on the network that isn't encrypted. Sensitive or secured information, like banking information or health records, wouldn't be included in this data set. Information about their current location is also unavailable.

Firewall

Hacker Program

Memory Cost: 4

You can create a digital barrier against damage, which protects you. Spend an action, and your AC increases by 5 until the beginning of your next turn. You can only have one application of Firewall active on you at any given time.

Functional Insulation

Hacker Program

Memory Cost: 2

You can rewire your own cybernetic implants to aid you in resisting damage. You can cast Functional Insulation as a reaction when you are struck, or as an action. You gain resistance to fire and lightning damage. This effect lasts for 1 minute.

Lightning Crawl

Hacker Program

Memory Cost: 5

You send a digital attack of electrical energy sweeping across your enemies. Choose a target within 120 feet, and make a spell attack against them. On a hit, the target takes 6d6 lightning damage. All other creatures you choose within 30 feet of the target must make dexterity saving throws against your spell save DC, or they take 3d6 damage.

Locate
Hacker Program
Memory Cost: 3
You can ping a device anywhere in the world, returning a general directionality and distance to it. You can choose a target, and spend an action to attempt to locate them. Make a Computer tools check against a DC of 15. This DC may increase slightly if the target is trying to hide their digital footprint. On a successful check, you know what direction they are from your current position, and approximately how far away they are, down to the quarter mile. This effect lasts for 1 minute.

Loop Program
Hacker Program
Memory Cost: x+1
You can loop the execution of a program, causing it to execute twice instead of once. You must pay x+1 Memory Points, where x is the cost of the initial program. If you do, then you may choose a second target for your program. All of the requirements for the program – like range, line of sight, and allegiance – must still be valid for the second target.

Loop Program counts as a 2 Memory Cost program for the purposes of your per-turn Memory Limit.

Network Knife
Hacker Program
Memory Cost: 2
You manifest a weapon that roughly resembles a blade of some kind, comprised of flowing bits and digital energy. It requires one bonus action to compile a network knife. A network knife is considered a versatile short sword that deals 1d8 lightning damage. Using this blade is considered a melee strike with a range of 5 feet. If the target is a mechanical monster, then the damage is increased to 2d8. You are considered proficient with this weapon. The weapon lasts for 1 minute.

Power Siphon
Hacker Program
Memory Cost: 2
You are able to drain power out of one device, and feed it into another device. You spend an action, and select two devices which both must be in line of sight to you, and must be within 50 feet of each other. You may choose one device that has power to lose all power, and another device which has no power to now be powered up. This effect remains for 1 minute. This program cannot be used on cybernetics, Synthetics, or Network-based creatures.

Reroute Controls

Hacker Program
Memory Cost: 5
By spending an action, you simulate a logon against a target device, and subvert control of that device. The device must make a Wisdom saving throw against your spell save DC. If the device does not have a Wisdom saving throw, assume that its Wisdom is 10 (+0). On a failure, you gain control of that device. You may give the device one action that it would normally be able to take, or issue one command to the device that is within its operational parameters. While you have control of a device, you cannot cause that device to do something that it simply wasn't built to do. This effect lasts for one issued action, one simple command, or one minute, whichever comes first. During that time, the device cannot do anything else except wait for your impending command.

Scrub Datatrail
Hacker Program
Memory Cost: 4
Removes all evidence of a user from a machine or a local network. The Hacker makes a Computer tools check against a DC of 12. On success, all evidence of the user's activities on the target machine or local network is removed. This is localized to the last 24 hours. After 24 hours, backups have been taken, and your trail cannot be scrubbed.

If your trail is scrubbed, then for the next 24 hours, you cannot be detected by the *facial recognition* or *locate* programs.

Search Memory
Hacker Program
Memory Cost: 3
You search through a targets stored digital memory, searching for a tidbit of information. You spend an action, and choose a target within line of sight, who must succeed on a Wisdom save against your Hacker DC. On a failure, you can ask one question of the DM pertaining to the targets memories. The DM will describe the memories from the perspective of the target, including only visual and audio details. No emotions are involved.

The memory must've occurred within the past week. The length of the memory is no longer than 10 seconds. If you have time, you may choose to concentrate for one minute on the target instead of spending an action. In this case, the length of the available memory increases to five minutes.

For obvious reasons, this only works on digital memories, not organic brain memories.

Send Text
Hacker Program

Memory Cost: 1

You are able to transmit a text message across any digital channel. This message cannot be intercepted or blocked in any way, and cannot be detected by any means. The message can be received by any technological system or device that can display text. The message cannot be replied to, unless the target is also a Hacker who also uses the *send text* program.

Spoof Address

Hacker Program

Memory Cost: 2

Using defensive countermeasures, you can obfuscate your own location from many devices. Using *spoof address* requires an action. For the next hour, any use of the Network Ping feature against you does not work. When an enemy Hacker uses Network Ping, they are not made aware that someone is using *spoof address* to hide from them.

Subvert Security

Hacker Program

Memory Cost: 2

A library of online network security protocols is at your fingertips. Spend an action, choose a trap or locked door within 120 feet, and you can attempt to make a computer tools check in place of a thieves tools check to pick a lock, reset a lock, disarm a trap, or reset a trap.

Target by IP

Hacker Program

Memory Cost: 3

Rather than rely on conventional methods, you can aid your targeting against an enemy by focusing on their network-enabled devices. Spend an action to activate *Target by* IP. When you make an attack, you may spend a bonus action to gain advantage on the next attack.

Barbarian Primal Paths

Stimmer

Your rage has a fuel. You use combat drugs and stimulant patches to embolden yourself, becoming a chemically fueled nightmare for your enemies in combat. A lifetime of relying on combat drugs has hardened your body and steeled your resolve, but it hasn't changed the fact that, in combat, you are almost uncontrollable. You become nearly feral, using tooth and claw and nail to win every fight.

Design Philosophy

This class is a tricky one. Combat drugs are a common part of neo futuristic and cyberpunk settings, so this belongs here. However, playing a character that uses a stimulant patch as the source of their power may set some people off. This needs to be handled carefully. To complicate matters further, we need to find a true role for this. I don't want this subclass to trounce on the territory of any other subclasses.

Stimmer Level	
3rd Level	Twitch, Resilience
6th Level	Relentless
10th Level	Adrenaline Surge
14th Level	Unwilling to Yield

Stims

You can still enter a rage traditionally as a Barbarian does, but to use some of the features below, you require a focus known as a *stim*. Applying a stim is a free action, but it can only be done if the character is already in a rage, and they have at least one hand free to apply the stim. The stim must be applied to bare skin.

Any features that require the stim to be active indicate as such in their description. Any features that use a stim remain active as long as the character is still in a rage. When the rage wears off, so too do any stim-based features.

3rd Level Abilities

Twitch

Years of using combat stims have made sleep a very foreign concept to you. You only require 4 hours rest to complete a long rest, and you remain aware during this rest.

Resilience

Stim required.
Combat stims have numbed your nerves and hardened your mind to pain. Spend a free action to activate your stims. You have advantage on Constitution saving throws. Additionally, you have resistance to poison damage, and advantage when trying to resist the poisoned condition.

6th Level Abilities

Relentless

Stim required.
Spend a free action to activate your stims. You become unstoppable. Your movement speed increases to 50 ft. for this combat turn. You are immune to opportunity attacks during this movement. You must move in a straight line. During your move, you may make a single melee weapon attack against all monsters that are within five feet of any point along that path.

   If any creatures are directly on the path, then that attack is made with advantage. Additionally, those creatures must succeed on a DC 14 Strength save, or be pushed 5 feet off the path in the direction of your choosing.

   Creatures may not suffer two attacks from the same use of this feature.

10th Level Abilities

Adrenaline Surge

Stim required.
Spend a free action to activate your stims. You can give yourself an unnatural boost of speed, letting the combat drugs improve your reflexes and your reaction times. You immediately increase your initiative result by an amount equal to 1d6 + your Dexterity modifier. Your new order in the initiative is effective as of the next turn.

14th Level Abilities

Unwilling to Yield

Stim required.

If you would be reduced to 0 hit points, then at the end of your attacker's round, you can immediately take a reaction to perform the Attack action with a weapon, even if this is out of combat order. You may take this bonus attack even if you've already acted in this round, or if the damage you've taken would automatically kill you. At the end of this bonus round, your hit points are reduced to 0 regardless of any healing you received during your bonus round.

Bardic Colleges

Rocker

The system is broken. It's built to defend corporations and wage slaves, who throw the downtrodden masses under the yoke of oppression, grinding them into corn meal that they feed into their money machines. No one understands that better than you do. But you don't need guns or drones to fight this war. You know that the power of music can move mountains, and you use the expression of your rock to drive the chained masses forward. As individuals, you will fall. But as a group, you can create a powerful noise.

Design Philosophy

It's tricky to come up with what the Rocker class can do. Philosophically, I believe this should be about "inspiring the masses" and "provoking an uprising", but those are soft terms. They don't have weight. And, furthermore, the Bard class already does a great job of inspiring. So I think to distinguish this class, it needs to find a way to differentiate, and inspire a "group" rather than an "individual".

Rocker Level	
3rd Level	Defiance, Uprising
6th Level	Deafening Chord
14th Level	Rise Up

3rd Level Abilities

Defiance

The power of your music compels your allies to stand up and fight. Spend a minute playing music for your allies. For the next hour, they may spend Hit Dice to regain their hit points as an Action.

Uprising

With a chant, you inspire you allies to rise up and rally forward. Spend a bonus action, and spend a Bardic Inspiration dice. All of your allies can add 10 feet to their movement on the following turn, as long as that movement ends with them closer to an enemy than they were when their movement started. Additionally, if that ally makes a melee attack at the end of their movement, then they may make that attack with advantage.

6th Level Abilities

Deafening Chord

Music always starts with a great noise. Choose a creature within 60 feet of you that is not deafened, and spend a Bonus Action to play the Deafening Chord. The target succeed on a Constitution saving throw against your spell DC, or they lose concentration on a spell or concentration ability of your choice. Regardless of the result of the saving throw, that creature's speed is reduced to 0 until the start of your next turn.

    This ability can only be used a number of times equal to your Charisma modifier per long rest.

14th Level Abilities

Rise Up

Through the sheer magnitude of your spirit for rebellion and defiance, you embolden your allies to rise up and challenge the authority around them. Spend an Action and roll your Bardic Inspiration dice. All allies that can hear you within 60 feet gain a number of temporary hit points equal to your proficiency modifier + your Charisma modifier + the result of your Bardic Inspiration dice. You can use this ability a number of times equal to your Charisma modifier (minimum 1) per Long Rest.

Fighter Subclass

Marksman

Knives and swords may look pretty, but you know that a well placed bullet does the job cleanly and quickly. You've become a master with firearms, able to employ them as killing tools to help you fell your opponents with speed and efficiency. Regardless of the type of firearm, your familiarity and comfort with a gun makes you an unstoppable warrior in any battle.

Design Philosophy

Pretty typical stuff here, except that this draws heavily on the modified / added rules for firearms that are being introduced as part of Cyberpunk 5e. As such, some of these options and abilities won't translate well into a fantasy 5e setting (nor should they). It's important that the Marksman has a place in a Cyberpunk setting. They don't tend to inspire the kind of savvy that a Cybersamurai might, but a sniper is no less important. It was a common trope in many of the games I participated in.

    Originally, this subclass was designed as a generic "Gunfighter", but I feel that may be *too* generic. As such, this subclass is being modified to represent a master with a rifle. A gunfighter that excels at extreme range. Of course, once you take Long Shot into account, that means the Marksman may be on an entirely different map for many of the battles …

Marksman Level	
3rd Level	Rifle Expertise, Improved Aim
7th Level	Precision Shot
10th Level	Long Shot
15th Level	Adjust on the Fly
18th Level	Critical Shot

Rifles

For the purposes of all abilities below, a rifle is any longarm, excluding shotguns.

3rd Level Abilities

Rifle Expertise

You've spent your life with the stock of a rifle against your shoulder. If you did not move before taking the attack action with a rifle, you cannot roll less damage than the average for

that weapon (rounded up). If you do roll less than the average for the damage die, then use the average instead.

Die	Average
2d4	5
2d6	7
2d8	9
2d10	11
2d12	13

Furthermore, the Clear Jam action becomes a bonus action or you, if you are clearing a jam on a rifle.

Improved Aim

While others are comfortable with simply aiming their firearm and squeezing the trigger, you are trained to be patient and line up your shot. You can take a special kind of Action called an Improved Aim. The Improved Aim action can be taken instead of taking the Aim bonus action.

    When you take the Improved Aim action, then on your next turn, you release your shot and your proficiency bonus is doubled for your attack roll. Furthermore, you add one more damage die of the weapon's type to the damage roll. For example, if the weapon deals 2d8 damage, then an Improve Aim action would make it deal 3d8 damage.

    If your target broke line of sight before you took your shot, or if you took any action other than a move action before you took your shot, then the benefits of Improved Aim are lost.

    You can choose to continue to take the Improved Aim action on subsequent turns. Each time you do, you add your proficiency bonus to the attack roll again, and you add another damage die to the damage. These bonuses are cumulative as long as they are taken in subsequent rounds, and you always have line of sight to the target.

7th Level Abilities

Precision Shot

You can place your shot on specific parts of your target's body. When you attack with a rifle, if you exceed your target's AC by 5 or more, then you maximize the damage on the damage dice.

10th Level Abilities

Long Shot

Years of training, patience, and practice have given you an edge when firing a rifle. When equipped with a rifle, you can hit any target out to the long range of the rifle as if it were the normal range.

15th Level Abilities

Adjust on the Fly

You have excellent aim, and are able to adjust on the fly to make sure your bullet hits your target. If you make an Attack action with a firearm and miss, you may choose to roll the attack again. You can use this ability a number of times equal to your Dexterity modifier per long rest.

18th Level Abilities

Critical Shot

Every gun is lethal, but in your hands, they're something more. You can re roll an attack roll of 1 when using any firearm. You must take the new result, regardless of what it is. Furthermore, you always score a critical hit on any natural 18, 19, or 20 with a rifle.

Cleric Divine Domains

Street Preacher

The people require leadership. They have lost their way. Above and around them, they are bombarded by information, radiation, electricity, and artificial constructs that pollute and confuse them. You are an agent of resistance. You understand that the mind must be hardened to withstand the rigors of the modern world. With your faith in your hand, you're able to serve as an unwavering sword and shield against a world that would seek to turn your people in slaves.

Design Philosophy

Cyberpunk media has a good handful of examples of characters who use faith as their weapon, and as such, this archetypes deserves its place here. Often, these zealots are represented as extremists. After all, Cyberpunkian fiction is about the dystopia, and about technology and corporations creating an impossible world wherein someone who is expressly disconnected and inherently faithful would seem like a weakness. DUNGEONS & DRAGONS as a rules system empowers the holy, however, so it's only fitting this archetype does the same.

To distinguish itself from other Clerical domains, this domain is something of a "burn the other guy" type. It plays with alignment, which in its own right, can be tricky.

Street Preacher Level	
1st Level	God's Armor
2nd Level	Channel Divinity: Cowering Display
6th Level	Flagellate (1d8)
8th Level	Prayer of Resistance
14th Level	Flagellate (2d8)
17th Level	Withering Oration

Domain Spells

You gain domain spells at the cleric levels listed in the Street Preacher Domain Spells table. See the Divine Domain class feature for how domain spells work.

Street Preacher Domain Spells	
Level	
1st	Faerie fire, cause fear
3rd	Mind spike, fear
5th	Haste, vampiric touch
7th	Confusion, greater invisibility
9th	Dominate person, hold monster

Morality Alignment

Many of the street preacher's abilities hinge on the morality alignment of the street preacher as compared to her target. This comparison refers to "good", "neutral", and "evil" component of alignments.

Some monsters and creatures are "unaligned". In those cases, the creature is assumed to have the same alignment as the Street Preacher. A creature must specifically have a different morality alignment; having no morality at all doesn't count.

1st Level Abilities

God's Armor

Your faith is your armor. When you are not wearing any armor, your Armor Class becomes 10 + your Dexterity modifier + your Wisdom modifier.

2nd Level Abilities

Channel Divinity: Cowering Display

You are able to use your Channel Divinity to harness powerful holy energies, which is a burning censure to those who do not follow your tenants.

As an action, you present your holy symbol. Each hostile creature within 30 feet of you must make a Charisma saving throw against your spell save DC. On a failed saving throw, they are frightened of you and they are immediately pushed back 5 feet. If the target has a different morality alignment from you, then they make this save with disadvantage.

6TH LEVEL ABILITIES

FLAGELLATE (1D8)

Sinners and defilers must be destroyed. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. If that target has a different morality alignment than you, increase the damage dice to 1d10.

8TH LEVEL ABILITIES

PRAYER OF RESISTANCE

You spend your down time in quiet prayer, consorting with your god to grant you defense against a certain threat. During a long rest, you can choose one damage type, and gain resistance to that damage type. This effect only lasts for 24 hours. You cannot have two Prayer of Resistances active at any time for any reason.

14TH LEVEL ABILITIES

FLAGELLATE (2D8)

See Flagellate for details. Your Flagellate bonus damage increases to 2d8. If your target has a different morality alignment from you, then the damage dice increases to 2d10.

17TH LEVEL ABILITIES

WITHERING ORATION

Starting at 17th level, you have the ability to drain life from your enemies, and embolden your allies with that stolen vigor. Spend an action, and choose a target within 60 feet. The target must succeed a Charisma saving throw, or take 4d10 radiant damage. On success, they take half damage. If the target has a different morality alignment from you, then they make the save with disadvantage.

Once the damage has been applied, choose a friendly target also within 60 feet. That target regains hit points equal to the amount of hit points that the enemy target lost.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1). You regain all expended uses when you finish a long rest.

Monastic Traditions

Cybersamurai

Somewhere along the lines, you realized that there was no chance for your body to ever meet or exceed the new limits that chromed flesh offers. Your body can be bent, broken, or damaged, but cybernetics offer you a new avenue of strength. You can augment yourself, shed the limitations of a living body and enter a new echelon of skill, precision, and agility that only a fully augmented body can offer. Sure, perhaps it's at the price of some of your mind, but that doesn't matter. To become a Cybersamurai, you have to give yourself wholly and fully to the ideals of a chrome body anyway ...

Design Philosophy

Another one of those "must have" classes. This one is one of the most iconic classes in my opinion. I think of the Major from Ghost in the Shell, or - heck - pretty much any Cyberpunk character I ever played in Shadowrun, and here we are. A body that has been augmented well beyond social norms, to the point where it's mostly chrome. A literal killing machine.

Many sources of Cyberpunk fiction may point to the Cyber character as a tough brute, but generally the trope leans towards the lithe ninja. A lethal assassin, well armed and prepared for combat control. This class needs to be able to take advantage of cybernetic augmentation, but the balance issue comes in letting a player abuse which augments they take. This could become a high-damage-output class if one isn't careful. This is a melee class, and in a game setting where ranged combat is emphasized, it's important the Cybersamurai seems strong. In a traditional fantasy setting, many of these abilities may seem too strong. Rightfully so ...

Cybersamurai Level	
3rd Level	Chrome Body (1), Sword Master
6th Level	Chrome Body (2), Close Combat Master
11th Level	Chrome Body (3), Always Outnumbered
17th Level	Emergency Medical Augments

3rd Level Abilities

Chrome Body (1)

Cybernetics are a way of life for you. You can choose from a list of highly specialized, combat-oriented cybernetics. Choose two of the following augments which are part of your body. How you acquired these pieces is at your discretion, but no self-respecting (read: legally bonded) cybersurgeon would be willing to install these. You may choose two of the following upgrades.

There's a social stigma about being this heavily augmented, generally. As a result, in certain situations, you are more apt to suffer disadvantage when making Charisma-based checks. This is at the DM's discretion. You would likely take this penalty if you're in a fine dining establishment, or at a board room meeting. However, the penalty would not apply if you're spending time with other chrome jockeys, or in the waiting room of a cyber surgeons. This penalty should be rare, but it should not be taken lightly.

At 6th, 11th, and 17th level, you may swap out any one of these augments for a different one.

Active Telemetry. You gain tremorsense 60 ft.

Arm Gun. You may install a sidearm in your forearm. The barrel of the gun is on the back of the wrist, or in the palm of the hand (your choice). The sidearm is treated as a Full Auto Pistol. See "Firearms" for specifics. An arm gun only holds 10 rounds, and is breach fed. You cannot be disarmed of this weapon.

Chameleonic Skin. You gain advantage on Stealth checks.

Blades. Blades are tempered ceramisteel razors that are housed either in the finger tips, between the knuckles, or on the wrist (your choice). You are considered to have a Dagger in each hand. It is a free action to extract or retract your finger blades. You cannot be disarmed of these weapons. You cannot throw these blades. You may use these blades to make your unarmed strikes instead of an empty hand.

Leg Holster. Your upper thigh houses a holster large enough to keep a sidearm in, or any small one handed weapon (ie: a dagger, throwing axe, hand crossbow). While in this holster, the sidearm is completely impossible to detect.

Self Repairing Implants. When you spend a hit die to regain hit points, you always roll the maximum on those hit die.

Shock Palm. Your hand creates an electrical pulse. When you hit with an unarmed attack, you may choose to change the damage type from bludgeoning to lightning.

Skin Plating. You have 2 points of ballistic damage reduction.

Tactical Computer. You can spend a Bonus Action and study an area, where all opponents are marked and highlighted. You may make Wisdom (Perception) checks to perceive your targets as a Bonus Action instead of as an Action. You have advantage on Wisdom (Survival) checks to track any target highlighted by the Tactical Computer (but must spend an Action to do so). You gain Advantage on the next single melee attack you make.

Wired Nerves. You gain advantage on Initiative checks.

Sword Master

In a world of guns and drones, the Cybersamurai has mastered the art of the blade. You may choose one of the following blades, which are now considered monk weapons: longsword, katana, scimitar, or technoblade. If you are armed with one of these weapons, then you may use them to use the *Deflect Missiles* ability against ballistic damage weapons. You can now redirect ballistic damage weapons when armed with one of these new monk weapons. However, you still cannot catch ballistic attacks.

6th Level Abilities

Close Combat Master

Combat is a matter of movement, speed, and surprise. Starting at 6th level, when you take the Attack action, you can include 10 feet of movement as part of that attack. This can be taken before or after the attack, or can be split up. This is bonus movement, and does not count against your total movement. This movement does not provoke an opportunity attack.

Chrome Body (2)

You may select a second cybernetic augment from the Chrome Body feature list.

11th Level Abilities

Always Outnumbered

While others crumble when surrounded, you thrive. If you are within 10 feet of more enemies than allies, then all of your melee attacks are made with advantage.

Chrome Body (3)

You can select a third augment from the chrome body feature list.

17th Level Abilities

Emergency Medical Augments

Killing is one thing, but surviving is another. Augmentations in your body are designed to keep you up and fighting where others would fall. If you are reduced to 0 hit points, you may spend a Ki point to immediately take an Action. Once the Action is complete, make a Concentration check as if concentrating on a spell. If you are successful, you are reduced to 1 hit point instead of 0. This ability cannot be used on abilities that would deal instant death.

Ranger Archetypes

Private Eye

A topped desk, a bloodstained trail, broken glass, a flickering computer monitor. Everyone else sees destruction, as if someone broke in and committed an act of violence. But you see no body here, no blood around the shattered window. The computer still has power, but is logged in. The desk is tossed, but they didn't open the drawers. You see the truth here. You excel at uncovering lies and deception.

Design Philosophy

Many main characters in Cyberpunk fiction are investigators. It seems to be a common trope that the investigator is called in to "learn the truth" or "uncover the secrets". At the very least, the investigator is a pivotal character. As such, this class is important.

It can be a challenge, though. The investigator doesn't lend itself to combat, whereas most DUNGEONS & DRAGONS archetypes are designed to be combat-centric. As such, while carving out the niche for this class, we need to focus on the crux of the archetype, while also ensuring the Investigator is no slouch in a fight.

Ranger Level	
3rd Level	Find the Clues, Put It All Together
7th Level	Retrace Steps
11th Level	Identify Weakness
15th Level	Prime Suspect

3rd Level Abilities

Find the Clues

You are supremely talented at the art of observation, be it of clues or of the visual cues and body language of others. Choose two of the following skills, for which you are now proficient: deception, history, insight, investigation, perception, sleight of hand.

When using the two skills you choose, you may use your Wisdom modifier instead of any other ability modifier.

Put It All Together

With enough evidence in hand, you are able to piece together a history of events from a seemingly chaotic scene. You must spend one minute in concentration, focusing on nothing else but a scene or location. Once the minute is complete, roll a Wisdom (investigation) check. The DC should be determined by the DM, based on the complexity and age of the scene at hand. A simple scene that is relatively fresh should have a DC of 10. A complex scene that is a few hours old may have a DC of 15. A chaotic scene that is from more than a day ago may have a DC of 20. The DC should never be less than 10, or higher than 20.

If you succeed, and for every additional point by which you succeed, then you may make a conclusion about the scene that has a "true" or "false" response from the DM. The conclusion must be reasonable to answer given the evidence available in the room. The conclusion can be based on the answers to previous conclusions. For example, you could say "Johnny was here in the last hour", to which the DM would reply true or false. Once they answer, you could expand on that further, saying "Johnny shot his gun at the Mad Stalker", again soliciting a true / false response from the DM.

The DM should answer these conclusions directly and literally, and is not obligating to say anything more than "true" or "false".

7th Level Abilities

Retrace Steps

You are more than adept at following a path left behind by a quarry. If you are following a target using the survival skill, you can choose to make an additional Wisdom (investigation) check against a DC of the target's stealth result. If the target is not attempting to sneak away or hide their steps, then the DC is 10.

If you succeed, then you are able to see what the target was doing for up to five minutes at this location along their path. You cannot hear words, and you only get general details. For example, you can see that they went into a shop and purchased something, and talked to the owner. You can see what they purchased, but you can't hear what they said, and you don't know specifics like how much the item cost.

You can use this ability up to your Wisdom modifier (minimum 1) per long rest. All uses of this ability reset when you take a long rest.

13TH Level Abilities

Identify Weakness

As a reaction during combat, you can analyze a foe. Your target must be within 60 feet, and must be at least partially visible. The first time each turn that you target this foe with a weapon attack, you may choose to either add 1d6 to the to hit roll, or add one damage die to the damage roll. You must choose before rolling the attack roll.

15TH Level Abilities

Prime Suspect

Whether right or wrong, you have a strong sense of a suspect that sits in the back of your mind. During a long rest, you may select any creature with an identity that you know and that you've met at least once. That creature is now the prime suspect. As long as they are the prime suspect, you know the general direction of the prime suspect at all times, and a very qualitative sense of their distance (ie: "they are close" or "they are far away", but not "they are forty feet to the east".)

If you use Put It All Together and your conclusion is about your prime suspect, then there is a 50% chance that the conclusion doesn't count against the total number of conclusions that you're allowed to make.

If you use the Retrace Steps feature and your target is the prime suspect, then you have advantage on the Wisdom (investigation) roll.

You have advantage on all attack rolls against your prime suspect.

You have advantage on all insight checks made against your prime suspect.

If your prime suspect dies, you immediately are made aware of this.

Roguish Archetype

Driver

You have spent your life behind the proverbial wheel. You are only truly alive when you are driving, be it a car screaming down the mag highway, or a hover car weaving through aerial traffic. Other drivers don't understand the man-and-machine bond that you have. Your vehicle is an extension of you, and as such, you exert your will through wheels and chrome and fuel.

Design Philosophy

Like gunplay, vehicles are an important part of a cyberpunk setting. A big part of this rules set is designed to address vehicular combat, so it's important to have a subclass that plays to those rules. That said, there should be caution that the complication of a vehicular rules set isn't made more complicated by the addition of a subclass that heavily modifies those rules. This class is designed to give players an opportunity to delve and explore those vehicle rules, while keeping in mind that vehicular combat is likely rare. That said, the Driver should feel like *the star* any time vehicles are involved.

Driver Level	
3rd Level	Professional Driver, Always in Control
9th Level	Hard Driving
13th Level	Interface Rig
17th Level	Wheelman

3rd Level Driver Abilities

Professional Driver

You gain the standard and advanced vehicle tool proficiencies, as well as the repair tools proficiency.

You have advantage on initiative checks if you are driving a vehicle when you make the initiative check.

Always In Control

You know the limits of a vehicle, how to push them, and how to respect them. You no longer lose control of a vehicle when you roll a natural 1 while performing a maneuver. Additionally, you have advantage on any check made to resist losing control.

Because you're able to drive with one hand, you are still able to use any one-handed weapon with your free hand while operating a vehicle. Any time you use an Action to perform a maneuver, you may also make an attack with this one-handed weapon.

9th Level Driver Abilities

Hard Driving

Slamming your vehicle into other things is a bit of a past time at this point. Any car you are driving is resistant to all ballistic, piercing, slashing, and bludgeoning damage.

If you take the Ramming maneuver to deal damage to another target, then the damage dice is increased to a 1d8 for every 25 feet of speed that you had (instead of a 1d6).

If you take the Bumping Maneuver, your target can only subtract half of their vehicle's maneuverability from 20 to determine the DC.

13th Level Driver Abilities

Interface Rig

You can make a physical connection between yourself and a vehicle via a cable or other similar device. If you spend an Action, then you can log in directly to the vehicle's control systems. Vehicle Maneuvers may now be taken as bonus actions instead of actions as long as you are connected to the vehicle. The vehicle must be Network-enabled (which almost every vehicle would be).

You still benefit from being able to use a one-handed firearm with the Always in Control feature while performing Maneuvers.

17th Level Driver Abilities

Wheelman

A vehicle is just an extension of your body, nothing more. While operating a vehicle with an interface rig, you may now make maneuvers on both your action and on your bonus action. Both of these maneuvers can trigger attacks from the Always In Control feature.

Cybernetics

It's not Cyberpunk without Cybernetics. These rules are designed to take the concepts of equipment as they already appear in 5e, and adjust them so that they can be reflective of cybernetics.

Cybernetics are mechanical or technological implants that replace parts of the body, melding man and machine into a singular form. While there may've been social resistance to cybernetics at any given point in a cyberpunk world's history, it's a safe trope to assume that cybernetics have fully permeated the culture of a fully realized technocratic future. Therefore, having a heavily augmented character may not necessarily be a detriment. In fact, some subcultures have emerged around extreme cybernetic augmentation, whereas others have emerged around "pure bodies", free of the influence of technological implants.

A character can have three cybernetic augments at any given time. The number of upgrades is referred to as **Cybernetic Slots**. Most cybernetics will take up a cybernetic slot. Some minor cybernetics do not take up one of these cybernetic slots, and will indicate as such in their descriptions.

At any time, a character may replace an augment with a new one, but doing so is costly. Growing or cloning new biological parts to replace cybernetics is an expensive prospect. The DM should allow a character to remove an implant cautiously, so that characters don't become "pin cushions", swapping out implants on the fly to satisfy the peculiarities of a given mission.

Installation

Installation of a Cybernetic implant requires the expenditure of GP, time, and skill. To simplify these requirements, a character can have cybernetics installed via a surgical procedure. The cost of the procedure could vary, but would generally run an additional 50% of the implant being installed, depending. The operation lasts for 8 hours which would count as a long rest. Following that procedure, the character suffers a single level of exhaustion to reflect recovery time.

It is possible to adjust the cost or time, but at the sacrifice of skill. Some cyberdocs run chop shops deep in the bowels of the city, where bone saws and rusted tools sit on unsterilized pans,

waiting for the next customer. If a character is brave enough to have their work done by a street cyberdoc (or perhaps they are unwilling to go the more "official" route ...), then the cost of the procedure should be reduced. However, there may be some risk involved. At the DM's discretion, there may be an Intelligence (Medicine) check required from the cyberdoc to see if they're successful. Alternatively, there may be a Constitution save required by the character to see if the unsterile environment incurs any disease on them. These options are risky, and as such, the DM should be careful to not turn *getting an implant installed* into *getting medicine so I survive the night...*

Optional Rule: More Implants

You may opt to allow more cybernetic implants in your cyberpunk world, and that's fine. My recommendation is that you stick with 3, as they really can create an imbalance if you're not careful.

If you do decide that you want more implants, one option would be to allow characters to exceed the 3 cybernetic slot limitation. However, for each cybernetic slot that they use after the third, they lose a part of themselves, as per the chart below. This is reflective of the toll that cybernetics take on their bodies.

Cybernetic Slot Num.	Effect
4	The character loses 2 from their Charisma score permanently.
5	The character loses 2 from their Constitution score permanently. They make all Charisma skill checks with disadvantage.
6	The character's Charisma is reduced to 6. They make all Charisma saves with disadvantage. All healing spells cast on the character only heal half the hit points.
7	The character becomes a chrome zombie.

Internal and External Implants

Some implants, mostly those that go in the head, ear, or the chest, are entirely internal and have no outward facing components. The most common implant in the world - the Headphone - is one such example. No other character can

detect the presence of an internal implant without the use of specialized equipment like a MAD scanner or electromagnetic scanner.

External implants, however, have obvious outwardly visible components. Cyberarms and legs, no matter how well crafted and designed they are, still look like artificial limbs. A character may attempt to conceal their external implants by making a Dexterity (Sleight of Hand) check vs. the observer's Wisdom (Perception) check, but only if it's reasonable to do so.

In some social circles, the visible presence of cybernetics may be off putting. The character may suffer penalties to their Charisma checks in the form of disadvantage, reflecting how their highly-chromed state is putting their negotiations at risk. In some incredibly rare scenarios, though, being highly chromed may actually provide advantage …

INTERNAL IMPLANTS

"The human eye is a wonderful device. With a little effort, it can fail to see even the most glaring injustice."
Richard K. Morgan, Altered Carbon

Internal implants are installed in places that aren't readily evident. These cannot be detected unless under direct scrutiny.

Implant Name	Requires cybernetic slot?	Component Cost	Install Cost	Legality	Purpose
Cyberears	Yes	17 GP	9 GP	L	Housing unit for other ear upgrades.
Aural Amplifiers	-	14 GP	7 GP	L	Increases your hearing range.
Sound Dampeners	-	12 GP	7 GP	L	Protects you against sudden loud noises.
Cybereyes	Yes	21 GP	11 GP	L	Housing unit for other eye upgrades.
Flash Compensators	-	19 GP	10 GP	L	Protects you from sudden bright lights.
Nightvision	-	18 GP	10GP	L	Allows you to see in the complete dark.
Thermographics	-	27 GP	15 GP	L	Allows you to see heat signatures instead of light.
Video Recording Link	-	4 GP	10 GP	L	Records everything that your eyes see.
Emergency Response Beacon	Yes	11 GP	10 GP	L	Emergency beacon that summons Emergency Response operators.
Brain Bomb	Yes	18 GP	9 GP	M	Bomb that detonates when you die.
Esophageal Filter	Yes	4 GP	4 GP	L	Filters ingested materials to protect against poison.
Headphone	No	2 GP	1 GP	L	The most common implant. A phone in your head.
Netjack (plug)	No	3 GP	1 GP	L	Allows you to log on to the Network, using a plug.
Netjack (antennae)	No	4 GP	1 GP	L	Allows you to log on to the Network anywhere.
Reaction Accelerators	Yes	36 GP	25 GP	M	Increases your reflexes and reaction time.

Cyberears
Cybernetic slot required.
Cyberears are mechanical replacements for organic ears, installed inside the ear canal. They provide no other benefit, but they are required bases for all other earware upgrades. Cyberears can only have one earware upgrade installed in them at any given time.

Cybereyes
Cybernetic slot required.
Cybereyes are mechanical replacements for organic eyes. They provide no other benefit, but they are required bases for all other eyeware upgrades. Cybereyes can only have one eyeware upgrade installed in them at any given time.

Emergency Response Beacon
Cybernetic slot required.
Internal monitors are connected to vital statistics like heart rate, blood pressure, oxygenation, even nutrition and response times. This data is relayed perpetually to cloud servers that are monitored by corporations that specialize in rapid response and rescue. If you ever drop to 0 hit points, then the Emergency Response Beacon sends a signal to your service provider, who in turn will respond based on your subscription level (see below).

The beacon itself will also provide some measure of life-saving measures when it detects a failed heartbeat. As such, you have advantage on your first Death Saving Throw.

Emergency Response Subscription Level	Annual Subscription Cost	Response Time	Response Type	Response Reaction
Yellow	600 GP	3d4 minutes	Emergency Response Technicians x2, Ambulance	Ambulatory services providing noncombat response.
Orange	1,300 GP	2d4 minutes	Emergency Response Technicians x4, Tactical Response Vehicle	Ambulatory services providing nonlethal combat response.
Red	2,500 GP	2d4 minutes	Emergency Response Operators x4, Emergency Response Heavy Support x2, Tactical Response Vehicle	Area suppression and medical response. Lethal response only if necessary. Will contact local law enforcement as part of engagement.
Black	15,000 GP	1d4 minutes	Emergency Response Operators x6, Emergency Response Heavy Support x2, Emergency Response Combat Drone x6, Emergency Response Combat Mage, Emergency Response Drone Jockey, Emergency Response Pilot x2, Gunship VTOL	Full scale tactical response. Full unit of Emergency Response operators and soldiers who are licensed to enter an area, kill or suppress everything, and then get you out. Response is full lethal. Law enforcement is not engaged. It's easier that way.

Aural Amplifiers
No cybernetic slots required. Requires Cyberears.
Regular sound is augmented, and filtered to provide clarity of hearing. You have advantage on Wisdom (Perception) checks related to hearing.

Brain Bomb
Cybernetic slot required.
Why you'd want to put a low-yield explosive device in your brain is beyond anyone's comprehension. When you fail your third death saving throw and are considered dead, the brain bomb detects the finality of brain activity, and detonates. All creatures within 30 feet take 6d10 fire damage. You cannot be resurrected in any way after a brain bomb detonates

Esophageal Filter
Cybernetic slot required.
Also known as a "fake throat", esophageal filters are able to detect harmful compounds upon consumption and remove them before they are full digested. You cannot be poisoned by any ingested poison (which includes alcohol and tobacco).

Flash Compensators
No cybernetic slots required. Requires Cybereyes.
Flash compensators provide computer-aided protection from sudden or blinding light. You have advantage on saving throws to resist the Blinded condition.

Headphone
No cybernetic slot required.
The most common implant in the world. Almost everyone has done. This is literally a modern cellular phone, implanted in the head. You can perform the functionality of a cellular phone using a Headphone, without needing to use your hands. No one else can hear or eavesdrop on what you hear, but you must speak aloud to be heard on your Headphone.

> **It's the future, man ...**
>
> It might be best to assume that every character has a Headphone, unless there's an explicit reason a character would *not* want a Headphone...

Netjack
No cybernetic slots required.
If Headphones are the most common implant, Netjacks are the second most common. These are the interfaces between man and the Network. Netjacks come in two varieties: Netjack Plugs, and Netjack Antennae. Plugs require a physical connection via a cable, whereas antennae are wireless.
    With a Netjack, a character is able to enter the Network. Refer to the chapter on the Network later in this book for details.

Nightvision
No cybernetic slots requires. Requires Cybereyes.
Nightvision enhancers make use of what little ambient light is available, and augment that light to a point where vision becomes possible. You can see in dim light as if it were bright light out to 60 feet. Due to the way Nightvision augments all light sources, you are vulnerable to bright flashes of light. You have disadvantage on any attempt to resist the Blinded

condition if the source of that condition is light-based (like flashbangs). Flash Compensators do not work while Nightvision is active.

Reaction Accelerators
Cybernetic slot required.
Your nerves are connected to boosters, which allow your body and mind to communicate faster. Almost impossibly so. You double your Dexterity bonus when calculating your initiative.

Sound Dampeners
No cybernetic slots required. Requires Cyberears.
Dampeners built into the ear drum prevent loud noises from causing temporary deafness, with no noticeable declination in the user's ability to hear at regular volumes. You have advantage on saving throws to resist the Deafened condition.

Thermographics
No cybernetic slots required. Requires Cybereyes.
Thermographics replace standard vision with heat sensitive vision. Heat appears in shades of orange or red, whereas cold appears in shades of blue or black. Detail is impossible to discern with Thermographics. You can see heat sources in no light out to 30 ft. You can see general outlines, which is sufficient for the purposes of targeting. You cannot see details, which makes tasks like reading text or interpreting complex components impossible.

Video Recording Link
No cybernetic slots required. Requires Cybereyes and Cyberears.
VRLs provide direct recording and upload to cloud-based storage software. You can record up to 1 hour, and can play back footage from the recording at their discretion. You have advantage on Intelligence (History) and Wisdom (Investigation) checks made related to that video footage. Reviewing footage renders the Blind condition on you, as you are unable to watch footage and the real world at the same time.

External Implants

External implants are always outwardly visible in some manner. Skin replacements may give a plastic sheen to the skin, or muscle replacements might appear as coiled mechanical muscles. While these implants can be obfuscated behind clothing, it is very difficult to completely cover External Implants. Any slightly invasive investigation will reveal their presence.

Implant Name	Requires cybernetic slot?	Component Cost	Legality	Purpose
Appearance Overhaul	Yes	67 GP	L	Makes you look like a new person …
Cyberarms	Yes	20 GP	L	Housing for cybernetic arm upgrades.
Haptic Feedback Sensors	No	16 GP	L	Increased finger sensitivity helps with delicate tasks.
Strength Enhancers	No	28 GP	R	Increases carrying weight and Athletics checks.
Cyberlegs	Yes	24 GP	L	Housing for cybernetic leg upgrades.
Hydraulic Capacitors	No	18 GP	L	Increases movement speed.
Springheel Boosters	No	21 GP	L	Increases jumping distance and reduces fall damage.
Direct System Interface	Yes	14 GP	L	Neural connection between user and technology.
Polyweave Skin	Yes	36 GP	L	Increases resistance to simple damage types.
Triton's Gills	Yes	18 GP	L	Allows user to breath underwater.

Appearance Overhaul
Cybernetic slot required.
Your entire outwards appearance is overhauled, to make you look totally different. An appearance overhaul may protect your identity, as it changes your body's characteristics. It cannot be used to change your character's size.

For an additional 10 GP, an appearance overhaul can be designed to make you artificially attractive. In these cases, you gain advantage on all charisma (persuasion) checks related to those who may find you attractive or enticing.

Cyberarms
Cybernetic slot required.
Artificial arms replace the biological arms of the host. While the arms themselves provide no immediate benefit, they function as housings for a variety of different potential upgrades.

Direct System Interface
Cybernetic slot required.
A DSI is a relatively common implant for those in the technology fields. DSIs allow users to plug themselves directly into system interfaces, negating the need for verbal commands or for typing. You can interact with any Networked device in a

completely undetected way, as long as you can touch it. This means no typing, no speaking are required. Note that this does not give you proficiency with Computer tools. Any Networked vehicle can also be controlled by a DSI. Driving a vehicle with a DSI means no hands are required, but under stressful driving conditions (ie: performing maneuvers) the driver is unable to do anything else except navigate the vehicle.

Haptic Feedback Sensors

No cybernetic slot required. Requires Cyberarms.
The fingertips are replaced with high-sensitivity electronic feedback sensors that are much more sensitive than natural fingertips. All checks made to disable a lock or trap are made with advantage. Any Dexterity (Sleight of Hand) check intended to steal or pick pocket is also made with advantage.

Hydraulic Capacitors

No cybernetic slot required. Requires Cyberlegs.
By increasing the hydraulic pressure in cybernetic legs, the legs are able to apply more downward force at higher speeds, resulting in greater sprint spints. The expenditure is exhausting, however, requiring a lot of mechanical effort to enact. Once per long rest, you can double your movement speed.

Polyweave Skin

Cybernetic slot required.
Skin is weaved with polycarbonate flex-weave, which gives it incredible durability, but also makes it appear incredibly artificial. You reduce all Slashing, Piercing, Bludgeoning, and Ballistic damage from non-magical weapons by 2.

Springheel Boosters

No cybernetic slot required. Requires Cyberlegs
The ankle and lower leg are tempered with mechanical shock absorption and micro fibers with a high elasticity. Your jump distance increases by 10 feet. You can fall three times as far before you start taking damage, as long as you can logically land on your feet.

Strength Enhancers

No cybernetic slot required. Requires Cyberarms.
The muscles are corded with flex-weave cabling, which allows them to tighten and flex with greater precision. You have advantage on Strength (Athletics) checks. You double the amount of weight that you can carry and lift.

"Triton's Gills"

Cybernetic slot required.
Three gills are manufactured and installed on either side of the user's neck, allowing them to breathe underwater or in unfavorable conditions. You have advantage to Constitution saves versus airborne poisons. You can breathe underwater for 1 hour before needing to come up for air.

Equipment

It could be said that in a world of cybernetics, drones, neon lights and flying cars, there's nothing more important to a character than the equipment that they carry. 5e is intrinsically a game system designed to reflect the value of equipment; as characters advance in level, there's an expectation that so too will their equipment increase in value. That's no different here, but it must be tempered against the grand conundrum that is introduced when technology advances: the concept that weapons become deadlier, and so too do encounters.

This section outlines the equipment available to characters. It's designed to be likely more thorough than any game truly needs. As a group, you should collectively decide if there's any equipment or gear represented here that shouldn't be a part of your gaming world.

Legality and Licensing

Equipment can largely be purchased at any corner store, but there are rules. It's not a simple matter of walking into a store and asking for that Gatling gun hanging behind the counter. Each piece of equipment sports its own restrictions to ownership and use, which are reflected in the legality property.

Firearms are the best example of the importance of legality. As highly lethal weapons, even the smallest gun generally requires some kind of background check and license to purchase. Most governments and corporations see them as too dangerous to simply be drifting around in the streets. As such, there are tight restrictions on firearms, who can buy them, and the associated licenses. The specifics of these components would vary from game world to game world, but the function remains the same. There are four types of legality to consider: Open, Licensed, Restricted, and Military.

Open legality means there's no legal restriction on the equipment. It can be purchased at a corner store. Maybe, at worst, it's behind the counter.

Legal equipment is largely the same as open, but might be a bit more restrictive. Firearms require an application be filled out, and the user be given a legal license to own the weapon. Licenses typically cost between 20 GP and 100 GP a year. They have the benefit of making the ownership of the firearm legal.

However, if the gun is used for illegal activities, then it's much easier to track the owner. And don't underestimate the black market. Somehow, lots of guns end up there, with scratched out serial numbers …

Restricted equipment and firearms are not available to the general public. They may be available to law enforcement or corporate agents as required, though. Any civilian caught with a restricted firearm should expect extreme response from law enforcement. Then again, the underground market for guns is a thriving one. And if you're going to sell guns illegally, it might as well be the big guns, right?

That isn't to say that you can't be licensed for restricted equipment. You just need a reason to have gotten that license. Batting your eyelashes and asking nicely won't work. Someone, somewhere, has to decide that it's worth giving you this equipment.

Military weapons take it up a notch. These are weapons that are designed to destroy vehicles, or break bunkers, or be used to wipe out platoons, not individuals. Being caught with one of these is a death sentence (for you, or the person or caught you, depending…).

Tools

A cyberpunk setting incurs a wide variety of new technologies that are best reflected through new tool proficiencies. These proficiencies are designed to augment the existing skill system, but in all ways function as any other tool would.

New Tool Proficiency: Computers

Computers are a part of everyday life, and as such, everyone interacts with a computer on some level almost perpetually. Therefore, the mundane tasks of computer operation do not require proficiency. Instead, computer proficiency implies an expert level of knowledge with computers, which can be used for a variety of purposes. You can use your proficiency bonus to unlock secured computers, or find data. More advanced use of a computer is the purview of the Hacker subclass.

New Tool Proficiency: Simple Vehicles and Advanced Vehicles

Gone are the days of horse and buggy, replaced by high-speed vehicles that rocket across neon-lined highways. The average commuter spends a significant portion of his day in a car, and many of those cars are designed to fly. Average operation of these cars does not require proficiency. Anyone with a driver's training is able to navigate a car across the highways, getting to and from home. Advanced navigation of these vehicles requires a bit more, however. Proficiency with Simple Vehicles tools allows you to add your Proficiency bonus to any vehicular maneuver checks you make (see "Vehicular Combat").

Advanced craft are different, as they're much more rare. As such, the average person is not adept at using either these vehicles. An untrained person is simply unable to make a helicopter fly. Proficiency in Advanced Vehicles tools allows you to navigate those more esoteric vehicle types, as well as allowing you to perform vehicular maneuver checks while operating them. (see "Vehicular Combat").

New Tool Proficiency: Forensic Kit

Evidence has a funny way of disappearing. Be it time or erosion or the simply entropy of a city, coupled with scrubbing drones and even the guilty party themselves trying to hide all of the evidence of their crimes. It's important to be ready to analyze a scene at a moment's notice, and not have to rely on holotape to keep a crime scene secure.

A forensic kit allows a user to identify and tag key pieces of evidence. This can be obvious evidence, like shell casings and ballistic details, to pry marks on windows and doors or evidence of tampered locks. It can be more complex too, including clothing fibers, DNA evidence, fingerprints, and pheromone indicators still wafting in the air.

When properly used at a crime scene, a forensic kit allows a user to collect evidence. It does not do much more than that, however. Forensic kits allow you to add your proficiency bonus to the proper collection and cataloging of evidence, which will no doubt come in handy back at the proverbial lab.

New Tool Proficiency: Repair Kit

An old car rumbles into the shop. As it pulls into the garage, the audible sound of scraping metal and concrete somehow rings over the cacophony of the struggling engine. Black smoke pours out of the engine, and oil runs in rivulets from small holes riddled along the side of the vehicle. The car has been through hell. The frame is twisted, the carapace is shredded, and the engine barely had enough power to pull it back into the shop.

Can you fix it? Yes, you can.

The repair kit allows a character to attempt to repair technological devices. They may be computers, guns that have been bricked, locks that have been pried, drones, mechs, cars, fighter jets … anything that is technological in nature.

Repair kits allow you to add your proficiency bonus to repairing any technological device.

Breaking Equipment

It's highly likely over the course of a game that the question of breaking an object will come up. In a futuristic world, materials processing and construction have advanced in such a way that most items are quite durable and are intended to survive harsh punishment.

5e already has rules for hitting and damaging equipment. Most modern equipment would be considered steel, and as such would have an AC of 19. Most handheld objects would be tiny or small, and would thus have around 5 to 10 hit points depending.

Firearms

Following are the rules for allowing modern firearms in your campaign. There may seem to be a lot here, but that's because cyberpunk settings focus very heavily on firearms-based combat. These rules are designed to ensure that guns don't become a severely unbalancing factor in your games, while simultaneously providing them an opportunity to be quasi-realistic.

Design Philosophy

Nothing in this book runs the risk of unbalancing your game more than this section. Guns in a game about knives and swords creates a real risk of turning the game into a "he who shoots first wins" scenario. As such, be very considerate of these rules, and make adjustments to suit the play-style that you and your group have agreed upon.

Shooting a Gun 101

It seems simple. Depress the trigger, and a bullet flies out. There's a lot more to it than that, though, as any experienced shooter will tell you. As such, simply pulling the trigger is simple, but hitting your target requires a bit more finesse.

Firing a gun is a Ranged Weapon Attack Action. Note, however, that you do not add your Proficiency bonus to this attack unless you first took the "Aim" Bonus Action.

If you roll a natural 1 on your attack roll, then the gun has jammed. It takes an action to clear a gun jam.

New Bonus Action: Aim

Taking this Bonus Action means that you raise your gun to eye level, sight your target, and fire. If you take the Aim Bonus Action, then when you take the Attack Action to fire a firearm, you can add your proficiency bonus to the attack. Note that this applies to all attacks you make this turn.

New Action: Clear Jam

If you rolled a natural 1 while firing a firearm, then the gun has jammed. It takes an action to clear that jam, making the gun useful again. Until you take the Clear Jam action, you cannot fire the weapon.

New Damage Type: Ballistic

Firearms deal a new damage type, called "Ballistic Damage". If a ranged weapon deals ballistic damage, it's considered a gun.

New Weapon Proficiencies: Sidearms and Longarms

For the purposes of these rules, there are two new weapon proficiencies: sidearms and longarms. There is a third category of weapons, referred to as special. These weapons are unique in wild and uncanny ways, and as such, there is no overarching proficiency that covers their use.

Sidearms

A sidearm is typified as a one handed weapon, most often expressed as a pistol or a short sub machinegun.

Longarms

Longarms are larger weapons like assault rifles, hunting rifles, shotguns, and larger SMGs. Longarms always have the two-handed property.

Reloading a Firearm

The following firearm listing indicates how many rounds each gun holds, and what the reload type is. For our purposes, there are three reload types: breach, magazine, or belt.

Breach weapons are guns where each cartridge is individually inserted into the firearm. Revolvers, rifles, and many shotguns are common examples of breach loading. Each turn, a character may spend an action to insert their Dexterity modifier in rounds into a breach mechanism.

Magazine weapons feature a magazine that contains all of the bullets, which are inserted wholesale into the receiver of the gun. Changing a magazine is a bonus action. Loading a magazine with fresh rounds is treated as a breach reload (see above).

Belt weapons are rare. These feature large straps or boxes of ammunition. They do not have a numerical value, as the weapon basically has an infinite supply of ammunition available. However, a belt-fed weapon increases its weight by 15 pounds, and automatically gains the cumbersome property. The weight of the belt is factored into the weapon on the firearms table.

If you roll a natural 1 with a belt weapon, then the Clear Jam action must be taken on three consecutive turns to repair the weapon.

Ammunition

Presented here are two rules sets that handle ammunition. They depend greatly on the administrative capabilities of your DM and your party. If you don't want to micromanage ammunition, then use Option 1. If you want a more realistic experience, then use Option 2.

Option 1: All Bullets Fit All Guns
Using this rule variant, a bullet is a bullet is a bullet. Buying a round means that the character can insert it into any weapon, and the idiosyncrasies of different calibers are ignored.

Option 2: Bullets by Firearm Category
Using this rule variant, a bullet fits a weapon type. These types are listed below in the firearms chart, but for clarity, they are: light pistol, heavy pistol, machine pistol, shotgun, rifle, assault rifle, submachine gun, and sniper rifle. Ammunition can be loaded into any gun in a category, but ammunition cannot cross a category.

Firing Modes

Guns have four firing modes that must be considered: single shot, semi automatic, burst fire, and full automatic. Switching between firing modes is a free action, as many guns have more than one mode.

When firing a gun, the firing mode must be declared before any rolls are made. You cannot switch the firing mode mid-attack.

Firing Mode	Ammo Used	To Hit Penalty	Damage Bonus	Covering Fire?
Single Shot	1 round	0	0	No
Semi Automatic	2 rounds	-2	+2	No
Burst Fire	3 rounds	-3	+3	Yes
Full Auto	6 rounds	-6	+6	Yes

Single Shot. The most straightforward of all of the firing modes. Each attack action taken allows the shooter to discharge once per attack action.

Semi Automatic. The most common of the firing modes, semi automatic firearms discharge a round each time the trigger is pulled. On a single attack action, the shooter may fire 2 rounds instead of one. If they do, they take a -2 penalty to their to hit roll, but add +2 damage if they hit.

Note that a firearm that can fire Semi Automatic can also be fired as a Single Shot.

Burst Fire. Burst fire guns are designed to discharge tightly grouped bullets with each trigger pull. On a single attack action, the shooter may fire 4 rounds. If they do, they take a -3 penalty to their to hit roll, but add +3 damage if they hit. A burst fire attack expends 3 bullets.

Burst Fire weapons can perform covering fire attacks as well (see below).

Full Automatic. Full auto guns continue to fire bullets as long as the trigger is held down. Escaping gasses and high velocities mean that the weapon is prone to buck. On a single attack action, the shooter may fire 6 rounds. If they do, they take a -6 penalty to their to hit roll, but add +6 damage if they hit. A full automatic attack expends 6 bullets.

Full Automatic weapons can do covering fire attacks as well (see below).

Covering Fire

Burst fire and full automatic firearms can produce covering fire. This is when an area is targeted rather than an individual. In so doing, suppressing an area provides opportunities for mobility or area control.

As an action, you can fire randomly into a 10 foot cube within the weapon's normal range. Each creature currently in the area must make a Dexterity save (DC 15), or take the weapon's standard damage. The shooters Dexterity bonus is not added to this damage. Additionally, any character that starts their turn in the cube or enters the cube must make the same saving throw. The area of the cube is considered difficult terrain. This applies to all targets; you cannot selectively fire covering fire.

Any target that is in full cover in the area does not need to make the Dexterity save. However, if at any point they are exposed, then they must make the save as if they had just entered the area. If using the Feats optional rules, then the Sharpshooter's ability to ignore cover does not apply to covering fire attacks.

Using covering fire expends 10 rounds of ammunition.

Optional Rule: Strike Cover

Cover is an important aspect of Cyberpunk 5e, and therefore, it must be understood how it works. For details, refer to the Dungeon Masters Guide, page 251.

These optional rules are designed to indicate when the cover is hit vs when the shot simply misses. If the result of an attack roll would've hit the target, but only the cover-afforded bonus to AC prevented it, then the bullet hits the intervening target instead. In the case of multiple objects or creatures providing cover, the first cover the bullet would've encountered takes the hit.

Detecting a Fired Gun

Anyone within 100 feet of a firearm hears a gun when it is discharged. They automatically know the general direction that the shot game from if they are able to hear it. If they are facing the gun in some way when it fires, they will also see the muzzle flash and know the exact location the shot originated from.

Using a suppressor mutes a gun and also hides the flash. See the Weapon Attachments section for more details.

Ammunition

A standard cartridge is designed to deal ballistic damage, but there's variations on cartridges that are designed to deal different types of damage.

Armor Piercing. Armor piercing rounds ignore the Damage Resistance or Damage Reduction of targets armor. Armor piercing rounds have a legality of Military; don't get caught with these.

Blessed or Cursed Cartridges. Holy energies are imbued into the cartridge. The rounds deal Radiant or Necrotic damage, instead of Ballistic damage.

Digital Bullets. These bullets are the same as real bullets, but they contain an RFID tag that gives them the networked property. Digital Bullets are required if you want to fire your gun on the Network.

Imbued Cartridges. Each round deals Fire, Cold, or Lightning damage instead of the typical Ballistic damage.

Rubber. Rubber bullets change the firearm's damage time from Ballistic to Bludgeoning. Furthermore, a rubber bullet can only reduce a target to a minimum of 0 HP.

Slugs. Shotgun shells with a solid cartridge instead of buckshot. Slugs allow a shotgun to fire out to its maximum range, but remove the spread property from the gun.

Silvered. Ammunition lined with silver, designed to kill magical or powerful monsters.

Ammo type	Cost / 10 rounds	Weight / 10 rounds
Sidearms		
Light Pistol	1 GP	1
Heavy Pistol	1 GP	1
Machine Pistol	1 GP	1
Longarms		
Submachine Gun	1 GP	1
Shotgun Shells	8 SP	1.5
Assault Rifle	2 GP	1
LMG	2.5 GP	1.5
Rifle	1.5	1
Sniper Rifle	3 GP	1
Special Weapons		
Rockets / Missiles	6 GP	4
Flamethrower Fuel	4 SP	4
Micro grenades	5 SP	0.5
Modifiers		
Armor Piercing	+2 GP	-
Blessed	+2 GP	-
Cursed	+2 GP	-
Digital Bullets	+1 GP	-
Imbued	+2 GP	-
Rubber	-5 SP	-
Slugs	-	-
Silvered	+1 GP	-

Weapon Tables

Following is the firearms weapon tables.

Properties

Note the following properties for firearms.

Firing Mode. This indicates which firing modes a firearm can use. They are abbreviated as Single Shot (SS), Semi Automatic (SA), Burst Fire (BF), and Full Auto (FA).

Ammo Capacity. This indicates how many rounds a gun can hold before it must be reloaded. It also indicates the reload mechanism: Breach (b), Magazine (m), or Belt.

Mount Points. This indicates which mount points a firearm has. For more information on firearm attachments, refer to the relevant section, below. Mount points are abbreviated as Barrel (B), Receiver (R), or Sight (S).

Concealable. A weapon with this property gives advantage on Dexterity (Sleight of Hand) checks made to conceal the weapon. Applying any upgrade to this weapon removes the Concealable property.

Cumbersome. These weapons are large and bulky. They cannot be hidden. A character with a cumbersome firearm suffers a -5 to their movement speed.

Networked. These firearms have modules that connect them to the Network. As they have a Network presence, they can be used on the Network the same way they're used in the real world. See the Network chapter for more details.

Legality. (Listed as "Leg." on table)Weapons have three values for legality: Legal weapons are marked as L, Restricted weapons are marked as R, and Military weapons are marked as M. See "Legality and Licensing" for details.

Reliable. Foreign brands of weapons are often built to survive in harsh and difficult environments, and are made from easily disassembled and replaced parts. All checks to repair a reliable weapon are made with advantage. The Clear Jam action becomes a bonus action with a reliable firearm.

Spread. A weapon with this property can cover an area, instead of firing a precise round. When firing a weapon with spread, create a cone that is as long as the normal range of the gun, and 15 feet wide at the end. All creatures inside the cone must succeed on a DC 15 Dexterity Save, or take the full damage of the weapon. The shooter does not add their Dexterity to the damage of this attack.

If a weapon with spread is fired in semi automatic mode, it still expends 2 rounds of ammunition like any other semi automatic firearm. Additionally, on a failed save the target takes +2 ballistic damage.

Spread weapons only use the minimum range of the firearm, unless they are loaded with slugs. If loaded with slugs, spread weapons lose the spread property, and function like normal firearms.

Name	Cost (GP)	Damage	Wt. (lbs)	Firing Mode	Ammo	Mount Points	Range	Leg.	Properties
Sidearms									
Light Pistols									
Tactical Pistol	275	2d6	4	SA	12 m	-	50/150	L	Light, see notes
Hold-Out Pistol	85	2d4	2	SA	4 m	-	20/80	L	Light, concealable
Import Pistol	92	2d4	2	SA	8 m	B,F	40/120	L	Light, Reliable
Light Auto Pistol	110	2d6	3	SA	15 m	B,F	50/150	L	Light
Light Revolver	80	2d6	2	SS	6 b	-	40/120	L	Light
Stun Gun	34	Special	1	SS	1 b	-	30	L	See notes
Dart Gun	60	Special	1	SS	1 b	-	20/40	L	See notes
Junk Pistol	10	1d8	3	SS	4 b	-	30/120	L	See notes
Heavy Pistols									
Heavy Revolver	162	2d8	4	SS	6 b	-	40/120	L	
Heavy Auto Pistol	140	2d8	2.5	SA	7 m	B,F	50/150	L	
Sawed Off Shotgun	110	2d8	2	SS	2 b	-	20/40	R	Spread, see notes
Machine Pistol									
Light Machine Pistol	191	2d6	8	SA,FA	32 m	B	40/120	R	
Full Auto Pistol	173	2d6	3	SA,BF	20 m	B	40/120	R	Light
Longarms									
Submachine Guns									
Submachine Gun	212	2d6	6	SA,BF	30 m	B,F,S	50/150	R	
Briefcase Gun	388	2d6	5	SA, BF	30 m	-	50/150	M	See notes
Bullpup SMG	244	2d8	8	SA,BF,FA	50 m	B,S	50/150	R	
Heavy Machine Pistol	198	2d6	8	BF,FA	20 m	B,S	50/150	R	
Shotguns									
Double Barrel	144	2d8	8	SS	2 b	-	30/90	L	Spread, see notes
Full Auto Shotgun	271	2d8	11	FA	10 m	-	30/90	M	
Lever Shotgun	163	2d8	9	SS	10 b	S	30/90	L	Spread
Tactical Shotgun	195	2d8	8	SA	5 b	B,S	30/90	L	Spread
Pump Shotgun	179	2d8	10	SS	7 b	-	30/90	L	Spread
Assault Rifles									
Import Assault Rifle	205	2d8	10	SA,FA	30 m	B,F,S	80/320	R	Reliable
Bullpup Assault Rifle	200	2d8	8	SA,FA	25 m	B,S	80/320	R	
Heavy Assault Rifle	244	2d8	11	SA	20 m	B,F,S	80/320	R	
Battle Rifle	238	2d8	8	SA,FA	30 m	B,F,S	70/280	R	
Carbine Rifle	211	2d8	7	SA,FA	20 m	B,F,S	60/180	R	
Light Machine Guns									
Box Fed LMG	486	2d8	13	SA,BF,FA	30 m	B,F,S	80/320	M	Cumbersome
Belt Fed LMG	528	2d10	33	FA	Belt	F,S	100/400	M	Cumbersome
Import LMG	539	2d10	18	SA,FA	80 m	B,F,S	100/400	M	Cumbersome
Rifles									
Sporting Rifle	198	2d8	10	SA	20 m	B,F,S	80/320	R	
Hunting Rifle	219	2d10	7	SS	5 b	B,S	100/400	L	
Repeating Rifle	169	2d8	9	SA	10 b	S	80/320	L	
Dart Rifle	90	Special	3	SS	1 b	-	50/150	R	See notes
Junk Rifle	25	1d10	6	SS	4 b	-	50/150	L	See notes
Sniper Rifles									
Bolt Action Sniper Rifle	241	2d10	11	SS	10 m	B,F,S	110/440	M	
Marksman Rifle	218	2d10	13	SS	5 b	B,F,S	100/400	M	
Anti-materiel Rifle	519	2d12	22	SS	5 m	B,F,S	150/600	M	Cumbersome

Name	Cost (GP)	Damage	Wt. (lbs)	Firing Mode	Ammo	Mount Points	Range	Leg.	Properties
Special Weapons									
Flamethrower	110	2d8	13	SS	30	-	30/60	M	
Minigun	488	3d10	48	Special	Belt	-	100	M	Cumbersome
Grenade Launcher	86	Special	6	SS	1 b	-	60/240	M	
RPG	350	4d12	16	SS	1 b	-	100/400	M	Cumbersome
AT Launcher	486	3d10	20	SS	4 b	-	100/400	M	Cumbersome, see notes
Stinger	630	4d10	24	SS	1 b	-	300/1200	M	Cumbersome, see notes
Laser Rifle	400	2d10	11	SS	-	-	100/400	M	See notes

Specific weapon notes

The following rules are specific to weapons, as noted in the firearms table above.

Tactical Pistol. This weapon features an integrated *suppressor* and *tactical flashlight*. They cannot be removed.

AT Launcher. These "box launchers" are designed to fire guided rockets at vehicles and bunkers. They don't do well against living targets. All attacks with an AT launcher are at disadvantage if they are against living targets.

When firing at vehicles, the AT Launcher ignores their damage threshold.

Dart Gun and **Dart Rifle**. Dart guns don't fire a conventional bullet, but instead fire a dart that is loaded with a toxin or chemical. There's a variety of different darts that can be loaded, which are covered in the ammunition section.

Double Barrel and **Sawed Off Shotgun**. These shotguns have two rounds. Both rounds can be fired at the same time with one pull of the trigger. In this case, add +4 to the damage of the weapon.

Flame Thrower. A flame thrower takes highly flammable propelled chemicals and ignites them, creating a gout of flame from the barrel. A flame thrower has a normal range of 40 feet. Any target within range must make a DC 15 Dexterity save, or take 2d8 fire damage. On a successful save, the target takes half damage. Flammable objects are ignited if they are hit by a flame thrower.

Junk Pistol and **Junk Rifle**. These guns are scrapped together firearms, built from components that one would find laying around on the street. They're crude, but they work at the most basic level. On a natural 1 when attacking with the junk pistol or junk rifle, the weapon is automatically destroyed.

Laser Rifle. Highly experimental, laser rifles discharge focused beams of light that can sear or burn through almost any target. The damage from a laser rifle is force damage.

Minigun. This weapon uses a belt feed instead of standard ammunition. The belt itself weighs an additional 20 pounds (factored into the weight of the gun), but functionally gives the gun infinite ammo. The user must spend an action "spinning up" the minigun. On their next turn (and on every turn they maintain fire), spend an action to fire the gun. Choose a 20 foot box within range. All targets that start their turn in that box or enter that box must succeed on a DC 20 Dexterity save, or take 3d10 ballistic damage. If at any point the shooter spends an action doing anything other than firing the minigun, then they must spend an action to spin up the gun again before it can be fired.

The weight, blowback, and torque of a spinning minigun make it almost impossible to move while firing. The shooter's speed is reduced to 5 feet as long as the weapon is firing. Alternatively, a minigun can be mounted to a vehicle. Doing so triples the cost of the minigun, and also uses up one of the passenger seats on the vehicle. If mounted in such a way, the Minigun's limitation on movement speed no longer applies. Miniguns cannot be mounted on air vehicles or bikes, with a few exceptions.

You cannot take the Aim action while wielding a minigun.

Briefcase Gun. An uncommon weapon to say the least, the briefcase gun is a smaller version of the submachine gun, designed to appear as a regular briefcase when not in use. While in the briefcase, the gun can be fired from a trigger built into the handle. When fired in this manner, all shots are at disadvantage, and the Aim bonus action cannot be taken.

As a bonus action, the user can activate a secondary switch, which sheds the suitcase hull and turns the briefcase gun into a standard submachine gun. At this point, it is treated as a standard firearm.

Stinger. High yield, high speed, long range rockets designed to take out flying targets. They won't blind fire; they require a target lock. You must spend an action aiming the stinger at the vehicular target of your choice. On your next action, you can fire the stinger as if you had taken the Aim bonus action. Otherwise, you cannot fire the stinger at all.

Stun Gun. A stun gun fires a pair of contacts at a target, releasing an electrical charge that disables them. The target must succeed a DC 12 Constitution Saving Throw or be paralyzed. Once paralyzed, the target may repeat the saving throw at the end of each of their turns. On a successful save, the effect ends. This weapon can be used 3 times before it needs to be recharged. Recharging takes 1 hour.

Targets that are resistant or immune to lightning damage are immune to stun guns.

Weapon Attachments

Guns can have attachments added in one of three places: the Barrel, the Receiver, and the Sight. Which mount points a weapon has are indicated in the weapon description. Note that a weapon cannot have more than one attachment on a single mount point.

Name	Cost	Weight
Barrel Attachments		
Barrel Ports	14 GP	-
Barrel Rifling	8 GP	-
Bayonet	4 SP	1
Masterkey	140 GP	3
Suppressor	11 GP	1
Tactical Package	13 GP	1
Frame Attachments		
Bipod	1 GP	1
Combat Stock	1 GP	1
Flashlight	4 SP	1
Grenade Launcher	63 GP	3
Laser Sight	2 GP	-
Shell Catcher	2 SP	-
Sight Attachments		
Magnification Scope x1.5	36 GP	1
Magnification Scope x2	72 GP	1
Magnification Scope x3	103 GP	1
Red Dot Sight	4 GP	-
Network Sight	13 GP	-
Thermal Imaging Scope	81 GP	1

Barrel Ports
Barrel mount
Holes milled into the side of a barrel allow gasses to escape in a more efficient manner. Reduce the to hit penalty for firing burst fire or full automatic modes by -1.

Barrel Rifling
Barrel mount
Rifling applied to the barrel applies more spin to the round, increasing the distance it can travel. Increase the short and long range of the weapon by 20 feet. Barrel rifling cannot be applied to shotguns.

Bayonet
Barrel mount. Longarms only.
A knife affixed to the underside of a gun. You can use your firearm as a dagger to make melee attacks.

Bipod
Frame mount, Rifles, Light Machine Guns and Sniper Rifles only
A retractable bipod which stabilizes a rifle is attached to the underside of a gun. With a bipod deployed, the shooter increases the normal range of the gun by 50 feet. Note that this cannot increase the normal range beyond the long range of the gun. It takes an action to set up or retract a bipod.

Combat Stock
Frame mount. Longarms only.
Stocks are braced against the shoulder to provide additional stabilization. Combat stocks take many more factors into account, like weight reduction and shaping to truly create reduced recoil. Reduce the to hit penalty for firing semi automatic, burst fire, or full automatic modes by -1.

Flashlight
Frame mount
Creates a 40 foot cone of light in front of the user. Switching the light on or off is a Bonus Action.

Grenade Launcher
Frame mount
An under-barrel grenade launcher can propel micro-grenades with the pull of a secondary trigger. Grenade launchers add 4 pounds to the weight of any weapon, and change its legality to military. Grenade launchers fire special micro-grenades that cost 5 SP each. Instead of firing the main gun with an attack action, you may fire the grenade launcher. Choose a point within 60 feet. All targets within a 15 foot radius must succeed on a DC 15

Dexterity save, or take 3d6 piercing damage. On a successful save, they take half damage.

A grenade launcher can also be outfitted with tear gas grenades or smoke grenades. In those cases, these grenades do not deal damage as listed above. Instead, refer to the rules for their effects as listed in the "grenades" section.

Laser Sight
Frame mount
You can add +1 to your to hit rolls when firing without taking the Aim action. Laser sights provide no bonus when taking the Aim action. The point of a laser can be detected with a successful DC 10 Wisdom (Perception) check. In dim light or darkness, this roll has advantage. Switching a laser on or off is a free action.

Magnification Scope
Sight mount
A traditional scope, which allows the shooter to see further. There are three levels of scope. Increase the normal and long range of the weapon by the multiplier indicated. Because of this magnification, sighting close targets with medium or high power scopes becomes more challenging. Therefore, you have disadvantage to hit any target within 1/2 of the new normal range of the firearm when using these two scopes.

Eg: A submachine gun has a range of 50/150. If you attach a medium magnification scope to it, the new range is 100/150. However, the minimum range is now 50 feet (half of the normal range). You have disadvantage to hit any target within 50 feet.

Scope	Magnification Factor	Short Range Penalty?
Low	x1.5	No
Medium	x2	Yes
High	x3	Yes

Masterkey
Barrel mount
A masterkey is an under-barrel shotgun, mounted to a rifle. Its purpose is more for door breaching than for combat, hence the name.

A masterkey changes a weapons legality to restricted. Instead of firing the main gun, you may fire the master key. A master key has 30 ft range, deals 2d8 ballistic damage, and has the spread property. If fired within 5 feet of a solid object (like a door), a masterkey does double damage to that object, and ignores the damage threshold of the object. A masterkey can hold three shells, which are loaded by a breach.

Red Dot Sight
Sight mount

A lens-projected red dot sight, which allows precise aim. You add +1 to your to hit rolls when you take the Aim action.

Shell Catcher
Frame mount
A shell catcher is a canvas satchel attached to the side of a gun, designed to catch the spent cartridges instead of letting them clatter to the ground. While there's no specific in game rule for a shell catcher, the advantage is that there's no ballistic evidence that a round was ever fired.

Network Sight
Sight mount. Cannot be combined with a Magnification Scope or Red Dot Sight.
Advanced technology which displays information on a gun's sight, including ammunition count, biometric readings, and friend-or-foe target recognition. You add +1 to your to hit rolls when you fire this weapon. The bonus your target receives for being in cover is reduced by half. If your DM is using the optional "strike cover" rules, network guns prevent any friendly creature from being accidentally hit by a round.

Only the owner of a network gun can fire it; anyone else who tries will find the firearm does not work. Network sights give the gun the networked property.

Suppressor
Barrel mount
When a gun with a suppressor is fired, anyone within 30 feet must succeed on a DC 15 Perception check to know the general source of the shot. Otherwise, the sound and flash are automatically obfuscated.

Tactical Package
Barrel mount
A combination package that includes a tactical flashlight, laser sight, and a suppressor.

Thermal Imaging Scope.
Sight mount
Thermal imaging scopes detect heat signatures. A thermal imaging scope is a x2 scope (see magnification scopes), but it can be used in complete darkness.

Weapon Accessories

Unlike attachments, accessories are components that can be added to any gun.

Name	Cost	Weight
Biometric Safety	1 GP	-
Harness	2 SP	-
Holster	3 SP	-
Magazine	1 SP	-
Theft Countermeasures	2 GP	-

Biometric Safety

A very common piece of equipment on many modern firearms, the biometric safety is a dermal scanning lens found on the grip of a firearm. It detects every minute detail, from individual finger pressure to body temperature, coupled with fingerprint scanning and usage patterns, to determine if the person holding the gun is the person who owns the gun.

A biometric safety means that a gun can only be fired by the person who owns it.

Harness

Longarms only.

A harness is a three point strap that attaches the user to the firearm (or the other way around). A longarm with a strap cannot be dropped unless the strap is actively cut. Note that a user can still be disarmed of their weapon if the attacker is using a bladed weapon during their disarm attempt.

Holster

A holster can store a sidearm conveniently on the character's person. For double the price, a holster can be a concealable holster. In this case, any sidearm stored in the concealed holster gains the concealable property while it is stowed, and any firearm that already has the concealable property is always assumed to have rolled a natural 20 on the Dexterity (Sleight of Hand) checks while the weapon is stored.

Magazine

Any weapon that has a magazine reloading mechanism requires magazines. They are not swappable between firearms.

Theft Countermeasures

A biometric safety is designed to prevent a gun from being used by someone other than the owner. Theft countermeasures take this a step further. A theft countermeasure includes all of the features of a biometric safety. However, they also include a phosphorescent spray that is released from the grip, and a mild electric shock released when the gun is gripped by anyone other than the user.

The electric shock requires the thief to succeed a DC 12 Dexterity save. On failure, the thief takes 2d4 lightning damage, or half damage on success. Either way, the gun is dropped.

The phosphorescent spray cannot be washed off for 72 hours. It is not visible under normal light, but is highly visible under black light.

MELEE WEAPONS

Outside of firearms, melee weapons and non-firearms are still popular. Every example of Cyberpunk features melee weapons that are used in the heat of combat, often together with firearms. Street gangs and biker gangs often use melee weapons exclusively, as they have no licensing requirements, and - let's be honest - a giant battle axe is a sight more intimidating than a small pistol.

Name	Cost	Damage	Wt.	Legal.	Properties
Simple Martial Weapons					
Extendable Baton	3 SP	1d4 Bludgeoning	2	L	Light, concealable
Pepper Spray	4 SP	Special	1	O	See notes
Stun Baton	2 GP	1d4 Lightning, Special	2	L	Light
Martial Melee Weapons					
Garrote Wire	5 SP	Special	0	L	Concealable, two handed
Technodagger	5 GP	1d4+1 Slashing	1	L	Finesse, Light, Thrown (20/60), Networked
Technosword	18 GP	1d8+1 Slashing	3	L	Finesse, Versatile (1d10+1), Networked
Chainsaw	16 GP	3d8 Slashing	6	O	Two handed, see notes
Martial Ranged Weapons					
Compound Bow	63 GP	1d8+1 Piercing	4	O	Ammunition, range 180/600, heavy, two handed

Specific Weapon Notes

Following are some properties specific to the weapons listed above.

Chainsaw. Less a weapon and more a tool, a chainsaw is a band of steel teeth that are powered by an incredibly loud motor, causing the teeth to spin rapidly. While designed to cut down trees, the chainsaw is just as effective against flesh and chrome targets. A chainsaw deals double damage to any object it hits. When attacking with a chainsaw, a natural 1 means the engine has failed or the chain has jammed. In either case, it takes 1 minute to repair the chainsaw.

Garrote. A garrote is a length of wire between two handles, designed to strangle someone from behind. A garrote requires two hands to use. The user must make a successful melee attack roll. If they hit, then the target is grappled. The target must succeed on a Constitution saving throw, with a DC equal to 10 + the attacker's Strength modifier, or they cannot breathe.

At the beginning of each of the attacker's turns, the target repeats the saving throw. If the target fails a number of times equal to their Constitution modifier + 1 (minimum 2), then they drop to 0 hit points and are unconscious.

At the end of each of the target's turns, the target may attempt to break the grapple using Athletics or Acrobatics vs. the attacker's Athletics or Acrobatics.

Pepper Spray. This weapon does not deal damage on impact. Instead, two targets within 10 feet of you must make a DC 12 Constitution Saving Throw or be Blinded for 1d4 rounds. Any target wearing eye protection is immune to this effect. Pepper spray is one use only.

Stun Baton. A stun baton is a traditional baton, but with an electrical current running through it. The baton can be used as a club, or it can be used as a taser (see "Taser", below).

Taser. This weapon does not deal damage on impact. Instead, the target must succeed a DC 12 Constitution Saving Throw or be paralyzed. Once paralyzed, the target may repeat the saving throw at the end of each of their turns. On a successful save, the effect ends. This weapon can be used 3 times before it needs to be recharged. Recharging takes 1 hour.

Targets that are resistant or immune to lightning damage are immune to stun guns.

Combat Equipment

Some equipment is designed for specialized combat applications. While not in and of themselves weapons, these tools can be used in conjunctions with weapons.

Darts

Dart guns and dart rifles can fire specialized darts that are intended to not deal damage, but instead to deliver toxins or narcotics into the target's system. While darts are aerodynamic, they are fragile. A dart cannot penetrate any armor that has resistance to piercing damage.

"Fuzz". A highly illegal chemical that was originally built as a designer drug, Fuzz has the unique characteristic of expanding the perspective of the user in psychedelic and wild ways. It's like a boost of uncontrolled creativity, sending the user's mind into a tailspin of ideas, thoughts, and – most importantly – lack of singular focus. The target must succeed on a Constitution saving throw against a DC of 15. On failure, any concentration check, Wisdom save, or Wisdom check is made at disadvantage for the next minute.

Muscle Relaxant. A highly potent mix of muscle relaxant delivered directly to the target can cause them to lose their strength. The target must succeed on a DC 15 Constitution saving throw. On failure, the target's carrying weight is halved, and they make all Strength based saves and checks at disadvantage.

Sleeping Dart. The most common application of a dart weapon is to deliver a sleeping neurotoxin to the target. On a hit, the target must succeed on a Constitution saving throw against a DC of 15. On failure, the target immediately falls asleep, as if affected by the *sleep* spell.

Grenades

Grenades can come in a variety of types and purposes, from traditional fragmentation grenades, to high explosive grenades, flash bangs, and everything in between.

Grenades are treated as throwing weapons, with a range of 60 feet + (Strength modifier x 5). As most grenades have area of effect abilities, they do not have a long range. A user simply cannot throw a grenade further than this distance.

Grenades can be "cooked". This involves pulling the pin but not releasing the primer until the grenade's timer has had a few seconds to function. This ensures that the time between the release of the grenade and the explosion is shorter. In that case,

as part of the attack action of throwing a grenade, the thrower can declare another character whose initiative the grenade will explode on, and if it explodes at the beginning or end of that initiative turn (both declared at the time the grenade is thrown).

Grenade Type	Cost	Weight	Legality
EMP Grenade	56 GP	0.5	M
Fragmentation Grenade	21 GP	0.5	M
Flashbang Grenade	4 GP	0.5	R
Mana Grenade	48 GP	0.5	M
Smoke Grenade	3 GP	0.5	R
Tear Gas	39 GP	0.5	M

EMP Grenade. EMP grenades are ineffectual against organic targets, but they can decimate technological systems. An EMP pulse covers a 20 foot cube. All network connected devices within the area must roll a d20. On a 10 or less, the device is disabled, and does not work until the beginning of the attacker's next round. On a natural 1, the device is bricked, and does not work again until it has been specifically repaired.

Each character in the radius makes a save against a DC of 10. For every point they fail by, one of their devices is disabled until the start of the next round (character's choice).

Against Synthetics and technological creatures, an EMP grenade deals 4d6 lightning damage.

Fragmentation Grenade. This is a small spherical device with a pin that, when removed, arms a timer. When the timer expires, the grenade explodes in a blast of shrapnel and force. A character can throw a grenade at a square within their throwing range. Every character in a 20 foot radius from that point must succeed on a DC 15 Dexterity save, or take 4d6 piercing damage. On a successful save, the target takes half damage.

Flashbang Grenade. Flashbangs produce incredible noise and blinding lights that strobe, intended to disorient targets. All targets within a 20 foot radius must succeed on a DC 15 Dexterity save, or be blinded and deafened. The target may repeat this save at the end of each of their turns, ending the effect on a successful save.

Mana Grenade. Mana grenades take a lot to build and manufacture, and as such, their prices can be extreme. It's more than just building a grenade; these grenades also require runes and sigils to be engraved on the side, granting magical power. Mana grenades do offer significant tactical advantages when deployed correctly. A mana grenade explodes with a blue flash of mystical flame in a 10 foot radius. That area is considered an *antimagic field* for one minute.

Smoke Grenade. Smoke grenades produce coloured, dense smoke, designed to either alert aerial observers to an area on land, or to obfuscate vision. A smoke grenade produces a cloud of smoke in a 20 foot square. The area is considered heavily obscured. Any target attempting to look through the cloud of smoke cannot do so, effectively make the smoke complete cover. Infrared or thermal vision is not affected by the area of a smoke grenade.

Tear Gas. A powerful chemical gas, intended to sting the eyes and to partially choke the target. A tear gas grenade creates a 20 foot cube of smoke. All targets that start their turn or enter the cloud must make a DC 15 Constitution saving throw, or be blinded and stunned. The target can repeat the save at the end of each of their turns, ending the effect on success. However, this check is made at disadvantage if the target is still within the cloud.

Explosives

Sometimes, you just need a bigger bang.

Explosive	Cost	Weight	Legality
AT Mine	41 GP	1	M
C4	189 GP	2	M

AT Mine. An anti tank mine is a circular disk about the size of a dinner plate, that lays flat. When a tank or other vehicle drives over it, the pressure on the plate detonates the explosive.

AT Mines can be placed anywhere, and require a DC 10 Perception check to see. If the person deploying the mine spends one minute to conceal the mine, the DC increases to 15.

When a vehicle drives over the mine, it detonates, dealing 6d10 force damage to the vehicle, and half that damage to the occupants. Any vehicle struck by an AT mine must immediately check to see if it loses control. Anti tank mines ignore a vehicles damage threshold.

C4. Highly destructive, highly explosive. C4 has been the de facto building-wrecker for decades. C4 can be attached to any surface, and wired either with a timer or a switch. In either case, a block of C4 is a networked device, and requires a network connection in order to detonate.

When it detonates, it deals 10d12 force damage in a 50 foot radius to any structure or vehicle it impacts. The explosive force of C4 ignores any damage thresholds.

Any creatures or characters in the blast radius must make a DC 15 Dexterity save, or take 6d6 force damage, be knocked prone, and be pushed to the outside of the radius. They may

take additional damage for the impact as they are thrown from the blast sight. On a successful save, the character only takes half the damage, but is still thrown from the blast radius.

Armor

Just as firearms are an important facet of Cyberpunk, so too is the armor worn by those who seek to defend themselves. Long gone are the days of interlocking chain and plate mail (at least, defensively speaking). Materials technology like poly-weave metal threading, carbon plating, and synthetic animal materials has made materials stronger, lighter, and more customizable.

Name	Cost	Armor Class	Strength	Stealth	Damage Reduction	Wt.
Light Armor						
Heavy coat	5 GP	11 + Dex mod.	-	-	-	6
Synthetic Leather Coat	10 GP	11 + Dex mod.	-	-	-	4
Padded Shirt	45 GP	11 + Dex mod.	-	-	2 Ballistic	2
Kevlar Coat	50 GP	12 + Dex mod.	-	-	2 Ballistic	8
Poly-weave Vest	75 GP	13 + Dex mod.	-	-	2 Ballistic	3
Skid-proof Jacket	55 GP	12 + Dex mod.	-	-	Resistance to crashing damage	3
Medium Armor						
Concealable Vest	75 GP	12 + Dex mod. (max 2)	-	-	2 Ballistic	3
Light Duty Vest	75 GP	14 + Dex mod. (max 2)	-	-	3 Ballistic	4
Tactical Vest	1500 GP	15 + Dex mod. (max 2)	10	Disadvantage	Resistance Ballistic	10
Heavy Armor						
Special Response Vest	1500 GP	16	10	Disadvantage	3 Ballistic & Piercing	10
Poly-weave Armor	2000 GP	17	12	Disadvantage	3 Ballistic & Piercing	15
Carbon Plate Armor	3000 GP	18	13	Disadvantage	Resistance Ballistic & Piercing	20
Shields						
Riot Shield	100 GP	+2	-	-	-	6

Armor Properties

Tactical Vest. These vests, commonly called carriers, are designed to be modular. The plates can be removed from the vest, and replaced with carrying pouches and attachments. If this is the case, the tactical vest loses its resistance to ballistic damage, but while wearing the vest, the character can carry 50% more than they could normally.

Skid-proof Jacket. Typically worn by bikers, a skid-proof jacket has plating and padding in all the places mostly likely to be damaged when a biker is thrown from his bike. These jackets offer resistance to any damage suffered from a crash (see "vehicles", later).

Armor Modifications

Some armor can be modified to change its properties. A set of armor can only have one modification applied to it. Due to the nature of the modifications, they cannot be changed or swapped out later.

Modification Type	Cost	-3 Damage Reduction to …
Blessed fibers	+15 GP	Radiant or nectrotic
Cold treated	+12 GP	Cold
Electrical insulation	+10 GP	Lightning
Fire resistance	+10 GP	Fire

Blessed fibers. Frequently used by operators and agents of a holy nature, the materials used to fabricate the armor are imbued with the blessings of holy spirits. The armor provides -3 damage reduction to radiant or necrotic damage (depending on the type of cleric that blessed it).

Cold treated. Extra padding and materials are added to make the armor warmer. The armor provides -3 damage reduction to cold damage.

Electrical insulation. This armor uses rubberized polymers to provide high resistance to electrical currents. The armor provides -3 damage reduction to lightning damage.

Fire resistance. A special chemical treatment that is designed to increase the flame resistance of the armor. The armor provides -3 damage reduction to fire damage.

Equipment

This section outlines some of the special equipment that may be in the possession of adventurers in a cyberpunk setting. This does not include firearms, armor, or melee weapons, as they are covered in their own sections.

Common Equipment

Who knows what kinds of equipment an adventurer will need on their exploits. Following is a list of some of the most common items.

Name	Cost	Weight
Climbing Harness	4 GP	1
Computer	66 GP	1
Flashlight	4 SP	1
Gas Mask	1 GP	1
Glass Cutter	3 GP	1
Goggles / Glasses	1 GP / 8 SP	1
Flash Compensators	+14 GP	-
Nightvision	+11 GP	-
Thermographic	+15 GP	-
Grapple Gun	13 GP	3
Identity Card	Varies	-
Jammer	21 GP	1
Network Module	8 GP	-
Network Picker	81 GP	1
Network Sniffer	89 GP	1
Parabolic Earpiece	3 GP	1
Phone	1 GP	1
Scrambler	2 GP	1
Tracking Tag	5 CP	0

Climbing Harness. A harness consisting of a part worn by the climber, and climbing tools. Assuming the user can affix the top of the harness cable to something, then they double their speed climbing up or down, and also have advantage on Strength (Athletics) checks relating to climbing.

Computer. Pretty much everyone has one. You're probably using one right now to read this document. Consider this the requisite tool to use the Computer Tool proficiency.

Flashlight. Produces a 40 foot cone of light in front of the user.

Gas Mask. A gas mask is a hermetically sealed breathing environment. A gas mask makes the wearer immune to any condition or effect involving an inhalant. However, a gas mask can only be used for 8 hours before the filter must be changed out. Filters cost 1/4 the price of the gas mask itself.

Glass Cutter. A cutter can slice through non treated glass. It takes 6 seconds (one action) to cut a hole big enough for a person to get through.

Goggles / Glasses. Goggles can be outfitted with a variety of different sighting packages, making them effective in a variety of scenarios. For the full effects of each of these packages, refer to the corresponding upgrade in the "Cybernetics" section.

The sighting packages are *Flash Compensators, Thermographics,* and *Nightvision.*

Grapple Gun. A grapple gun fires a small hard-metal hook, typically used for climbing. The user can fire the hook anywhere within 100 feet. The gun makes a sound like a firearm when it is fired (see "Detecting a Shot" in the Firearms section), but for double the price, can be treated as having a suppressor on it. In a tense situation where aim is questionable, the user must succeed on a ranged attack roll against an AC of 10 to hit their grapple target. A creature struck by a grapple takes 1d4 piercing damage.

Identity Card. A false identity (or a real one, if you're one of those honest folks). These cards vary in cost, depending on who is selling them, and how in-depth the false identity is. They should range in cost, anywhere from 100 GP to 1,000 GP for the best of the best.

Any attempt to detect the false identity will likewise depend on a number of factors, including what it is being used for, the expertise of the person using it, and the technology at their disposal. For example, the clerk at a liquor store is likely going to be fooled by any identity card that wasn't printed on a home printer. However, the border patrol has the best anomaly detectors, and they are specifically trained to detect a fraud.

Jammer. Electronic devices that produce dead areas of network activity. A Jammer produces a 30 foot radius where no networked device can use its network functionality.

Network Module. A network module gives network-based capabilities to a piece of equipment. When a module is attached to an item, it registers that item online, and creates a profile for it that allows it to perform its duties in the Network. For rules purposes, only equipment that is networked can be used on the Network.

A network module cannot be used on a firearm. Networking a firearm requires a network sight attachment.

Network Picker. Like "lockpicks for computers". A network picker is a card or interface that is inserted into a networked device. The network picker can then decrypt passwords, but it needs time to do so. Every round, at the beginning of their turn, the character rolls 1d10, and keeps track of the total number rolled. The computerized device is picked (ie: unlocked) when the total they have rolled in all rounds equals 50. For easier devices, the number could drop to as low as 25. For hard devices, this could increase to as high as 100, or could even be impossible. Network pickers cannot defeat advanced computer security. A network picker is a Networked device.

Network Sniffer. A highly illegal device, network sniffers pick up network traffic and intercept it. The user can intercept any communication that either originates or ends within 30 feet of the sniffer. In either case, the sender and recipient do not know that the data has been intercepted.

A scrambler prevents a sniffer from being able to decrypt the data (although the sniffer still gets an encrypted copy). A sniffer is a networked device.

Parabolic Earpiece. A dish which can pick up sensitive sound signals from a distance. A user can make Wisdom (Perception) checks related to hearing with an effective range of 600 feet.

Phone. An uncommon item, given that most phones are cybernetic. A phone allows a user to do all the things a phone would do, like make phone calls or order pizza or use emojis. A phone is a networked device.

Scrambler. Scramblers are sold typically in pairs. They allow communication between two networked devices. Any attempt to intercept that communication only gets scrambled data, which cannot be decrypted. Only the matching pair of the scrambler can decrypt incoming data. These devices are networked, and have an infinite range.

Tracking Tag. A small magnetic tag about the size of a quarter, which emits a radio network signal that can be tracked. Tracking tags have an infinite radius, as they are networked devices.

The Network

"Cyberspace. A consensual hallucination experienced daily by billions of legitimate operators, in every nation, by children being taught mathematical concepts... A graphic representation of data abstracted from banks of every computer in the human system. Unthinkable complexity. Lines of light ranged in the nonspace of the mind, clusters and constellations of data. Like city lights, receding..."

William Gibson, Neuromancer

On top of our real world, there is another artificial layer of reality that has been built. Here, matter and physicality have no dominion. Instead, this is a realm of the digital, where reality is defined as a sequence of bits and bytes. Electrons and information swirl like air, permeating neon representations of the fantastical, and creating a reality where musculature is useless, but the mind reigns wholly dominant. This is the network.

Some Considerations ...

No aspect of a Cyberpunk setting is more difficult to capture in the 5e rules set than the network. This isn't because of an inflexibility of the rules, but rather because most cyberpunk games that use the network (or matrix, or whatever they call it...) do so in an exclusionary way. As if the network is the purview of a single character, or type of character. As such, when it's "time to hack", the rest of the party can go grab a soda and check their text messages while the singular hacker runs through the network stuff with the DM.

And that's ok, if that's what you want.

Before deciding to use these rules wholesale, consider the following: in your world, who can use the network? If it's an exclusive place where only the Hacker can exist, then how do you engage the rest of your party while one player is logged on the network? If everyone can use it, how do you ensure that the Hacker remains special and powerful and meaningful here?

There's a further complication here, though, hinged on the role of the hacker types in your campaign world. Are they the "guy in the van", or are they the "guy in the hall"? Guys in the van are separated from the action, and as such, they do the very

thing that any seasoned 5e player will warn you against: they split the party. For our purposes, the Hacker class and the network are designed to be inclusionary, meaning that your hackers are more likely going to be "guys in the hall". They should be there in the thick of the action, fighting with their friends and being a part of the cohesive team.

What is The Network?

The network is a digital realm that sits atop our own realm. Here, there is no matter. Everything is built of electrical impulses. Computer data, translated by cybernetics and servers to create a dominion that is entirely unreal.

It's no mystery. The network in a cyberpunk setting is as ubiquitous as the internet is in our world. It's something that is everywhere, and yet you can't reach out and touch it. It permeates the air, and you are steeped in it, yet there's no physicality to it. You can delve into it though, and with the right implants, you can actually cast your mind into it, leaving your body behind. Imagine an internet where you don't type on a keyboard and read on a screen, but instead, you reach out and physically interact with the pages and links by manipulating them with non-physical manifestations of your hands and feet and eyes and ears.

Because it's an overlay of our real world, the network shares the real world's topology. However, as the laws of physics don't apply on the network, the way that we interact with the world is wildly different.

In game terms, we treat the network as another plane of existence. Characters who go there do so like they were going onto another plane, but with a key difference being that only their mind goes. Their body stays behind, inert and seemingly "mindless".

Describing the Network

The network should take whichever physical form you feel is appropriate for your setting. Some may choose to describe the network as a highly polygonal reality, where shapes like buildings and cars have abstracted triangular shapes that

generally represent their real world counterparts, but where texture and shadow don't exist. Others may choose a more neon reality, where greens and blues and pinks form the lines and outlines of objects, but everything is fit against a background of black. Still others may choose a more advanced description, where the network is as real as the real world, but where the laws of physics and logic can be bent or broken. In such a world, doors don't lead in or out, but may lead to whole other areas, all presented to the user's mind with imagery and shape plucked from the collective consciousness.

Getting On the Network

Getting on the network depends on the technological imperative of your world. As described in the cybernetics chapter, there is an implant required called a "Netjack". This implant is incredibly common, and allows users to cast their conscious mind into the network. In game terms, their real-world bodies are incapacitated, but their minds enter the network as if they'd entered a different plane.

Using a Netjack Antennae implant, users can choose to do this anywhere they can get a wireless signal, which is pretty much anywhere. Using a Netjack Port, however, the users must physically plug themselves into the network. The effect is the same either way, from a rules perspective. From a gameplay perspective, Netjack Ports are more restrictive. There aren't network plugs just laying around everywhere ...

In either case, when you log on to the network, your mind enters that plane of existence, and your body becomes inert. Your physical body is incapacitated, and you are also blind and deaf in the real world. Make sure you're sitting in a nice chair before you plug in.

Your mind (or *avatar* as it is sometimes called) appears on the network, free to move and interact there as your body would anywhere else.

The Networked Character

"Do you believe that my being faster or stronger has anything to do with my muscles in this place? You think that's air you're breathing now?"

Morpheus, The Matrix

On the network, your physical body is meaningless. Your mind reigns supreme. Your physical muscles offer you nothing. But your cunning, wit, intelligence, and even social aptitude give you the traits you need to interact with the network.

In a rules sense, this is expressed by changing some of the character's attributes. This change reflects the fact that on the network, the physical attributes - Strength, Constitution, and Dexterity - are meaningless when compared to the mental attributes - Intelligence, Wisdom, and Charisma.

A character on the network replaces their attributes accordingly:

Strength is replaced by **Intelligence**.
Dexterity is replaced by **Wisdom**.
Constitution is replaced by **Charisma**.

These swapped attributes will have an impact on Armor Class, Hit Points, and skill checks. For our purposes, these new values are referred to as network AC, network HP, and network Skills.

On the network, your movement speed becomes a flying speed. If you already had a flying speed, then nothing changes.

Treat the network as another plane, but one that is a digital mirror image of our own. You cannot see the real world, and the real world cannot see you.

Digital Tether

When you log on to the network, your Avatar appears within 5 feet of your real world body. Since the network is an overlay of the real world, your Avatar can see your real world body nearby. Whether it's from a mechanical limitation, or a psychological one, there's an intangible thread of neon blue energy that connects your body and your avatar. This is known as the Digital Tether.

In concept, the tether is the communication line between your real world brain and your avatar. In game terms, the tether is a limitation on how far your avatar can stray from your real world body. At no point can an avatar be more than 1 kilometer away from their real world body. Hackers can ignore this limitation as per their Untethered class feature.

If at any point your avatar and your real world body exceed the reach of your digital tether, then you are immediately pulled off the network as if your avatar died. Your avatar's hit points immediately drop to 0, and you return to your real world body with a screaming headache.

Network Combat

The reason the network is described as a plane of existence is it allows these rules to use the standard combat rules. Nothing has changed. Everyone still rolls initiative, takes actions, bonus actions, and movement, etc. One difference is that on the network, you use network AC, network HP, and network Skills (as indicated under "the networked Character"). The other difference is, since physical equipment has no manifestation on the network, there are no raging gunfights to be had.

Dying on the Network

Your avatar isn't real. It's a reflection of your mind. When your avatar is hit on the network, it loses hit points, just like you do in the real world. If your Avatar is reduced to 0 hit points, your real world body immediately takes one level of exhaustion, and you are disconnected from the network. You cannot attempt to reconnect until you have scrubbed your avatar (aka taken a long rest).

Your avatar never really truly dies. There are no Death Saving Throws on the network, and your avatar recovers all lost hit points whenever you take a long rest.

Forcefully Logged Off

During the course of your time on the network, you may encounter opposition that wants you gone from the network. Rather than trying to kill your avatar, they may try to disconnect you. Hackers can attempt this through the *Disconnect* program. AIs and security measures may also attempt this, instead of just trying to beat their targets to death.

In game terms, the network is another plane of existence, so being forcefully logged off works much like the spell *Banishment*. You are disconnected from the network, and for a short period of time, you cannot attempt to reconnect.

Equipment on the Network

5e characters are often typified by their equipment. Orcs with giant clubs, cloaked and hooded rogues with two glimmering blades. The equipment and the dress can sometimes make a character who he or she really is. But on the network, these objects have no meaning (mostly). The network is only aware of things that have a digital presence, and as such, only equipment with the "networked" property has a presence on the network. If equipment has the networked property, then it's assumed to be on the network, and usable.

All Cybernetic implants are networked. Most equipment, like firearms is networked. Equipment that does not have a mechanical or technical component – like a spoon – obviously isn't networked.

Weapons

Guns and knives in the real world are meaningless - mostly - on the network. The only exception to this rule is weapons that have the networked property. For details on this, refer to the Firearms and Weapons chapters respectively.

Having a gun that is networked isn't good enough, however. A firearm that is networked is registered and available to the network, but you also need digital bullets. For more details, refer to the equipment chapter.

Armor

Like firearms, only armor that has been outfitted with a network module has a network presence, and therefore can be used on the network.

Equipment

Most equipment has some kind of networking capability, and therefore, it's very rare to find equipment that can't be used on both the network and in the real world. Some exceptions to this may be things like traditional lock picks, food (wireless sandwiches, anyone?), or anything that is intended to actually and purposefully be disconnected from the network. The DM should decide what can and cannot have a presence on the network.

Magical Items

Magical items are a big exception. Most magical equipment has no manifestation on the network, and as such, their effects do not apply there. The arcane and the digital have simply never found a way to mix.

Casting Spells on the Network

Magic has no place in a land made up of data. The entire network should be treated as an *antimagic field*.

Backgrounds

A cyberpunk world presents a whole new host of backgrounds for characters to choose from. This is reflective of a highly cybered, neon dystopia, where government structures are replaced by corporate arcologies, and where the dense forests and sprawling vistas of a fantasy world have been replaced by towering buildings and an impossible network of interconnected magnetic highways.

Following are some new backgrounds for use in a cyberpunk setting.

Cop

"Danger's like Jello. There's always room for a little more."
Tex Murphy, Tex Murphy and the Pandora Directive

You work for a mega corp or a collection of corps, or even a third party policing organization, upholding the law on the streets. Out there, in the gritty darkness, you're the only thing that keeps the pillars of society from collapsing. You're an important part of the machine. Without people like you, the streets would descend into anarchy. With you, the tenants of what it means to be a part of society are upheld.

Skill Proficiencies: Investigation, Perception
Tool Proficiencies: Simple vehicles, Forensic kit
Equipment: A set of common clothes, a police officer's uniform, shackles, a badge, and 10 GP.

Feature: Officer of the Law

You have membership with law enforcement agencies, or have connections who have that membership. You are able to requisition basic information that police agencies may have. You have access to the police data networks, giving you a wealth of knowledge about your queries.

You may also leverage your status to help you get out of trouble with the law. Petty crimes will be ignored, but anything too big to sweep under the rug, and you're on your own.

Ganger

When you grow up on the streets, you learn quickly the value of a group. You have joined a gang, who are much more than a bunch of rag tag ruffians or scoundrels; they're brothers and sisters, who will stick up for you through thick and thin - as long as you do the same for them. Gangs are communities in and of themselves, taking ownership of whole areas or districts and controlling them with the same ruthless tenacity as the corporations control theirs.

Skill Proficiencies: History, Intimidation
Tool Proficiencies: Thieves tools
Equipment: A gang marker of some kind (a bandanna, colored indicator, or other gang insignia), common clothes, a dagger or club, and 10 GP.

Feature: Home Turf

You and your gang own part of the town. While you're in this part of town, you're on home turf, and you're always safe here. You can move through any part of your home district at twice the speed, using smuggling tunnels or back alleys. Furthermore, your gang is willing to help protect you. You can call on your gang to provide you with a place to hide out, which is safe from the prying eyes of corporations or other entities. You can only stay there for a few days before the gang asks you to move on, though, as your continued presence may start to draw unwanted attention.

Scrapper

Beyond the rim of society there is nothing. Or, there's something, but it's not what most people want to see. Out there, beyond the warped trees and the forests, there's monsters and creatures of old. Mutants and pirates roam free where society can't reach them. The military and the police don't care about the lands surrounding the cities. But you do. It's where you're from. It's where you grew up.

Skill Proficiencies: Nature, Survival
Tool Proficiencies: Herbalists kit, Repair kit
Equipment: Common clothes, a club, a backpack, 5 GP.

FEATURE: ANOTHER MAN'S GARBAGE

You are adept at collecting debris and detritus and building something useful out of it. If you spend an hour, you can scrounge through junk and garbage and errant supplies, and build something useful. You can build any simple martial weapon, any light armor, or any tools (excluding computers and vehicles). You may also build a junk gun. None of this equipment can have upgrades, attachments, or networked components.

PERSONA

There is no *you*. There is only an image of you. In the real world, who you are doesn't matter. On the network, though, you're something bigger than life. You're an entity. A legend. There are corners of the network where people pretend to have met you, claim to know you, or even malign you in an attempt to humanize you. But they only do this because they know the harsh reality: that your existence on the network is bigger than theirs. On the network, you are a hero (or a villain).

Skill Proficiencies: Insight, History
Tool Proficiencies: Computer, Repair kit
Equipment: Common clothes, a computer, a laptop, and 15 GP.

FEATURE: DIGITAL GOD

Your influence over communities on the Network is expansive. Choose a wide community of which you are a hero and leader. Examples may include the music scene, law enforcement, corporate entities, medicine, or even rabblerousers and corporate rebels. When you are on the network and in an area where your community is dominant, you have access to all of the information that members of your community may have. They will be able to provide you with additional details about any topic that they know about, and do so gladly and without compensation. Of course, they are always angling for you to pull them up from the muck, so there's some expectation of eventual reciprocity.

WAGE SLAVE

Corporations own the world, and they own you. You have a day job (or a job at least, may not need to be during the day ...). Every morning, you wake up, you go about your routine, and then you go to work. You likely have benefits, like vacation days and health and dental coverage. Things are great. As long as you're ok with the fact that someone owns you, your home, your work ...

Skill Proficiencies: Persuasion, Insight
Tool Proficiencies: Computer
Equipment: A fine set of clothes, a personal computer, a Headphone, a laptop computer, and 25 GP.

FEATURE: FRIENDS WITH NAME PLATES

You know people in the corporate world. You can use this feature to make contact with someone in the corporate world. They can provide you with benefits, like minor information, a place to stay, or maybe even a small personal loan. Remember that these contacts will not do anything that goes directly against that corporation, nor would they do anything for free. No such thing as a free lunch.

Feats

If your campaign is using the optional feats rules, then the following feats can be chosen. As with all feats, these are at the discretion of the DM.

Nobody

In a crowd, you are indistinguishable. You don't have any marks or features that make you stand out. You blend in. You're nobody.

When you are in a crowd, you have advantage on all Dexterity (Stealth) checks made to hide while blending in.

Unless they know you well (as in they've spent a few hours with you), people cannot remember specifics about your appearance. They know your race and gender, but that's likely all they can recall. If you performed an act that would make you stand out, people may remember more details, but they can never describe you in detail.

Facial recognition software is always at Disadvantage to identify you.

Quickdraw Expert

You are skilled at producing your weapon and firing off a quick shot, faster than your opponent can react to. On the first round of combat, you do not need to take the Aim action to make use of your proficiency bonus when using a sidearm.

Poser

In a world where cosmetic surgery is a second to cybernetics, people can look like whoever they want to. You were born one race, but through cosmetic surgery, you look like a completely different race.

You can choose to look like any one race you want. This choice does not alter your size, only your traits. For example, an Elf that chooses to look like a Gnome will look like a really tall Gnome. This feat doesn't confer any specific rules benefit, but you may find you fit in better with different crowds depending on which race you chose. The operational makes you indistinguishable from a blood born member of that same race.

Speedy Reloader

You have spent enough time with firearms that you're talented at ejecting and feeding new magazines, or chambering rounds into a breach. You can spend a bonus action to completely reload a breach weapon or an empty magazine.

Vehicles

Cars scream down magnetic highways, guided by wire-perfect navigation systems. The vehicles move at a seeming breakneck speed, but autopiloting systems interfacing with broad-spectrum navigation satellites and up-to-the-second traffic monitoring mean that the passengers are always safe. Even when they've effectively strapped themselves into massive bullets, fired into the path of hundreds of similar vehicles, there's an auspice of safety.

Vehicle Tables

The following table lists vehicles by their general category.

Top Speed. This is the highest speed that the vehicle can safely reach. It is possible with some maneuvers (see below) to push a vehicle beyond this speed temporarily.

Acceleration (Acc). Each turn, this is the speed at which a vehicle can increase or decrease its current speed by.

AC. This is the Armor Class of the vehicle.

Threshold (Th). This is the damage threshold of the vehicle. If a vehicle takes damage up to this amount, then it ignores that damage. If, however, it takes damage beyond its threshold, then it takes the full amount of damage.

Hit Points (HP). How many points of damage the vehicle can take before it's Wrecked (the vehicular version of "dead".)

Maneuverability (Man). Some vehicles are easier to handle than others. As such, they have a property called Maneuverability. When making rolls to drive this vehicle, the total bonus afforded by your proficiencies, dexterity bonuses, or any other factors cannot exceed the Maneuverability value. The higher the value, the easier the vehicle is to drive.

Passengers (Pass). This is an indication of a) how many people it takes to operate a vehicle, and b) how many passengers it can carry. The first number is the operators, the second number is the maximum number of passengers.

Type. The Type property indicates which of the vehicle tool proficiencies is required to navigate the vehicle.

Properties. Any special properties the vehicle may have.

Name	Cost (GP)	Speed	Acc	AC	Th	HP	Man	Pass	Type	Properties
Bikes										
Sport	1250	350 ft	125 ft	12	0	24	9	1+1	Standard	Open
Cruiser	1500	275 ft	75 ft	13	0	30	8	1+1	Standard	Open
ATV	800	100 ft	50 ft	12	0	18	9	1+1	Standard	Open
Air	1300	300 ft	100 ft	12	0	20	9	1+1	Advanced	Open, Air
Cars										
Sedan	4200	250 ft	75 ft	15	5	55	6	1+4	Standard	
Sports	9000	325 ft	100 ft	14	5	48	7	1+1	Standard	
Police Cruiser	-	300 ft	100 ft	15	8	60	7	1+3	Advanced	Air
Air	8500	275 ft	100 ft	14	5	48	7	1+1	Advanced	Air
Limousine	13000	200 ft	50 ft	13	5	67	5	1+8	Standard	
Trucks										
Passenger	4200	175 ft	75 ft	15	5	62	6	1+2	Standard	
Cargo Van	4500	150 ft	50 ft	15	5	74	5	1+8	Standard	
Semi	12000	125 ft	25 ft	16	10	86	3	1+3	Standard	
SUV	4000	200 ft	75 ft	15	5	58	6	1+4	Standard	
Ambulance	-	275 ft	75 ft	15	5	62	6	1+2	Standard	

Military										
Humvee	-	200 ft	80 ft	17	10	95	4	1+6	Standard	Closed
Technical	5000	150 ft	50 ft	14	5	58	4	1+3	Standard	
Tactical Response Vehicle	-	200 ft	75 ft	17	10	60	6	1+7	Standard	Closed
Attack Helicopter	-			15	10	85	7	1	Advanced	Air
Gunship VTOL	-			15	10	90	10	1	Advanced	Air
Fighter Jet	-	600 ft	200 ft	14	10	82	3	1	Advanced	Air
Tank	-			20	15	120	1	2*	Advanced	Closed
Specialized Vehicles										
Armored Car	-	225 ft	50 ft	19	10	68	5	1+5	Standard	Closed
Passenger Plane	-	600 ft	100 ft	14	5	72	4	1+3	Advanced	Air
Transportation Drone	1200	50 ft	25 ft	-	0	-	10	1	Advanced	See notes

Vehicle Properties

Following are some of the properties that may apply to certain vehicles.

Air. These vehicles do not drive on the ground, but instead soar high in the skies. Any crashing damage applied to an air vehicle and its passengers is doubled.

A driver can choose to pilot an air vehicle on the ground.

Closed. These vehicles do not have any exposed areas where a passenger can be seen. A driver or passenger in a closed vehicle cannot be targeted by an attack.

Open. These vehicles do not have a crew cabin. Drivers and passengers do not gain the benefit of any cover while in an open vehicle. Any crashing damage applied to these passengers is doubled.

Specific Vehicle Notes

Some Vehicles have special characteristics or attributes, as shown below.

Technical. A Technical is a truck with a flat bed, and with a heavy machine gun mounted into the flat bed. The heavy machine gun deals 2d10+6 damage at 100 / 400 ft. It can be fired using only the full auto firing mode (meaning a -6 to hit, but a +6 to damage which is already factored in). If the Technical is moving at all, remember, the shot is taken at disadvantage.

The heavy machine gun must be manned by a shooter. Any damage that the occupants of a Technical suffer if it crashes is doubled for the shooter, as they have no access to safety resources.

Transportation Drone. Rare, if not just because they offer even less protection to the rider than a bike, Transportation Drones are essentially drones that carry people from point a to point b. They can be difficult and challenging to pilot, which is why so few people use them. Still, thrill seekers love the open air feeling, and most transportation drones can collapse down small enough to be carried.

Transportation drones cannot be attacked, as they're more like personal equipment than they are like vehicles. Transportation drones are open, and cannot make maneuvers.

Attack Helicopter. Highly agile and highly maneuverable, helicopters are idea for both aerial combat and ground engagements. An attack helicopter is equipped with a vulcan cannon, which uses the same attributes as a minigun that has been mounted (see "Weapons", above). It is also equipped with an AT Launcher (see "Weapons", above). The AT launcher only has four shots. To reload, the Helicopter must land and resupply.

Fighter Jet. Moving at impossible speeds, fighter jets are ideal for hard hitting impacts with little or no warning. A fighter jet is armed with a Vulcan cannon, which uses the same attributes as a minigun that has been mounted (see "Weapons", above). A fighter jet is also equipped with two stinger missiles (see "Weapons", above). To reload, the fighter jet must land and resupply.

Gunship VTOL. Somewhere between a big drone and a helicopter lives a Gunship VTOL. These craft are designed for tight quarters urban warfare, where superior mobility and agility come in to play.

A VTOL is armed with a Vulcan cannon, which uses the same attributes as a minigun that has been mounted (see "Weapons", above).

Tank. Heavily armored, and even heavier armed, tanks are designed to roll into combat engagements and decimate

everything in their path. It takes two drivers to operate a tank, but they are treated as one driver (ie: one of them makes an initiative check, and only one move / action / bonus action is given).

A tank is armed with a heavy cannon, which deals incredible destructive force. A heavy cannon has an effective range of 200/800 feet, and a 30 foot radius. On a hit, the heavy cannon deals 8d10 force damage to a target. This damage is doubled if the target is an object or another vehicle. The Aim bonus action cannot be taken with a heavy cannon.

Tanks can also be armed with mounted Miniguns (see "Weapons", above). In these cases, a third operator is required to man this weapon.

Get in, move over

It takes half of your movement to enter, exit, or change seats in a vehicle.

Driving a Vehicle

Standard day to day operation of a vehicle doesn't require any roll. In fact, in most Cyberpunk settings, it's safe to assume that the vehicle in question is attached to some kind of automated navigation system. If that is the case, then assume that the number of people required to navigate the vehicle is actually 0. While that has the benefit of letting the Driver relax and potentially focus on other things, it also means that the vehicle responds and handles in predetermined ways. It doesn't go too fast, or too slow. It goes the properly posted speed limit.

The more hands on approach is for a driver to actually handle the vehicle. Manual control can be a bit trickier, but still, day to day operation of the vehicle should require no rolls. It's when the driver starts to push the vehicle that things change. The means by which a driver pushes a vehicle is called a Maneuver.

Maneuvers

A Maneuver is functionally an Action that can be taken by a driver who is in control of a vehicle. All Maneuvers are pushing a vehicle beyond it's normal operational limits. Driving to work is not a maneuver. However, doing so at top speed while threading through traffic is.

If a Maneuver calls for a vehicle tools check (and most of them do), then a natural 1 on the roll means that the driver automatically loses control (see "Losing Control", below). The

DC for most vehicle maneuvers is 20 – the vehicle's maneuverability score.

Accelerate / Brake

Increasing or decreasing a vehicle's speed by its Acceleration value is an Action, but it does not require any roll. A driver may choose to try to speed up or slow down more than the vehicle is intended to, though. In that case, make a vehicle tools check. Against a DC of 20 – the vehicle's maneuverability. On a successful check, you can choose to change your vehicle's speed by twice the vehicle's Acceleration value instead of its standard Acceleration value.

Hard Corner or 180

It takes skill to make a vehicle turn hard without losing control (or speed). It takes even more control to make a car completely change its direction, while still maintaining some speed. In either case, make a vehicle tools check against a DC of 20 – the vehicle's maneuverability. If you're successful, then you can choose to either take a hard corner, or perform a 180.

If you perform a hard corner, then you lose 50 feet off your current speed, or half your current speed, whichever is less, and you successfully make the turn.

If you perform a 180, then you lose half of your speed and your car is now travelling in the opposite direction.

In either case, if you fail your check, then the car continues on its current path and does not turn / rotate successfully.

Loop or Hard Banking
Air vehicle only.
While in the air, it's possible to loop, drop, or spin in such a way that you are now behind your target (instead of in front of them.) It's a dangerous maneuver, as air vehicles are highly vulnerable to inertia, and these maneuvers require careful understanding of the craft's abilities.

If you want to perform a loop, you must have enough movement speed to position yourself behind your pursuer. You must be within half of your current speed to your target. If you are close enough, then roll a vehicle tools check against a DC of 20 – the vehicle's maneuverability. If you are successful, then you can change your position to directly behind your target. If you fail, you do not change positions.

If you want to perform a hard bank, then roll a vehicle tools check. If you are successful, then you may change the direction of your movement any way you choose. If you fail, you continue in a straightforward path.

Ramming or Bumping

You can choose to slam your car into another vehicle, hoping to either force it off the road or potentially damage it. You must be within 5 feet of your target to attempt a ram or a bump. In either case, make a melee attack roll against the target vehicle, adding your Dexterity bonus and (if you're proficient with the vehicle tool) your Proficiency bonus. On a successful hit, you either deal an amount of damage dependent on how fast you were going when you hit, or you force your target off course.

If you choose to ram (deal damage), then for every 25 feet of speed you had on impact, you deal 1d6 damage to your target. Once you have resolved this damage, you take half of that damage on your own vehicle.

If you chose to bump (force your target off course), then your target must immediately make a vehicle tools check to see if they lose control. They may only subtract half their maneuverability (rounded down) from 20 to determine the DC (see "Losing Control", below). If the vehicle is already losing control, then the target makes their check at disadvantage.

Bikes cannot attempt ramming or bumping. Consider Bikes to be vulnerable to ramming damage, and bikes always make vehicle tools checks to resist losing control with Disadvantage if they're bumped. Being bumped while on a bike is a really bad thing.

Threading

Whether its traffic or market stalls or pedestrians, sometimes you have a reason to navigate your car through dangerously crowded areas. In these cases, make a vehicle tools check against a DC of 12. If you succeed, then you are able to navigate through the obstructions without incident. If you fail, then for every point you failed by, your vehicle takes 1d6 points of damage. Objects that you strike are damaged as if you'd rammed them at that speed (1d6 damage for every 25 feet of speed you had on impact).

Ridiculous Stunt

Hard cornering, loop de loops, impossible speeds … sometimes these aren't enough. Sometimes, the action calls for something a bit more ludicrous. Perhaps you want to drive your car off the back of a speeding transport truck, or jump your bike between two moving train cars, or drive your air car directly down an industrial smoke stack. Whatever the case, this maneuver is a catch all for a maneuver that isn't represented elsewhere. And because it's a ridiculous stunt, it's also incredibly dangerous.

You make a driving tools check against a DC determined by your DM. If you succeed, then the ridiculous stunt is successful. If you fail, however, you lose control (see below).

The DC should range between 10 and 25. But remember, even a 10 should be something just *slightly* ridiculous, like crashing your car through a plate glass window before driving through the shopping mall. Conversely, a DC of 20 or 25 should represent something almost impossible, like jumping your car off the back of a train, and landing on the back of a moving truck.

Losing Control

During the course of operating a vehicle, it's entirely probable that you will lose control of your car for one reason or another. If your car is in motion when it is reduced to 0 hit points, or if a Maneuver calls for it, you must immediately make a check to see if you lose control.

Roll a vehicle tools check against a DC of 20 - the vehicle's Maneuverability. On success, you are able to maintain control of the vehicle, and there is no ill effect.

On a failure, however, the vehicle is considered out of control. On your next turn, the vehicle immediately loses its Acceleration value from its current speed. Then, it automatically repeats whatever maneuver or direction it had in the previous turn. If the maneuver would call for a vehicle tools check, then that check is successful. However, the vehicle cannot gain speed under any circumstances while out of control. At the end of this movement, the driver may spend their action to attempt to regain control of the vehicle by repeating the vehicle tools check. The driver may take no other actions while operating an out of control vehicle.

An out of control vehicle can be hard to recover. Each time you fail a check to regain control, reduce the vehicle's maneuverability score by 1 (to a minimum of 0). When you eventually regain control or the vehicle comes to a complete stop, then the maneuverability score is reset.

If you fail three consecutive checks to regain control of a vehicle, then the vehicle crashes.

Crashing

If a vehicle is reduced to 0 hit points or a driver fails three consecutive checks to regain control, then it has Crashed. Crash damage is always catastrophic to a vehicle, and can often be equally as catastrophic to the passengers.

A vehicle that crashes suffers damage based on the speed it was going when it crashed. Passengers inside the vehicle also take this damage. If they're wearing safety equipment (seatbelts, etc), then they have resistance to this damage. If the vehicle is a flying vehicle, then safety equipment does nothing.

A vehicle that crashes takes 1d6 points of damage for every 25 feet of speed (rounded down) it had at the point of impact.

Vehicle Combat

Vehicle combat is largely treated as normal combat, with only a few notable exceptions. For the purposes of the following section, assume that every *vehicle* involved in a combat is driven by a single *driver*, and that vehicle may have none or more *passengers.*

When you roll initiative for vehicular combat, only the driver of the vehicle rolls his initiative. The driver and all of his passengers share this result.

When the driver takes a move action, he moves the vehicles current speed (not his own). He may then take an action to perform a maneuver. Finally, he may perform a bonus action if he has any available to him. Driving under stressful situations requires concentration, so the driver must have both hands on the wheel. Only the artificer archetype driver can use *always in control* to make maneuvers with one hand, allowing them to use their other hand to shoot.

Passengers in a vehicle do not take move actions. They can take actions and bonus actions as normal. The most typical expression of this will be firing at passengers in other vehicles, or those vehicles themselves. However, firing at a moving target from a moving target isn't as simple as it sounds. As such, if the passenger's vehicle *and / or* the target vehicle is moving, then passengers making ranged attack rolls from vehicles do so with disadvantage.

Both drivers and passengers in a vehicle are assumed to have half cover, unless they're leaning out of a window or something of the sort. Note that drivers and passengers on bikes do not gain the benefit of cover.

Combat Inside a Vehicle

It's possible that characters will engage in combat with someone else that's in the same vehicle as they are. In those cases, all attacks, be they melee or ranged, are made at disadvantage. Between the seatbelts, the seats, the movement, the close quarters … it's hard to do good kung fu inside a car.

Chases

The rules above work, but combat and chases in vehicles has a much grander scale. As a result, it's entirely possible that two vehicles will be so far apart that the distances between them become impractical to track on a map. In those cases, there's two options that can be explored to help keep track of combat.

Option 1: Relative positions

Using this methodology, the map becomes irrelevant. The only points that need to be tracked are the speeds of all of the vehicles, and the distances between them. Every time a vehicle moves, recalculate the distances between them.

Option 2: Changing the grid scale

Vehicles move much faster than people do. For example, a sport bike could move dozens of squares in a turn, whereas a person could only move six. As such, change the scale of the map so that each square represents 20, or 50, or whatever scale makes sense given the vehicles in the chase.

Vehicle Modifications

Skilled mechanics and engineers are able to apply modifications to a vehicle to enhance its abilities. This can be baffles or spoilers, engine enhancements like tuned parts or after-market additions, or even simple things like better tires or shocks. A vehicle can have as many of these modifications as the owner can afford. Note however that if the vehicle is wrecked, the parts cannot be salvaged; they're just as ruined as the car they were attached to.

Engine Improvements. Bigger block, better spark plugs, improved gaskets and belts all add up to additional horsepower. Increase the vehicle's Top Speed by 20 feet.

Ceramisteel Plating. The paneling on the vehicle is replaced with ceramisteel, which is lighter, and more durable. Increase the vehicle's damage threshold by 3.

Clutch and Gear Tuning. Taking advantage of computer controlled gearing allows a shifter to respond more accurately. Increase the vehicle's Acceleration value by 10 feet.

Driver Controls. Moving the gear shifts to paddles and enhancing the HUD give the driver better control over the vehicle. Increase the vehicle's Maneuverability rating by 1 (to a maximum of 10).

Frame Reinforcement. Lighter, stronger materials make the frame more resilient and more sturdy. Increase the vehicle's AC by +1