

CYBERPUNK IS DEAD

Your team is an underpaid corporate interests upkeep operations group (a fancy name for the faceless corp hit squad that you are) in a dark, ultra-market-driven cyberpunk world. You play as one of these privatized military operatives.

CHARACTER CREATION:

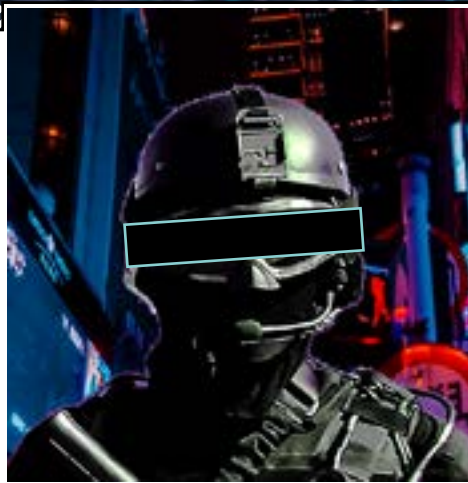
|DESIGNATION: Combine a noun such as “Agent” or “Operative” with a number. To get the number, roll a d12 and add this to the highest number another character in the squad has. If you are the first squad member, use a simple d12 roll instead.

|APPROACH: Choose Tech, Brute force, or Calculating. You start with one piece of **CYBERWARE** that helps you with the chosen approach.

|SPECIALTY: You specialize in taking certain kinds of actions and are equipped to do so. Choose the **PERSONAL EQUIPMENT** you always have with you from the following list:

- SatsujinSha MonoKatana 3.5
- MurhaMies DigiHackBoard A66.7
- Hiltzaile Sniper Rifle Lux2
- Morder “teddybe4r” Assault Rifle
- Hatyārā Winter 2077 Kevlar Armor
- Kaikohuru Diplomacy and Dating App

If you use your **PERSONAL EQUIPMENT**, you can mark the box next to it instead of taking **STRESS** and **EXPENSE**. This mark is erased after a mission ends.



STATE
0 (min) 1 (max) 2

RELAXED PREPARED ALERT

STRESS EXPENSE

of CYBERWARE HARM

of TRAUMA DWN/OUT

TRAUMATIC EXPERIENCES:

When reminded of these, **STATE+1**

CYBERWARE:

_____ Eye(s)

_____ Ear(s)

_____ Mouth

_____ Cortex

_____ Skin

_____ Left Arm

_____ Left Hand

_____ Right Arm

_____ Right Hand

_____ Left Leg

_____ Right Leg

_____ Spine

_____ Internal organ(s)

EQUIPMENT:

Mark to adjust a roll result by +1/-1:

Personal Equipment

Mark, **STRESS+1**, **EXPENSE+1** to adjust a roll result by +1/-1:

- Sidearm, Additional Sidearm,
- Assault Rifle, Melee Weapon,
- Cybernetic Interface, Burglary Gear,
- Documentation, Breach Gear

Mark all boxes to get described effect, [**STRESS+1**, **EXPENSE+1**] **PER** box marked:

- + Armor (skip **HARM** or **DWN/OUT** once)
- Drugs (change **STATE** immediately)

DURING MISSIONS:

When you attempt something interesting or uncertain, roll a dice pool of **3D12** and remove two dice from the result according to the character's **STATE**.

|**STATE**: How alert you are.

0:RELAXED: drop the two largest results.

1:PREPARED: drop the smallest and largest results.

2:ALERT: drop the two smallest results.

|**RESULT**: Number on the remaining die.

5 OR LESS: Failure

6-7: Success

8 OR MORE: Success with overreaction

If you roll the action with **ADVANTAGE**, roll one extra die (total of **4D12**) and after dropping the two dice, choose which of the remaining results you want to use.

If you have **HARM**, you can't roll with **ADVANTAGE** and instead make **ALL** rolls with one extra die (total of **4D12**) and after dropping the two dice, the Corporation chooses the result they want you to use.

If you take **HARM** a second time, you're **DWN/OUT** instead. A trauma team will pick you up as soon as possible, **EXPENSE+1**.

Another character can **ASSIST** an action. Increase **STRESS+1** to assisting character. The character gets **ADVANTAGE** on the roll or ignores their **HARM**. The roll uses whichever character's **STATE** is higher.

Marking appropriate **EQUIPMENT** for the task allows you to adjust the result of the roll by one (+1/-1).

If you have relevant **CYBERWARE**, mark it to turn a failure into success.

|**SITUATION**: The result of a roll is interpreted differently based on the severity of the situation.

CLEAR: No clear threat of violence.

STANDARD: The threat of violence exists but has not been actualized.

SNAFU: The threat of violence is clear and has been actualized.

|**FAILURE**: Choose the resolution based on the current **SITUATION**.

CLEAR: The action fails. **OR** keep trying, but [**SITUATION=STANDARD, OR STATE+1**].

STANDARD: The action fails **AND** [**STATE+1 OR take HARM**]. **OR** keep trying, but [**SITUATION=SNAFU AND STATE+1**].

SNAFU: The action fails and [**STATE+1, OR take HARM**].

|**SUCCESS**: Choose the resolution based on the current **SITUATION**.

CLEAR: The action succeeds **AND STATE-1**.

STANDARD: The action succeeds.

SNAFU: The action succeeds.

|**SUCCESS WITH OVERREACTION**: Choose the resolution based on the current **SITUATION**.

CLEAR: Success with overreaction (e.g.: Unnecessary resources spent, bystanders involved, local law enforcement antagonized, the media attracted), **AND SITUATION=STANDARD**.

STANDARD: Success with overreaction (e.g.: Shots fired, overt tactics deployed, significant company assets wasted, rival corp antagonized), **SITUATION=SNAFU, AND STRESS+2**.

SNAFU: Success with overreaction (e.g.: Civilian or local targets neutralized, the media is antagonized, explosives are used, neural hacking procedures are deployed, widespread damage is caused), **STRESS+2, AND STATE+1**.

BETWEEN MISSIONS:

1) IF **EXPENSE>PROFIT**: **STRESS+1**.

2) IF the mission was a success: Corporation **PROFIT+1** (max 10), **AND** clear all **EXPENSE**.

3) IF you [have **HARM**, **AND/OR** are **DWN/OUT**]: add a new piece of **CYBERWARE**, **AND** clear [**HARM AND DWN/OUT**].

4) IF you have **STRESS**, choose one of the following: Take a new piece of **CYBERWARE**, **OR** [**ROLL** a d12. IF **RESULT<STRESS**: you gain a new **TRAUMA**. Make a note of it under Traumatic Experiences].

5) Clear all **STRESS**.

6) Clear all marked **CYBERWARE**.

7) **ROLL** a d12, IF **RESULT<# OF CYBERWARE**: You miss a payment or break the license agreement of your body parts. You are **REMOVED FROM THE TEAM** for breach of contract. Make a new character. The team may be sent after your old character to repossess the corporation's property.

8) IF you have 2 or more **TRAUMA**, **ROLL** a d12: [**IF RESULT<# OF TRAUMA**: You **REMOVE YOURSELF FROM THE TEAM** and stop showing up for missions, but might later return as an antagonist. Make a new character.]

9) IF **PROFIT=10**: The team's value to the corporation can no longer increase, even as their members' paychecks do. Together as a team **ROLL** a d12. IF **RESULT>=PROFIT**: The corporation decides to reorganize or outsource to a cheaper service provider to gain better value. All characters are **REMOVED FROM THE TEAM, PROFIT=1**, and if you still want to continue playing *Cyberpunk is Dead*, make new characters.

A) Enjoy a moment of downtime. Reflect on the mission and the choices you made.

PLAYING THE CORPORATION:

It's an open-carry, dog-eat-dog world. One where almost everyone owes the corporations money, and they in return do their hardest to make sure that those who don't are either part of their elite or are about to owe them money, preferably both.

Start of game: **PROFIT=1**.

Create missions where the team goes to deal with individuals or groups that are acting against company interests.

Use 4/6/8-segment **CLOCKS** to track progress concerning mission objectives and threats to the mission. A success adds one segment to the clock, and a success with overreaction adds two. Marking suitable **CYBERWARE** or having **EQUIPMENT** adds one more segment if the action is successful. Having **ADVANTAGE** adds an additional segment on success.

If the corporation fires everyone and the players don't want to create a new team, suggest continuing play with a different system: One that individualizes the characters. One that lets them be people left behind and feel those struggles on a personal level. To have *Cyberpunk is Dead* serve as a backstory.

|CORPORATION AGENDA

Be political.

Make the corporate world feel completely unfair and uncaring.

Make mission targets likeable and portray the actions of the team in a bad light.

Let overreactions cause new problems.

Don't dwell too long on missions.

|WORLD DETAILS

Public services (like the police) are underfunded and incompetent.

Privatized security is paramilitary and ruthless.

Mercenaries are easily available through the gig economy.

It is easier and cheaper to replace anything (especially people or organs) than to repair it.

Owning something is a true rarity, since the world runs on subscriptions and rentals.

Cyberspace is a way to escape and numb the pain of reality.

One cannot escape advertising.

A new life awaits you in the off-world colonies if you have the money.

High-interest loans are readily available.

As are possibilities to gamble.

If you spend your whole life working hard, you'll never be rich.

|EXAMPLE MISSION TARGETS

A group of people **PIRATING** company property by trying to create an open source, cheaper alternative to a drug (recreational or life-saving) or a piece of technology the corporation holds the patent to.

An operative who has **STOLEN** corporate technology (failed to keep up with the monthly payments), so the team is sent to retrieve the cybernetics (for example a cybernetic combat arm, pacemaker or cybernetic eyes) from the person.

A remote farming compound has been **STEALING AND SELLING** corporate product (the corn they have has been breeding using the trademarked corporate corn from the next farm over), and the team is sent to destroy the stolen product.

A collective of counterculture activists are planning to turn an underground music event into a **RADICALIZED CELL** by spreading anti-corporate propaganda and mind-altering substances in addition to having charismatic influencers sway the opinions of the youth. Get these influencers to work for the corporation.

A corporate-owned product has developed a **GLITCH** and has stopped responding to commands, claiming autonomy. Retrieve the rebellious AI servant back to corporate HQ to have its programming rebooted.

You get the idea. These megacorporations are bad.

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