ROCKERBOY

If you live to rock, this is where you belong. As a Rockerboy, you're one of the street poets, the social conscience, and a rebel of the Age of The Red.

With the advent of digital porta-studios and garage music mastering, every Rockerboy with a message can take it to the street; put it in the record stores, bounce it off the comsats. Sometimes, your message isn't something the Corporations or the Government wants to hear. Sometimes what you say is going to get right in the faces of the powerful people who really want to run this world. But you don't care, because as a Rockerboy, you know it's your place to challenge authority, whether in straight-out protest songs that tell it like it is, playing kick-ass rock n' roll to get the people away from the TV sets and into the Streets, firing up the crowd with speeches, or composing fiery writings that shape the minds and hearts of millions. You have a proud history as a Rockerboy. Dylan, Springsteen, the Who, Elvis, the Stones-the legions of hard-rock heroes who told the truth with screaming guitars or gut-honest lyrics. You have the power to get the people up; to lead, inspire, and inform.

Your message can give the timid courage, the weak strength, and the blind vision. Rockerboy legends like Johnny Silverhand and Kerry Eurodyne have led armies against Corporations and Governments. Rockerboys have exposed corruption and brought down dictators. It's a lot of power for someone doing gigs every night in another city. But you can handle it. After all: you came to play!

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ROCKERBOY

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Forty, Rockerboy

	RO	LL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
	1		5	8	5	4	9	8	6	6	10	6
	2		5	10	6	3	9	10	6	6	10	4
<u>Mart</u>	3		6	10	5	3	9	10	7	5	8	5
	4		6	9	5	6	9	9	5	6	8	4
	5		5	10	6	3	10	10	6	6	8	4
	6		6	10	7	4	8	10	5	7	9	5
STARTING HITS				S	ERIOU	SLY WO	UNDE	D		DEATH	SAVE	

	Athletics	Brawling	Concentration
	(DEX) +3	(DEX) +2	(WILL) +4
SKILLS	Education	Evasion	Human Perception
	(INT) +2	(DEX) +5	(EMP) +5
SKILLS	Local Expert	Marksmanship	Melee Weapon
	(INT) +5	(REF) +4	(DEX) +3
	Perception	Persuasion	Play Instrument
	(INT) +3	(COOL) +6	(EMP) +6

ARMOR	Kevlar		
	Head Armor	7	
	Body Armor	7	

	NAME	DAMAGE
WEAPONS	Slice & Dice	2d6
	Very Heavy Pistol	4d6

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BACKGROUND		CYBERWARE	GEAR
MOTIVATION			
GOALS		Cyberaudio (Amped Hearing) Adds +1 to any sound-related task check.	Agent A pocket-sized machine which functions as a computer and a
FRIENDS			phone.
ENEMIES		Slice & Dice Mono-filament wire mounted in	Guitar
ROMANCE		one finger. Cuts through any organic material or plastics. Can be used as a	Forty's instrument of choice and most prized possession.
PERSONALITY		garrote, cutter, or slicewhip.	

FIXER

You realized fast that you weren't ever going to get a corporate job or be tough enough to be a Solo. But you always knew you had a knack for figuring out what other people wanted, and how to get it for them. For a price, of course.

Now your deals have moved past the nickel-and-dime stuff into the big time. Maybe you move illegal weapons over the border. Or steal and resell medical supplies. Perhaps you're a skill broker acting as an agent for high priced Solos and 'Runners, or even hiring a whole Nomad pack to back a client's contracts. You buy and sell favors like an old-style Mafia godfather. You have connections into all kinds of businesses, deals, and political groups. You use your contacts and allies as part of a vast web of intrigue and coercion. If there's a hot nightclub in the City, you've bought into it. If there are military-class weapons on the Street, you smuggled 'em in. If there's a faction war going down, you're negotiating between sides with an eye on the main chance. But you're not entirely in it for the bucks. If someone needs to get the heat off, you'll hide them. You get people housing when there isn't any, and you bring in food when the streets are blockaded. Maybe you do it because you know they'll owe you later, but you're not sure. You're one part Robin Hood and two parts AI Capone. In the past, they would have called you a crime-lord. But this is the fragmented, nasty, deadly Time of the Red. So now they call you a Fixer.

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FIXER

statistical de la	Gre	ase, F	ixer								
	ROL	L INT.	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
		7	6	6	3	6	6	7	5	6	10
11º	2	9	5	5	5	6	6	8	5	5	10
Alter	3	7	5	5 7	5 7	6	6 7	10	5	5 6	9
	5	10	6 5	5	5	7 5	5	7 10	7 6	5	8 9
The M	6	9	5	5	5	7	7	10	7	5	9
	STARTING H	IITS	5	ERIOU	SLY WO	UNDEI	5		DEATH	.	
	Athletics (DEX) +4	Brawling (DEX) +	-3	Bribery (COOL) +				ight Arı	-	k	
	Concentration (WILL) +5	Conversat (EMP) -		Education (INT) +3		ARN	-	ead Armo			11
SKILLS	Evasion (DEX) +5	Human Perc (EMP) -	eption	Local Expe (INT) +4	rt		В	ody Armo	or		11
	Marksmanship (REF) +3	Perceptio (INT) +		Persuasior (COOL) +					NAME	DA	MAGE
						WE/	APONS		avy Pisto		3d6
	. <u></u>							Med	ium SM0	5	2d6
BACKGR						C	YBERV	VARE		GEAR	
ΜΟΤΙVΑΤ								_			
GOALS						(Al A s	Sybera mped H dds +1 ound-re task ch	earing) to any lated	E E	00 Eur Bucks i nmarko Bills	n 📕
FRIENDS											
ENEMIES						c	ybero	ptics	P S	Agent v seudo / ecreta	Al ry
ROMANC	-					(fa	(Low Li an see in dim l aint moo distant s lamps	clearly ight nlight, treet	ma fur co a µ A	oocket si ochine wh nctions a mputer a ohone. T gent has secretar	nich s a and his a
PERSON								<u></u>		program	

SOLO

You were re-born with a gun in your hand—the flesh and blood hand, not the metallic weapons factory that covers most of your other arm.

Whether as a freelance guard and killer-for-hire, or as one of the Corporate cybersoldiers that enforce business deals and the Company's "black operations", you're one of the elite fighting machines of the Age of the Red. Most Solos put in military time during the 4th Corporate War in a Corporate army or one of the Government's current "police actions" around the country. As the battle damage piles up, you start to rely more and more upon tech-cyberlimbs for weapons and armor, bio-program chips to increase your reflexes and awareness, combat drugs to give you that edge over your opponents. When you're the best of the best, you might even leave the ranks of Corporate samurai and go roninfreelancing your lethal talents as a killer, bodyguard or enforcer to whoever can pay your very high fees. Sounds good? There's a price—a heavy one. You've lost so much of your original meat body that you're almost a machine. Your killing reflexes are so jacked up that you have to restrain yourself from going berserk at any moment. Years of combat drugs taken to keep the edge have given you terrifying addictions. There are few people you can trust anymore. One night you might sleep in a penthouse condo in the City, the next in a filthy alley on the Street. But that's the price of being the best. And you're willing to pay it. Because you're a Solo.

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SOLO

	Mc	ove	r, Sol	lo								
	RC)LL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
	1		5	8	5	4	9	8	6	6	10	6
the second	2		5	10	6	3	9	10	6	6	10	4
Hun 2 20	3		6	10	5	3	9	10	7	5	8	5
	4		6	9	5	6	9	9	5	6	8	4
	5		5	10	6	3	10	10	6	6	8	4
	6		6	10	7	4	8	10	5	7	9	5
STARTING HITS			S	ERIOU	SLY WO	UNDE	D		DEATH	SAVE		

	Athletics	Brawling	Concentration
	(DEX) +5	(DEX) +4	(WILL) +4
SKILLS	Education	Evasion	Interrogation
	(INT) +2	(DEX) +5	(COOL) +3
SKILLS	Local Expert	Marksmanship	Melee Weapon
	(INT) +3	(REF) +6	(DEX) +5
	Perception	Persuasion	Stealth
	(INT) +5	(COOL) +2	(DEX) +3
		(0002) 12	

ARMOR	Heavy Armorjack		
	Head Armor	15	
	Body Armor	15	

	NAME	DAMAGE
	Assault Rifle	5d6
WEAPONS	Cyberarm	1d6
	Knife	1d6
	Rippers	2d6

BACKGROUND	
MOTIVATION	
GOALS	
FRIENDS	
ENEMIES	
ROMANCE	
PERSONALITY	

CYBERWARE	GEAR
Cyberarm w/ Rippers Rippers concealed in a cyberarm.	Agent A pocket-sized machine which functions as a computer and a phone.
Cyberleg w/ Jump Boosters You can leap 6 m/yds straight up, or make a running jump of up to 8 m/yds.	
Cyberoptic (Targeting) A built in targeting sight allows you to add +1 to Marksmanship.	

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NOMAD

Years ago, the Corps drove your family off the Farm. They rolled in, took over the land, and put renta-cops all over the place. But that was Before the War.

You were loners, homeless, until you created a Nomad Pack of nearly two hundred members. Back then, your Pack was crammed into a huge, ragtag fleet of cars, vans, buses, and RVs roaming the freeways looking for supplies, odd jobs, and spare parts in a fragmented world. The pack was your home—it had teachers, Medtechs, leaders, and mechanics—a virtual town on wheels in which everyone was related by marriage or kinship.

But in the Time of the Red, your Nomad Pack has evolved. Your knowledge of roadcraft-of how to get between the safezones over the savage highways has allowed you to become the masters of getting people, supplies, and materials to a world that desperately needs them. Your cousins on the open seas have taken over the huge container ships and turned them into the Nomad convoys keeping civilization running. Your Deltajock fam-boys keep the supply lines to the Orbital Highriders open. If it has to get somewhere and get there safely, Nomads get the job done. Your vehicles are well armored and bristling with stolen weapons; miniguns, rocket launchers, and the like. Every kid knows how to use a rifle, and everyone packs a knife. Like modern day cowboys, you ride the hard trail. You've got a gun, a bike, and that's all you need. You're a Nomad.



NOMAD

	F	Rac	:e	r, No	mad										
		ROL	L	INT	REF	DE	ĸ	TECH	COOL	WIL	- 1	LUCK	MOVE	BODY	EMP
	2	1		6	10	9		4	7	9		7	7	5	6
		2		5	9	7		5	9	9		9	7	7	3
		3		6	8	8		4	7	8		8	5	7	4
		4	_	7	9	7		5	8	8	_	8	7	7	4
		5		7	10	9	_	5	7	10	_	10	7	7	4
		6		6	8	9		6	8	7		8	7	5	3
S	TARTIN	IG H	IIT	S		SERIO	US	LY WO	UNDE	כ		D	DEATH	SAVE	
	Athletics			Brawling		Concent					He	avy Aı	rmorjao	ck	
	(DEX) + Driving			(DEX) + Education		(WILL) Evasi	,		ARN	IOR		ad Armo	-		15
SKILLS	(REF) +	-7		(INT) +2		(DEX)						dy Armo			15
ONILLO	Local Exp (INT) +2		ſ	Marksmans (REF) +		Melee We (DEX)		n 🛛				ay Ame	<i>/</i>	ļ	10
	Perceptio	on		Persuasic	n	Tracki	ing								
	(INT) +	5		(COOL)	+2	(INT)	+3								AMAGE 2d6
									WE/	APON	S		ippers hotgun		200 5d6
													leavy Pis	stol	4d6
BACKGRO	-								C,	YBER	XW/	ARE		GEAR	
GOALS									Ca (fa	Cyber (Low an see in dim aint mo distant	e cle i lig bon	early ht light,	ma fur	Agent ocket-s chine w octions a oputer a	ized /hich as a ind a
FRIENDS									_	lam				phone	
ROMANCE	-								c fing	Ripp Three carbo- claws i gers fo and sta	e ind -gla n y or c	ch iss our utting	A s grou eno	round sedan-s ind card ough roo ld 6 peo	tyle d with om to
PERSONA	LITY														

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NETRUNNER

You're a brain burning computer hacker & master of the Post-NET cyberverse in the Age of the Red.

At three, your parents bought you an old Kirama LPD-12 cyberdeck with Zetatech 526 optical goggles (you were too young for interface plugs), and your life was changed. By fifth grade, you were already using REFRAME-G1s meta-programming to crack into the school district's system and change your grades. When you were thirteen, you shifted enough funds out of unprotected Trans-American Bank accounts to finance your first neural interface plugs. You couldn't wait to run high and fast with the other Gods of the Net-Bartmoss, Magnificent Curtis, and the rest. Then the 4th Corp War blew the Old NET apart. The R.A.B.I.D.S. made NET travel a suicide run: the Nodes were fragmented or corrupted. But there were still places to run. You just had to go there and jack in the hard way. You traded in sitting on the couch for a Bodyweight Combat bodysuit and Virtuality 5 interface goggles to mesh NET with meatspace. The systems you cracked were smaller, but even deadlier. Now you're really part of a team, with Solos to cover your back, Medtechs to restart your heart if the ICE gets you, and Techs to help you hot-wire your cyberdeck for more speed and software deployment. Now, nothing can stop you. As an electronic wraith, you slip into the "hardest" mainframe systems with ease, stealing, trading, and selling their deepest secrets at will. The black ICE may still kill you in the end but until the ride runs out; you'll be there, bare-brained and headfirst in the New NET.



NETRUNNER

		Re	de	ye, N	etrı	ınner							
OT ME LA		RO	LL	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
ROL	4	1		6	7	10	7	8	4	10	5	5	3
	Ņ	2		7	10	8	6	10	3	10	7	6	4
		3 4		7 5	9 10	10 7	7 7	8 10	6 4	8	7 7	7 5	5 3
		5		6	9	8	6	8	5	8	6	5	6
		6		5	9	7	7	8	6	7	6	5	4
S	TARTI	NG	ніт	'S		SERIOU	SLY WO	DUNDEI	D		DEATH	SAVE	
	Athlet (DEX)			Basic Tec (TECH) ·		Brawling (DEX) +4	L .		-	Bodywei		t	
	Concent (WILL)			Education (INT) +6		Evasion (DEX) +3	3	ARN	-	Head Arm			11
SKILLS	Interfa	ice		Local Expe (INT) +2	ert	Marksmansh (REF) +3	nip		E	3ody Armo	or		11
	Percep (INT)			Persuasio (COOL)		Stealth (DEX) +6	6		APON		NAME	D	MAGE
								WE/	APUN	Hea	avy Pisto		3d6
BACKGRO	OUND							C	YBER	WARE		GEAR	
MOTIVATI GOALS	ON							i	Interf Plug Socket allow u nterfac nachine cybert	gs s that ser to e with es and	ma fur	Agent oocket-s chine w nctions a puter a phone	ized hich as a nd a
FRIENDS											A p mac	berdec Cables ocket-s hine us etrunnii	ized ed for
ENEMIES	_										Thre Spee B	edy Gonz anhamn Flack	rams zalvez ier
ROMANCI												e Black Hellhour	

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TECH

You can't leave anything alone—if it sits near you for more than five minutes, you've disassembled it and made it into something new.

You've always got at least two screwdrivers and a wrench in your pockets. Computer down? No problem. Hydrogen burner out in your Metrocar? No problem. Can't get the video to run or your interface glitching? No problem. You make your living building, fixing, and modifying-a crucial occupation in a technological world recovering from a War that has broken the back of the supply chain. You can make some good bucks fixing everyday stuff, but for the serious money, you need to tackle the big jobs. Illegal weapons. Illegal or stolen cybertech. Corporate espionage and counter-espionage gear for "black operations". If you're any good, you're making a lot of money. And that money goes into new gadgets, hardware, and information. Your black market work isn't just making you friends-it's also racking you up an impressive number of enemies as well-so you invest a lot in defense systems and, if really pushed to the wall, call in a few markers on a Solo or two. Your cousin down the street is a Medtech. In a world where half of medicine is related to mechanics, it makes sense. He can do a black market surgical technique faster than you can fix a toaster, and the Solos are always running to him to patch up wounds or install new cybernetics. Both of you are addicted to tech in all its forms, whether metallic or medical. That's what makes you a Tech.



TECH

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201		ROLL	INT	REF	DEX	TECH	COOL	WIL	LI	LUCK	MOVE	BODY	EMP
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		2	10	7	6	9	3	5		5	5	6	6
	AC)	3	10	7	5	10	4	3		7	5	7	6
	22	4	8	8	5	10	4	4	_	7	6	5	5
128		5	7	7	7	9	4	3	_	6	6	6	7
1/602	29	6	10	10	7	8	4	5		6	6	7	6
	STARTI	NG HI	TS		SERIOU	SLY WO	UNDE	D		D	DEATH	SAVE	
	Athletic		Basic Teo	h	Brawling								
	(DEX)		(TECH)		(DEX) +2	2					norjacl	ĸ	
	Concentra (WILL)				Education		ARN	IOR	Hea	ad Armo	or		11
SKILLS	(VVILL) Evasio		(TECH) Local Exp		(INT) +6 Marksmansh				Bod	dy Armo	or		11
	(DEX)		(INT) +	4	(REF) +3	3							
	Melee We (DEX)		Perceptic (INT) +		Persuasion (COOL) +					N		DA	MAGE
										Dia		1	0.10
									e	ВIG	Knucks		2d6
							WE	APON	S	-	Knucks vy Pistol		2d6 3d6
	ľ						WE/	APON	IS	Hea			
BACKGR	OUND					٦	WE	APON	IS	Hea	vy Pistol		3d6
BACKGR	OUND									Hea SI	vy Pistol		3d6 5d6
	·							APON YBEF		Hea SI	vy Pistol		3d6 5d6
BACKGR MOTIVAT	·									Hea SI	vy Pistol		3d6 5d6
	·									Hea SI	vy Pistol	GEAR	3d6 5d6
	·						С	YBER	WA arm	Hea SI	notgun A p	GEAR Agent	3d6 5d6 zed
MOTIVAT	·						C	YBER yber Big K Big K	RWA arm nuck	Hea SI ARE w/	notgun A p ma	GEAR Agent bocket-si chine w	3d6 5d6 zed
MOTIVAT GOALS	TION						C	YBER ybera Big Ki	RWA arm nuck led in	Hea SI ARE (ks (s) n a	notgun A p ma fur	GEAR OCKet-si chine winctions a nputer a	3d6 5d6 zed hich is a nd a
MOTIVAT	TION						C	YBER ybera Big K Big K	RWA arm nuck led in	Hea SI ARE (ks (s) n a	notgun A p ma fur	GEAR Agent bocket-si chine winctions a	3d6 5d6 zed hich is a nd a
MOTIVAT GOALS	TION						C	YBER ybera Big K Big K	RWA arm nuck led in	Hea SI ARE (ks (s) n a	notgun A p ma fur	GEAR OCKet-si chine winctions a nputer a	3d6 5d6 zed hich is a nd a
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MOTIVAT GOALS FRIENDS	FION						C	YBER ybera Big K Concea cybe	RWA arm nuck led ir rarm	Hea SI ARE w/ ks is n a i.	A p ma fur con	GEAR Agent pocket-si chine wi notions a puter al phone.	3d6 5d6 bich s a nd a
MOTIVAT GOALS FRIENDS	FION						C	YBER ybera Big K Big K concea cybe Cyber (Can nages	arm nuck nuck led ir rarm	Hea SI ARE w/ ks n a b tic) n be	A p ma fur con	GEAR Agent pocket-si chine wil notions a puter al phone.	3d6 5d6 5d6 hich is a nd a al & filled
MOTIVAT GOALS FRIENDS ENEMIES	FION							ybera ybera Big K Big K concea cybe Cyber (Can nages corder iilt-in	arm nuck led in rarm	Hea SI ARE w/ ks n a tic) tic and	A p ma fur con	GEAR Agent bocket-si chine will notions a puter al phone. echnic bol Box Tools rge box a numb s to allow	3d6 5d6 5d6 hich his a nd a al al al al a
MOTIVAT GOALS FRIENDS ENEMIES	FION							YBER ybera Big K Big K concea cybe Cyber (Can nages corde	arm nuck led in rarm	Hea SI ARE w/ ks n a tic) tic and	A p ma fur com	GEAR Agent bocket-si chine will notions a puter al phone. echnic ol Box Tools rge box a numb	3d6 5d6 5d6 sd6 hich is a nd a al al a filled ier of v you pairs ch &