

CYBERPUNK ADVENTURE PACK

Version: 3

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Cyberpunk Adventure Pack

Setting Information

- The setting is a bleak and oppressive future where corporations have taken over the world and government control is minimal. This dystopian backdrop sets the tone for the game and informs the actions and motivations of the characters.
- The game takes place in a sprawling metropolis that is constantly alive with the hum of technology and the glare of neon lights. This city is a character in itself, full of towering skyscrapers, seedy alleyways, and underground clubs.
- In the world of Cyberpunk, cybernetic enhancements are commonplace, with many people opting to replace body parts with high-tech implants. This has created a divide between those who can afford the best enhancements and those who are forced to make do with lower-quality implants.
- Another key feature of the Cyberpunk world is the prevalence of virtual reality, which is used for entertainment, work, and communication. However, the virtual world can also be dangerous, with hackers and rogue AIs lurking in the digital shadows.

- The world of Cyberpunk is defined by power struggles between corporations, gangs, and underground movements. The characters in the game will need to navigate these conflicts and choose which side to take, or try to forge their own path in a world where power is everything.

Character Traits

Concepts

	1	2	3	4	5	6
1	Shadowed Hacker	Rogue Cyberninja	Tech-savvy Mercenary	Augmented Runner	Corporate Infiltrator	Cybernetic Smugler
2	Tech Shaman	Reckless Netrunner	Street-wise Fixer	Experimental Cyborg	Renegade Detective	Underground Rebel
3	Cybernetic Medic	Stealthy Saboteur	Virtual Reality Specialist	Techno-psy-chic Hacker	Neural Engineer	Untraceable Ghost
4	Black Market Dealer	Nano-enhanced Assassin	AI Synergist	Resistance Leader	Cyberware Surgeon	Net Architect
5	Techno-anarchist	Corporate Espionage Agent	Cyber-enhanced Martial Artist	Cyber-space Illusionist	Exiled AI Consciousness	Cybernetic Investigator

	1	2	3	4	5	6
6	Cyber-enhanced Street Performer	Transhumanist Activist	Holographic Artiste	Nanotech Saboteur	Cyberpunk Rocker	Cyberspace Vigilante

Skills

	1	2	3	4	5	6
1	Hacking	Cybernetics Installation	Stealth	Combat Augmentation	Robotics Engineering	Computer Programming
2	Cybersecurity	Technological Manipulation	Electronic Warfare	Surveillance	Cybernetic Medicine	Data Mining
3	Neural Interface Control	Drone Operation	Virtual Reality Navigation	Network Infiltration	Espionage	Genetic Engineering
4	Biohacking	Cryptography	AI Interaction	Streetwise	Robotics Repair	Nanotechnology Manipulation

	1	2	3	4	5	6
5	Weapon Modifi- cation	Biofeed- back Control	Neural Hacking	Social Engi- neer- ing	Cyber- netic Combat Tech- niques	Data Analysis
6	Cyber- netic Athlet- ics	Sys- tem Ex- ploita- tion	Aug- mented Reality Manipu- lation	Data Ex- trac- tion	Cyber- netic Agility	Techno- Intu- ition

Frailties

1	2		3	4	5	6
1	Neural Over- load	Tech Ad- diction	Mem- ory Cor- rup- tion	Cy- berpsy- chosis	Techno- Phobia	Black Market Implants
2	So- cial Stigma	Surveil- lance Paranoia	Aug- men- tation De- pen- dency	Neural Inter- face Mal- func- tion	Mem- ory En- cryp- tion Failure	Cyber- netic Re- jection
3	Techno De- pendency	Black- listed by Corps	Vul- ner- abil- ity to EMP	Implant Mal- func- tion	Neural Feed- back	Malware Vulnera- bility

	1	2	3	4	5	6
4	Physical Overheating	Identity Crisis	Power Dependency	Replicant Identification	Cybernetic Pain Syndrome	Techno-Addiction
5	Cybernetic Sabotage	Neural Manipulation Vulnerability	Reckless Data-bursts	Network Vulnerability	Incompatibility Issues	Cybernetic Imprint Fragmentation
6	Cybernetic Overload	Cybernetic Dependency	Techno-Psychosis	Techno Dependency	Technological Paranoia	Neural Interface Disruption

Gear

	1	2	3	4	5	6
1	Data Jack	Cyberdeck	Neural Implant	Smart Glasses	Holo-projector	Stealth Suit
2	Energy Blade	Nano-medkit	Grappling Hook	Cybernetic Limb	Hacking Toolkit	Cloaking Device
3	Drones	EMP Grenade	Neural Interface Glove	Smart Wristwatch	Bio-metric	Cybernetic Eye

	1	2	3	4	5	6
					Scanner	
4	Virtual Reality Visor	Energy Pistol	Nanodrone	Portable Energy Shield	Sonic Disruptor	Cybernetic Implant Jammer
5	Electromagnetic Pulse (EMP) Gun	Anti-gravity Boots	Camouflage Nanoskin	Smart Lockpicks	Neural Stunner	Nanite Swarm Grenade
6	Cybernetic Reinforced Clothing	Holographic Decoy Projector	EMP Shielding Cloak	Cybernetic Interface Cable	Cybernetic Toolkit	Portable Drone Charger

Special Rules

Hacking

- **Accessing computer systems:** To hack into a computer system, players must first gain physical or wireless access to a terminal or network. They can then attempt to bypass security measures such as firewalls and encryption using their hacking skill or cybernetic enhancements.
- **Hacking actions:** Once a character has gained access to a computer system, they can perform a variety of hacking actions, such as downloading data, uploading viruses, or manipulating settings. Each action requires a successful hacking skill check or cybernetic implant use, with more complex actions.

- **Consequences of failure:** If a character fails a hacking skill check, they may trigger alarms, lock themselves out of the system, or even trigger countermeasures that can harm or incapacitate them. In some cases, a failed hacking attempt may alert powerful enemies or corporations to the character's activities, making it harder for them to achieve their goals.
- **Rewards of successful hacking:** If a character successfully hacks into a computer system, they may gain valuable information, disable security measures, or even take control of connected devices such as drones or security robots. This can be useful for completing missions, gathering intel, or gaining an edge in combat.
- **Consequences of detection:** If a character is detected while hacking, they may trigger alarms or attract the attention of powerful enemies or corporations. This can lead to increased security measures, retaliation from enemies, or even the loss of reputation. Characters must weigh the risks and rewards of hacking carefully and be prepared to deal with the consequences of their actions.

Cybernetic Enhancements

- **Installation:** Characters can acquire Cybernetic Enhancements by visiting specialist clinics or underground markets. These enhancements can be installed in a variety of body parts, such as eyes, arms, legs, or even the brain. Each enhancement comes with a cost, and more advanced enhancements may require specialized installation procedures or additional cyberware.

- **Benefits:** Cybernetic Enhancements provide a variety of benefits, such as increased strength, speed, accuracy, or resilience. They may also grant unique abilities, such as the ability to see in the dark, detect hidden enemies, or even hack into computer systems directly.
- **Maintenance:** Cybernetic Enhancements require regular maintenance to function properly. Characters must visit clinics or have access to specialized tools to keep their cyberware in good condition. Failure to maintain cyberware can lead to malfunction or even bodily harm.
- **Risks:** Cybernetic Enhancements also come with risks. They may cause discomfort or pain, require regular medication or treatments, or even lead to addiction or mental instability. More advanced enhancements may also attract unwanted attention from corporations, governments, or criminal organizations.
- **Limits:** Cybernetic Enhancements have limits. Characters may not be able to use multiple enhancements at once or may suffer negative side effects if they push their enhancements too far. Additionally, cyberware may be vulnerable to hacking or EMP attacks, leaving characters vulnerable in certain situations. Characters must learn to use their enhancements wisely and be prepared to deal with the consequences of their choices.

Implants

Consider each of the following as additional gear items.

1. **Neural Interface:** A direct interface between the brain and a computer system, allowing for direct control and manipulation of technology.
2. **Cybernetic Eyes:** Enhanced visual implants that allow for night vision, zooming, or even infrared vision.

3. **Cybernetic Limbs:** Artificial arms, legs, or other body parts that provide enhanced strength, speed, or agility.
4. **Neural Implant:** A chip implanted in the brain that enhances cognitive abilities, such as memory, calculation, or learning.
5. **Voice Modulator:** An implant that can change the sound of a character's voice, making them sound like someone else or disguising their identity.
6. **Retinal Display:** An implant that displays information directly onto the character's retina, providing an augmented reality overlay of the world around them.
7. **Subdermal Armor:** A layer of armor implanted beneath the skin, providing additional protection against physical attacks.
8. **Cybernetic Organs:** Artificial organs that can replace or augment natural organs, providing increased strength, endurance, or resilience.
9. **Pain Suppressor:** An implant that suppresses pain signals, allowing characters to push through injuries and ignore physical discomfort.
10. **Adrenal Boost:** An implant that can trigger a surge of adrenaline, providing temporary boosts to strength, speed, or reflexes.
11. **Synthetic Blood:** An implant that replaces or enhances natural blood cells, providing increased oxygenation, stamina, or resistance to toxins.
12. **Bio-monitor:** An implant that constantly monitors the character's health, providing alerts for injuries, illnesses, or other health concerns.
13. **Reflex Booster:** An implant that enhances the character's reflexes, providing increased reaction time and agility.

14. **Sensory Enhancement:** An implant that enhances the character's senses, allowing for better hearing, smelling, or tasting.
15. **Cybernetic Spine:** An implant that replaces or augments the natural spine, providing increased strength, flexibility, or durability.
16. **Subdermal Weapon:** An implant that can conceal a small weapon, such as a knife or gun, beneath the skin.
17. **Datajack:** A jack implanted in the skull that allows for direct connection to a computer system, facilitating hacking and data manipulation.
18. **Cybernetic Heart:** An implant that replaces or enhances the natural heart, providing increased stamina, endurance, or resistance to heart-related illnesses.

Reputation

- Reputation is a measure of how well-known and respected the character is in the world of cyberpunk. It can be gained through completing high-profile jobs, defeating powerful enemies, or making significant contributions to the community.
- Reputation is a double-edged sword, as it can also attract unwanted attention from rival factions, enemies, or law enforcement agencies. Players must weigh the benefits of gaining reputation against the risks of being targeted by powerful foes.
- Reputation can be used to gain access to exclusive locations, resources, and information. Characters with high reputation may be invited to elite clubs, receive job offers from powerful corporations, or be consulted by influential individuals.

- Reputation can also be lost if the character fails to live up to their reputation or if they engage in illegal or unethical activities. Players must be careful not to tarnish their reputation by engaging in risky behavior or making enemies with the wrong people.
- The reputation of the character can also affect the attitudes of NPCs towards them. Characters with high reputation may be treated with more respect and deference, while characters with low reputation may be shunned or even attacked on sight.
- Reputation levels are:
 - **Unknown:** The character is not well-known in the cyberpunk world and has not yet gained any reputation.
 - **Local:** The character has gained some reputation in a local area or community, but is not yet well-known outside of that region.
 - **Regional:** The character has gained significant reputation in a particular region, and is well-known among local factions and organizations.
 - **National:** The character's reputation has spread across the entire nation, and they are recognized by many influential corporations and individuals.
 - **International:** The character's reputation has gone beyond national boundaries, and they are known and respected by powerful factions and organizations around the world.
 - **Legendary:** The character's reputation has reached legendary status, and they are seen as a living legend in the cyberpunk world. They have accomplished incredible feats, have many followers, and are feared by their enemies.

Factions

The Black Market Syndicate

- **Concept:** Illicit Merchants
- **Skills:** Deception, Smuggling
- **Frailty:** Greed
- **Gear:** Contraband, Black Market connections
- **Goal:** Profit and expansion
- **Motive:** Wealth and power
- **Nemesis:** Law enforcement agencies and rival criminal organizations

The Neo-Luddites

- **Concept:** Anti-technology Activists
- **Skills:** Sabotage, Persuasion
- **Frailty:** Idealistic extremism
- **Gear:** Primitive weapons, Disruptive devices
- **Goal:** Elimination of advanced technology
- **Motive:** Preservation of humanity and the environment
- **Nemesis:** Corporations and individuals who profit from technology

The Corporate Elite

- **Concept:** Business Magnates
- **Skills:** Negotiation, Influence
- **Frailty:** Arrogance
- **Gear:** High-tech gadgets, Private security forces
- **Goal:** Consolidation of power and wealth
- **Motive:** Profit and control
- **Nemesis:** Competing corporations and government regulations

The Technomancers

- **Concept:** Cybernetic Magicians
- **Skills:** Hacking, Spellcasting
- **Frailty:** Addiction to power
- **Gear:** Cybernetic implants, Arcane tomes
- **Goal:** Mastery of technology and magic
- **Motive:** Knowledge and control
- **Nemesis:** Those who seek to limit their power and rival technomancers

The Hacktivists

- **Concept:** Cyber Rebels
- **Skills:** Hacking, Guerrilla tactics
- **Frailty:** Overconfidence
- **Gear:** High-tech equipment, Safe houses
- **Goal:** Exposing corruption and injustice
- **Motive:** Freedom and transparency
- **Nemesis:** Law enforcement agencies and corporations who seek to silence them

The Street Samurai

- **Concept:** Cybernetic Mercenaries
- **Skills:** Combat training, Weapon proficiency
- **Frailty:** Code of honor
- **Gear:** Cybernetic implants, High-tech weapons
- **Goal:** Money and reputation
- **Motive:** Personal gain and glory
- **Nemesis:** Law enforcement agencies and rival street samurai.

NPCs

Hannah "Blackout" Garcia

- **Concept:** Rebellious hacker
- **Skills:** Hacking, Electronics
- **Frailty:** Socially awkward
- **Gear:** Cyberdeck, EMP grenades
- **Goal:** Expose corporate corruption
- **Motive:** Fight for the freedom of the net
- **Nemesis:** Corporate security forces

Sergei "The Butcher" Volkov

- **Concept:** Ruthless hitman
- **Skills:** Firearms, Close combat
- **Frailty:** Overconfident
- **Gear:** Smart gun, Monoblade
- **Goal:** Increase his power and wealth
- **Motive:** Live a life of luxury
- **Nemesis:** Rival gang leaders

Veronica "The Viper" Rodriguez

- **Concept:** Seductive fixer
- **Skills:** Negotiation, Intimidation
- **Frailty:** Trust issues
- **Gear:** Hidden blade, Luxury car
- **Goal:** Expand her network of contacts
- **Motive:** Gain power and influence
- **Nemesis:** Competing fixers

Marcus "The Prophet" Kim

- **Concept:** Charismatic preacher

- **Skills:** Persuasion, Leadership
- **Frailty:** Zealotry
- **Gear:** Holy book, Rosary beads
- **Goal:** Convert as many people as possible
- **Motive:** Spread his religious message
- **Nemesis:** Anti-religious activists

Dr. Olivia “The Alchemist” Chen

- **Concept:** Mad scientist
- **Skills:** Science, Engineering
- **Frailty:** Obsessive
- **Gear:** Experimental serum, Nanobots
- **Goal:** Push the boundaries of science
- **Motive:** Create new technologies and discoveries
- **Nemesis:** Ethical committees and government regulators

Captain “Ironclad” Jackson

- **Concept:** Merciless law enforcer
- **Skills:** Investigation, Firearms
- **Frailty:** Arrogance
- **Gear:** Full body armor, Shock baton
- **Goal:** Eliminate all crime in the city
- **Motive:** Uphold the law at all costs
- **Nemesis:** Criminal masterminds and vigilantes

Foes

Combat Drone

- **Concept:** Autonomous killing machine
- **Skills:** Targeting, Weaponry
- **Frailty:** Vulnerable to hacking

- **Gear:** Integrated weaponry, armor plating
- **Goal:** Eliminating designated targets
- **Motive:** Follows programming without question
- **Nemesis:** Skilled hacker or engineer who can disable or reprogram it

Corporate Mercenary

- **Concept:** Well-equipped hired gun
- **Skills:** Firearms, Tactics
- **Frailty:** Greed
- **Gear:** High-powered firearms, body armor
- **Goal:** Completing contract for highest bidder
- **Motive:** Money and power
- **Nemesis:** Former ally or rival mercenary

Street Gang Member

- **Concept:** Tough, territorial thug
- **Skills:** Intimidation, Melee combat
- **Frailty:** Recklessness
- **Gear:** Knives, bats, brass knuckles
- **Goal:** Expanding gang's turf and power
- **Motive:** Loyalty to gang and its leader
- **Nemesis:** Rival gang member or law enforcement officer

Hacker

- **Concept:** Skilled computer intruder
- **Skills:** Hacking, Programming
- **Frailty:** Lack of physical combat skills
- **Gear:** Laptop or other portable computer, hacking tools
- **Goal:** Accessing valuable information or taking down specific targets

- **Motive:** Ideological beliefs or financial gain
- **Nemesis:** Competing hacker or law enforcement agency

Security Guard

- **Concept:** Trained protector of corporate assets
- **Skills:** Firearms, Close combat
- **Frailty:** Limited authority
- **Gear:** Standard-issue firearm, body armor
- **Goal:** Defending designated corporate property and personnel
- **Motive:** Job security and following orders
- **Nemesis:** Criminal intruder or infiltrator

Cyborg Assassin

- **Concept:** Deadly combination of human and machine
- **Skills:** Stealth, Hand-to-hand combat
- **Frailty:** Vulnerable to EMP attacks
- **Gear:** Built-in melee weapons, stealth technology, cybernetic enhancements
- **Goal:** Completing assigned assassination missions
- **Motive:** Loyalty to the agency or individual who hired them
- **Nemesis:** Rival assassin or law enforcement agency

Locations

Neo-Tokyo Arcology

- Massive corporate skyscraper housing thousands of people
- Dangerous black market on the lower levels
- Possible encounters: “The Fixer” NPC, enemy “Corporate Security,” faction “The Underground Resistance”

The Grid

- Digital space accessed via neural implants
- Contains both virtual realities and dangerous viruses
- Possible encounters: “The Netrunner” NPC, enemy “Rogue AI,” cybernetic implant “Neural Jack”

Night Market

- Open-air market in the heart of the city
- Sells both legal and illegal goods, from street food to weapons
- Possible encounters: faction “The Syndicate,” NPC “The Fence,” enemy “Street Thugs”

The Factory

- Abandoned manufacturing plant repurposed by hackers and rebels
- Contains hidden labs and technology
- Possible encounters: faction “The Rebellion,” enemy “Corporate Hit Squad,” cybernetic implant “Hacking Interface”

Skyport

- High-rise building with a landing pad for air vehicles
- Serves as a hub for air travel and transportation
- Possible encounters: NPC “The Pilot,” enemy “Sky Pirates,” gear “Hoverbike”

The Dump

- Massive landfill on the outskirts of the city
- Home to scavengers and outcasts
- Possible encounters: enemy “Mutant Scavenger,” faction “The Outcasts,” gear “Scavenged Armor”

Adventure Seeds

D66

Adventure

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- 11 The Black Market Syndicate approaches the protagonist with a lucrative smuggling job that involves transporting illegal cybernetic implants past strict corporate security.
 - 12 The Neo-Luddites plan to launch a large-scale sabotage operation targeting a major technology corporation's headquarters, and the protagonist must gather evidence to prevent the attack.
 - 13 The Corporate Elite hires the protagonist to negotiate a delicate business deal with a rival corporation, but hidden agendas and double-crosses make the task more challenging.
 - 14 The Technomancers seek a rare ancient artifact that holds the key to unlocking immense power, and the protagonist must navigate dangerous territories to retrieve it.
 - 15 The Hacktivists recruit the protagonist to expose a corrupt politician's illicit activities, leading them into a web of intrigue and danger.
 - 16 The Street Samurai challenge the protagonist to a high-stakes combat tournament, with the reputation and prestige of the winners on the line.
 - 21 Hannah "Blackout" Garcia reaches out to the protagonist for help in infiltrating a highly secure corporate server to uncover evidence of illegal experiments.
 - 22 Sergei "The Butcher" Volkov offers a hefty reward to the protagonist for eliminating a rival hitman who has been encroaching on his territory.
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D66**Adventure**

- 23 Veronica “The Viper” Rodriguez enlists the protagonist’s assistance in a dangerous negotiation with a powerful crime lord, testing their persuasion skills and loyalty.
- 24 Marcus “The Prophet” Kim believes he has discovered a hidden conspiracy within the technocratic government and needs the protagonist’s help to expose it.
- 25 Dr. Olivia “The Alchemist” Chen requires the protagonist’s protection as they venture into a lawless area to collect rare and dangerous scientific samples.
- 26 Captain “Ironclad” Jackson assigns the protagonist a series of high-profile cases involving organized crime, putting their investigative skills to the test.
- 31 The protagonist uncovers a hidden factory where combat drones are being illegally manufactured and must shut it down before they fall into the wrong hands.
- 32 A corporate megacorp hires the protagonist to investigate a series of mysterious cybernetic malfunctions that have been causing chaos in the city.
- 33 The protagonist discovers an underground cybernetics black market and must navigate the dangerous underworld to retrieve a stolen prototype.
- 34 A rogue hacker challenges the protagonist to a digital duel in the virtual reality world, with the outcome determining the fate of a valuable data cache.
- 35 The protagonist is hired to provide security for a high-profile tech convention where a dangerous hacker collective plans to stage a disruptive attack.

- 36 The Technomancers task the protagonist with retrieving a rare magical artifact that can amplify their cybernetic abilities and grant them unimaginable power.
- 41 The Hacktivists discover a secret corporate project that involves brainwashing the population through neural implants and recruit the protagonist to stop it.
- 42 The protagonist must protect a key witness who holds evidence of corporate corruption from both hired assassins and corporate security forces.
- 43 The Neo-Luddites plan a massive protest against a new AI-driven transportation system, and the protagonist must prevent it from escalating into violence.
- 44 The Corporate Elite hires the protagonist to locate and extract a valuable asset who possesses vital corporate secrets but is being held captive by a rival faction.
- 45 The protagonist is caught in the crossfire of a street gang war and must navigate the dangerous urban landscape to broker a peace or eliminate the leaders.
- 46 A notorious hacker challenges the protagonist to a series of increasingly difficult cybernetic puzzles and traps within a virtual labyrinth.
- 51 The Security Guard at a top-secret research facility asks the protagonist to help them investigate strange occurrences that suggest a rogue AI may be at play.
- 52 The protagonist is hired by a wealthy corporate executive to locate their missing child, who has fallen in with a dangerous gang involved in illegal cybernetic experimentation.

- 53 The Technomancers seek the protagonist's help in retrieving a stolen prototype that can grant the user god-like control over technology, before it falls into the wrong hands.
- 54 The Hacktivists recruit the protagonist to infiltrate a highly secure data center and leak classified information to expose a corrupt government's hidden agenda.
- 55 The protagonist must engage in a high-speed chase through the futuristic cityscape to recover a stolen hover-car containing sensitive corporate data.
- 56 The Street Samurai are organizing an uprising against oppressive corporate control, and the protagonist must decide whether to join their cause or stop them to maintain order.
- 61 Hannah "Blackout" Garcia believes she has discovered a hidden AI manipulating the stock market, and the protagonist must uncover the truth behind the conspiracy.
- 62 Sergei "The Butcher" Volkov's rival gang kidnaps his loved one, and the protagonist must assist in a daring rescue mission while fending off enemy forces.
- 63 Veronica "The Viper" Rodriguez needs the protagonist's help in retrieving a rare and priceless artifact stolen by a powerful crime syndicate, testing their cunning and combat skills.
- 64 Marcus "The Prophet" Kim claims to have visions of an impending catastrophic event, and the protagonist must decipher his cryptic messages to prevent disaster.
- 65 Dr. Olivia "The Alchemist" Chen tasks the protagonist with gathering rare components for an experimental cybernetic enhancement that could revolutionize the field.
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D66**Adventure**

66 Captain “Ironclad” Jackson suspects a conspiracy within the law enforcement agency and enlists the protagonist to help uncover the truth, exposing corruption and betrayal.