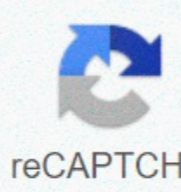


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Cyberpunk 2013 pdf

The Roleplaying Game of the Dark Future Cyberpunk, subtitled, The Roleplaying Game of the Dark Future, is the first edition of the popular pen and paper RPG series Cyberpunk. The game was designed by Mike Pondsmith, founder of R. Talsorian Games Inc and published in 1988. The first edition box set consists of three booklets that give players all the information they need to start playing, as well as a pair of dice and multi-character sheets. The series is heavily inspired by the works of William Gibson and Phillip K Dick, in particular the film adaptation of Do Androids Dream of Electric Sheep?, Blade Runner. The first edition gave rise to 4 complementary books that add details and extra information for players to use, Near Orbit, Solo of Fortune and Rockerboy focused space and solo and rockerboy character role respectively, while Hardwired was a spin-off book about the novel of the same name by Walter John Williams. A second edition was released a few years later in 1990, called Cyberpunk 2020 expanded on the rule set and the world and is considered the primary way to play the game. After the release of 2020, the first edition became known as Cyberpunk in 2013, citing the year of the setting, to differentiate the two editions. After a short break in the late 1990s, a third edition, known as Cyberpunk v3.0, was released, but the book was later revised and is now considered non-canon. Friday Night Firefight Anyone shot by a gun pressed up against their head will automatically have their brainblown out. Humans have been known to survive such injuries, but its very rare. — Friday Night Firefight Friday Night Firefight, subtitled, Interlock man to man & weapons combat system, is the first of the booklets featured in the Cyberpunk 2013 boxset. It includes the FNFF combat system, which covers all elements of firearm combat in an easy-to-use, but realistic format. Melee and hand-to-hand combat are also covered by this system. The purpose of the system is to move away from Hollywood tropes of unstoppable characters who can take a demonstrably large amount of damage and still fire their weapons with precision purpose. FNFF is not supposed to be good pure fun, but rather a deadly system that makes guns dangerous again, if your character has a large caliber pistol then he is a force to be reckoned with. The book covers everything from the basics of combat, the three-phase turns, movements, actions, FOV and line of sight; to the more advanced special attacks, cover, dampen fire and throwing grenades. Also included is an episode about melee combat, called Friday Night F5tfight, and how the system works with hand-to-hand combat. The last part of the book contains reference data for the various weapons and armor offered, as well as the various modifier tables. View from the edge Throw yourself up against danger and take it Never play it for sure, stay determined to the edge. — View from Edge View from the Edge, subtitled, Cyberpunk Handbook, is the second booklet included in the Box set Cyberpunk 2013. It covers all aspects of characters from the different roles players can choose, to the character skill mechanics and life path. Players who use the netrunner character role are introduced to net, cybernetic interface system for Cyberpunk, as well as the various programs, hardware and software used by characters. The last part of the book focuses on the character of mortality, and the various states of death as well as how a character can be revived from a near-fatal encounter. The first part of the book covers what is Cyberpunk, and the three main concepts, Style of Substance, Attitude is Everything and Live on the Edge. Players who create characters must follow these three concepts to pull off 21st century cyberpunk. Also covered are the main character roles, Rockerboy, Solo, Netrunner, Techie, Media, Cop, Corporate, Fixers and Nomads, with Netrunner's character class expanded on in the second half of the book. Welcome to Night City Night City is a modern urban setting, complete with dark streets, dirty alleys and rowdy clubs. — Welcome to Night City Welcome to Night City, subtitled, A Sourcebook for 2013, is the third and final booklet included in the Box set Cyberpunk 2013. This booklet covers all aspects of the world of the cyberpunk world that players will find themselves in. Included is a timeline of the world from the late 80s all the way to 2013, covering the various events such as the Corporate Wars and the World Collapse of 1994. From there, the book looks at the world of 2013, its current legal system and the widespread use of firearms as well as transportation and communication in the modern world. The World Night City introduced, originally intended to be a placeholder for all major metropolitan areas, it allowed players to imagine their own dark crime ridden city to further immerse themselves in the game. In the later 2020 edition, Night City expands into a fictional location with its own history. Never Fade Away, is a mini-adventure for first-time players, introducing the iconic characters of Johnny Silverhand and Alt Cunningham. The big companies all get their own profiles and key information such as founders, staff and headquarters. The last part of the book contains several articles written in-the-universe that give players a little more taste of the world of Cyberpunk. Availability Since the 2nd release, Cyberpunk 2013 has been, and as of 2018 it is also not available to purchase digitally. Used copies are rarely seen for sale on online auction sites and usually command a hefty price tag even in less than optimal condition. References M. Cyberpunk. 1st oath. Berkeley CA; R.Talsorian Games, 1988 Cyberpunk. Copyright 1988 R.Talsorian Games Inc From Cyberpunk 2077 Wiki This article is a stub. You can help cyberpunk 2077 Wiki by expanding it. Cyberpunk 2013 is often called only Cyberpunk. It was originally published as a boxed set in 1988 by R. Talsorian Games. It's a role-playing game where the motto is it doesn't matter how good you are, it's how good you look when you do it. Set in the near future, the setting is a dark future. Loosely based on the literary cyberpunk genre as a whole. The system has 9 roles to choose from; Rockerboys, Solos, Netrunners, Medias, Nomads, Corporates, Techies, Fixers and Cops. The roles give the characters a set of skills, from which players get to customize their character with pick up skills. As the characters grow, they earn points. These points are spent to improve your character skills or to buy new ones. The system uses a d10 to solve combat and non-combat competency controls. Set Set includes: View from the Edge Friday Night Firefight Welcome to Night City Some additions to this release: Hardwired (1988) Near Orbit (1989) Rockerboy (1989) Solo of Fortune (1989) Dystopian Tabletop Role-Playing Game This article has several questions. Help improve it or discuss these issues on the speech page. (Learn how and when to delete these template messages) This article needs additional citations for verification. Help improve this article by adding citations to trusted sources. Unmapped material can be questioned and removed. Find Sources: Cyberpunk Role Playing Game – News · newspapers · books · scholar · JSTOR (June 2018) (Learn how and when to delete this template message) This article relies too much on references to primary sources. Please improve this by adding secondary or tertiary sources. (September 2017) (Learn how and when to delete this template message) (Learn how and when to delete this template message) CyberpunkCyberpunk 2020 version 2.00 coverDesigner(s)Mike PondsmithPublisher(s)R. Talsorian GamesPublication date1988 (First edition)1990 (Cyberpunk 2020)2005 (Cyberpunk V3.0)2020 (Cyberpunk Red)Genre(s)Science fiction role-playing games, games CyberpunkSystem(s)InterlockWebsiteRalsoriangames.com Cyberpunk is a dystopian table role-playing game written by Mike Pondsmith and published by R. Trian Games. It is typically seen by its second or fourth edition name, Cyberpunk 2020 and Cyberpunk Red, to distinguish it from the genre after which it is named. Setting Cyberpunk exists within its own fictional timeline, which divides from the real world in 1990. The timeline has been extended with each major edition of the game, from the first release set in 2013 to Cyberpunk Red as of 2045. [1] Major events have included of the global superpowers, and the rise of Megacorporation's Megacorporation struggle among themselves for dominance. Food bearings have caused catastrophic famine, and by the late 1990s the Middle East is a radioactive desert. Biotechnology, against the background of warfare, has resulted in the rapid development of cybernetic prostheses and direct interfaces between man and machine. With the lack of government and police, temporary violence is endemic. Many also suffer from technoshock, an inability to cope with the world of synthetic muscle tissue, organic circuits and designer drugs. It is the capital of Cyberpunk, located on the west coast of the United States between Los Angeles and San Francisco. With a population of five million people, it presents a stratified society of gang wars, corporate rivalries and political intrigue where players must survive. [3] System The rules for Cyberpunk are built on R. Talsorian's Interlock system. A core game mechanic is the concept of Difficulty Values, used to measure whether a player succeeds or fails at a particular task. A player takes the value of their most appropriate character attributes, adds the values of any relevant skills or modifiers, and then finally adds the value of a ten-page die roll. To succeed, they must beat the Difficulty Value assigned to the task by the game master. Cyberpunk was one of the first tabletop games to use this concept. [4] Character creation As cyberpunks, players embrace body modification, cybertech and biotechnology. They live by three tenets: Style over substance. Attitude is everything. Always take it to Edge. (Break the rules.) [4] There are ten key roles, each with its own special abilities. These include charismatic musicians (rockerboys), bodyguards and assassins (Cops), computer hackers (netrunners), road warriors (nomads), street experts (fixers), investigative journalists and reporters ('medias'), mechanics (techs' or 'techiehs), doctors ('medtechs'), corporate executives, and police officers. [5] A selection of rules is provided for character creation, either by assigning points to purchasing skills or for scrolling d10 for a more random outcome. A system called Lifepath is provided to develop each character further, by generating goals, motives and events from its past. Finally, they receive money, cyberware, weapons and other equipment, including fashion and lifestyle goods. [5] [2] Further character development is skill-based instead of even-based; For successful play, players are awarded points to be spent on improving their characters' skill sets. The Combat Combat System is called the Friday Night Firefight (FNFF), and emphasizes mortality. Unlike other role-playing systems where characters collect higher hit points as they progress, allowing them to survive higher amounts of combat damage, the amount of damage a character can sustain in Cyberpunk generally not increase as if nature evolves. Each round, characters are allowed to take one move action and another action. There are rules that govern the use of autofire, armor, and cover, including special instructions for using people as shields. Alternative ammunition types for weapons exist, such as a shotgun can be fired with hail instead of snails. Character skills can be used to improve both varied and close combat. [6] In addition, there are rules covering other forms of injuries such as drowning and suffocation, electric shock, and setting a fire. Netrunning There are also rules for cybernetic hacking, called Netrunning. When the characters jack in, they can interpret NET in a variety of ways, including a classic Dungeons & Dragons maze, or perhaps as a star-filled galaxy. Netrunners engage in the virtual world with interface plugs, cyberdecks, and interface special capabilities. Cyberdecks includes slots to contain Programs, pre-selected by Netrunners to help with tasks such as tax evasion, decryption and detection. Combat and other actions in NET are fast, taking place second by second, as opposed to three other combat rounds in the physical world. [7] The destruction of the global NETWORK in later editions of Cyberpunk turns Netrunner's attention to local private networks. The effect on gameplay is that Netrunning is no longer a remote activity; Netrunners are embedded in their team and, with equipment like virtuality glasses, can alternate their actions between both physical and virtual space. Closer integration with other activities was a game design choice to ensure that all characters have a role to play during a hacking scene. [8] Empathy and cyberpsychosis The acquisition of cyberware cyberweapons, cyberotics and other implant-carrying a Humanity Cost. Every ten points of humanity cost causes the loss of an Empathy point, the character attribute that measures how well they relate to other people. An Empathy level of zero represents a complete loss of humanity, a state known as cyberpsychosis; In the case of players, their character becomes a non-player character controlled by the gamemaster. [4] History The Game was designed by Mike Pondsmith (pictured in 2017). Cyberpunk was designed by Mike Pondsmith as an attempt to replicate the gritty realism of 1980s cyberpunk science fiction. In particular, Walter Jon Williams' novel Hardwired was an inspiration, and Williams helped playtest the game. Another important influence was the film Blade Runner. Many also assume that William Gibson's Neuromancer was an influence; However, Pondsmith did not read the novel until a later date. [9] Other sources included the film Streets of Fire and anime Bubblegum Crisis. First edition The original version of Cyberpunk was published in 1988 by R. Talsorian Games. The game components of boxed set consists of a 44-page Handbook, a 38-page 38-page a 20-page Combat Book, four pages of gaming aids and two ten-sided dice. [2] A number of rules supplements were subsequently published in 1989: Rockerboy (sourcebook for Rockerboy character class) Solo of Fortune (sourcebook for Solo character class) Hardcoded, based on Walter Jon Williams' novel Near Orbit: Space Supplement, with rules for space flight This edition of the game gradually became known as Cyberpunk in 2013. Second edition: Cyberpunk 2020 In 1990, R. Talsorian Games released the second edition of the game, titled Cyberpunk 2020, which included updated rules for combat, Netrunning, and character generation. The game's timeline was also reworked to accommodate the German reunion in 1990. It was released as a boxed set that featured a 222-page softcover book, and a 24-page reference guide and adventure. R. Talsorian Games released two revised versions: Cyberpunk 2020 version 2.00 (1992), and Cyberpunk 2020 version 2.01 (1993). A total of 28 rules were dietary supplements and sourcebooks, and 6 adventures were also published by R. Talsorian Games between 1993 and 1996. In addition, Atlas Games published twelve adventures under license between 1991 and 1993. Six novels set in the Cyberpunk 2020 world were also published between 1993 and 1994. Dream Pod 9 released Night's Edge in 1992, with the Cyberpunk 2020 setting, adding a horror theme, including vampires and werewolves. Dream Pod 9 published ten other supplements and adventures in this environment between 1992 and 1995. An alternative world source book, Cybergeneration, was published in 1993; it revolves around teenagers with unusual, superhuman skills gained from a nanotech virus epidemic. The first version of Cybergeneration called for the Cyberpunk 2020 rulebook, but a second version became a standalone game. Third edition: Cyberpunk V3.0 Cyberpunk V3.0 is set in the 2030s, and was published in 2005. It takes Cyberpunk to a transhumanist environment in the aftermath of a fourth corporate war. The global NET has been damaged and rendered useless, as well as very hardcopied data, throwing human history into doubt. Six new subcultures have emerged, known as Altcults; such a group is the Edgerunners, successors to the cyberpunks of previous editions. [10] The third edition uses the fusion game system, rather than Interlock. Both the change of attitude and the artwork within the book received negative criticism. [11] From 2007 to 2008, two source books were published to accompany this release. Fourth edition: Cyberpunk Red The fourth edition of Cyberpunk, titled Cyberpunk Red, is set in 2045, following the events of Cyberpunk 2020 and serves as a prequel to the video game Cyberpunk 2077. [12] The game takes place after a fourth Corporate War; however, the events differ from cyberpunk V3.0, which is considered a separate timeline. [13] A simplified boxed set, Cyberpunk Red Jumpstart was originally scheduled to be released at Gen Con in August 2019, with the central rulebook to be released alongside it. But even though the Jumpstart Kit was released as planned, the core rulebook release was tentatively delayed until June 2020 to allow R. Talsorian Games to work on CD Project Red to ensure the lore of Cyberpunk Red in line with cyberpunk 2077. [14] [15] In May 2020, R. Talsorian Games announced that the release date would be postponed further due to the COVID-19 pandemic, and that they hoped to release the central rulebook by the end of the summer; [16] However, a status update published in September 2020 stated that the game would be released when it is completed and would not meet the end of the summer goal. [17] Instead, a digital edition of the game was released on November 14, 2020, and the physical rulebook was released on November 19, 2020. [18] Other media Collectible card games Two different, independent trading card games have been licensed and produced based on the Cyberpunk setting. The first, called Netrunner, was designed by Richard Garfield, and released by Wizards of the Coast in 1996 (the game has since been reissued as Android: Netrunner but is no longer associated with the fictional Cyberpunk universe). The second was called Cyberpunk CCG, released in 2003, designed by Peter Wacks and published by Social Games. Miniature game Combat Zone is a tabletop miniature wargame by R. Talsorian Games and Monster Fight Club, which will be released in 2021. [19] Video games in 2007 released Mayhem Studio 2D platformer Cyberpunk: Arasakas Plot for the J2ME platform. [20] In 2020, CD Project Red, the developer of The Witcher series, released a non-linear RPG Cyberpunk 2077. [21] Reception Stewart Wieck reviewed Cyberpunk for White Wolf #14, rating it 3 overall, stating that Cyberpunk is a great game set in an environment that is very favorable for role-playing. [22] In the May 1989 edition of Games International (Number 5), Paul Mason found the rules disorganized and lacked an index. He also found lots of typos, the sign of a rushed production. Although Mason found the concept behind the game quite appealing, he believed that the combat system, which was supposed to be an improvement on the usual non-descriptive hit point system, was too repressed by data tables to be highly descriptive. He finished by giving this game an average rating of 3 out of 5, saying, "all in all, Cyberpunk does the job. If you want to run a game in this genre and you want a single source of rules and background, then this game will be sufficient to task [...] It contains no ideas radically new to rolegaming, however, and so won't be much beneficial to anyone else except inveterate collectors. [23] In the September 1989 edition of Dragon (Issue 149), Jim Bambra liked the original edition's but found many typos in the different books books and a missing encounter table. Bambra found the setting does an excellent job of capturing the taste and atmosphere of an alarmingly reasonable and realistic future. The development and presentation of Net is fantastic and can be used as a basis for countless number of adventures. No other game has succeeded in portraying hacking in such a vivid and absorbing way. He concluded that this wasn't for everyone: Gamers brought up on heroic-fantasy or shiny science fiction games can find gritty realism the cyberpunk game not to their satisfaction". To determine if this is the game for you, read some of the Cyberpunk style novels. If you like them, don't waste any time — rush out and buy the Cyberpunk game. Welcome to life on the edge. [2] In the September 1992 edition of Dragon (Issue 185), Allen Varney found Cyberpunk 2020 just as good-looking as his predecessor in the first edition, but he found even more typos in this release than in the first edition. Varney liked the new streamlined combat system, but criticized the duality of modern combat, where Unarmored characters become pools of blood for 10 seconds of combat, but those in flak armor can snatch away submachine gun fire. Varney also felt that the Netrunning system was much better, calling the regulatory system elegant and original. Varney thought the second edition's biggest error was a lack of an index, but he also criticized the dichotomy of a system where you can break into Eurobank and embezzle five million dollars, but you better pay your phone bill on time or you're in big trouble. He accused the game of being in the strange position of advocating rebellion, but only in socially acceptable ways. Still, Varney concluded that The Cyberpunk game's second edition surpasses its first edition on each count. With its smooth action, 'clean' cyberpunk atmosphere, approachable setting and medium-low complexity, this game tops my list as the field's best path to dark near-future adventure. [24] In a 1996 reader survey conducted by Arcane magazine to determine the 50 most popular role-playing games of all time, Cyberpunk ranked 10th. Editor Paul Pettengale commented: Cyberpunk was the first of the straight cyberpunk RPGs, and is still the best. The difference between cyberpunk and other sci-fi is a matter of style and attitude. Everything about the Cyberpunk game, from the background to the regulatory system, is designed to create this vital atmosphere. Cyberpunk takes place in an unforgiving world where betrayal and double crosses are common, trust is hard to find and paranoia is a useful survival trait. [25] Other Reviews Challenge #37 (1989) White Wolf #24 (Dec./Jan., 1990) References ^ a b Hall, Charlie (2019-08-07). Cyberpunk Red review: This pen-and-paper game is the key to understanding Cyberpunk 2077. Polygon. Retrieved 2020-05-16. The year is 2045, and CD Projekts the game does not kick off for another 32 years. There is a lot of room to fill, and I look forward to moving forward with it. ^ a b c d Bambra, Jim (September 1989). Roleplaying reviews. Dragon. TSR, Inc. (L49): 85–86. ^ Peter (18 May 2012). A thorough and objective review [Night City]. RPGGeek. RPGGeek. Filed from original on July 13, 2020. 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