

Cyberpunk: Rebel Path

Created by: Fabled, Grand, Rajmemepuram, Magorzo, and
MedievalYeetMachine

A Living Community for an Even Darker Future in Cyberpunk RED + EMK

The Premise

The year is 2086 and Militech rules Night City with an iron fist. The corps, the police, the boostergangs, and the mob all form part of a coalition of mass surveillance and state violence known as the Regime, wholly dedicated to concentrating power and wealth toward those who already have it. After years of brutal martial law, they've become emboldened in crushing any and all dissent.

But not everyone is so easily crushed. There's a resistance growing, against the gangs, the corps, and the whole fucked up capitalist system. You. A **Cyberpunk**. You're not just another merc slurping up whatever contracts Fixers throw together, or shooting up another mom and pop shop just because there's a paycheck at the end. You're the hero of this story, defying authority to start a revolution, *a rebel with a cause*. It's up to you to change this world, or die trying.

Lore: To learn more about the Rebel Path's lore, go to [Lore](#).

Characters: To learn more about our character creation rules, go to [Characters](#).

Gameplay: To learn more about our changes to the rules as well as our own homebrew, go to [Gameplay](#).

Credits: To learn more about how Rebel Path was made, go to [Credits](#).

Lore

The Dark Future Countdown

A Timeline for the Dark Future from 2077 to 2086

Our timeline starts from the Dark Future Countdown of Cyberpunk RED and the Cyberpunk Edgerunners Mission Kit, taking the setting of Cyberpunk 2077 as canon. Our primary inspiration for the setting is the The Tower ending from Cyberpunk 2077: Phantom Liberty.

» 2077

After the death of his father, Yorinobu Arasaka becomes the CEO of Arasaka Corporation. In the same year, a terrorist attack at Arasaka Headquarters causes severe financial damages to the company as its entire Board of Directors and high ranking officials are killed. One of the rumored perpetrators, a mysterious merc known only as "V", is sighted aboard the Crystal Palace.

» 2078

Jefferson Peralez is elected Mayor of Night City with significant backing from the populace thanks to his anti-corporate stances.

» 2079

Arasaka files for bankruptcy in Night City after continuing to suffer financial setbacks. Its assets in Night City are sold off to other Megacorporations as hundreds of thousands are laid off from the city's largest employer. Crime skyrockets and gang rule returns to Night City.

» 2080

Militech becomes the strongest Megacorporation in the world, followed by Zetatech and Night Corp. Maelstrom and other gangs are pushed out of Watson as it becomes home to a new Corporate Center.

» 2081

Michiko Arasaka steps down from Danger Gal to become the new CEO of Arasaka. Yorinobu becomes an anti-corporate rockerboy. Militech and the NCPD form an unholy alliance to enforce martial law in Night City, effectively pushing the Night City Council out of the picture. Despite protests from the Mayor's office, military checkpoints become the norm.

» 2082

Jefferson Peralez is re-elected as Mayor of Night City, despite several attempts on his life by the corporate elite. Homeless people begin to suddenly disappear in Night City.

» 2083

Zetatech overtakes the cyberware market in Night City with an 83% market share as it buys out ripperdoc clinics all over the city. A Biotechnica lab leak causes an outbreak of disease in Arroyo and Santo Domingo that displaces its inhabitants to other districts - the supremacy of chrome against disease makes it easy for Maelstrom to make the area its new home.

» 2084

Militech and NetWatch broker a deal to upgrade the Blackwall. A few days after, the protest group known as the Bartmoss Collective is scrubbed from all Data Pools. Digital censorship sees a dramatic rise.

» 2085

Jefferson Peralez holds citywide protests against what he calls "the Regime", calling on the people of Night City to rally against corporate rule. He is found dead in his apartment less than a week later in what is clearly a Militech hit mission. Riots follow in the wake of Peralez's death. A new interim mayor bows to Militech and an underground rebellion begins to form.

» 2086

You've had enough and you've woken up. You've sworn to tear down the corporate grip upon Night City, part of a worldwide alliance of Cyberpunks known as the Rebel Path. The fragile balance rests in your hands, Samurai. It's up to you to change the system, or break it altogether.

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Characters

Character Rules

There are many rules about character creation but the most important one is this:

Rule 0

“Player Characters *cannot* be loyal to or have sympathy for the corps, cops, or the capitalist system. They might find themselves reluctantly forced to do missions for them or their minions. But make no mistake, they are the enemy.”

- CY_BORG

Character Creation

Character Creation follows the Complete Package method laid out in the **Cyberpunk RED Corebook (CPRED) pg. 78**, using the standard 62 points for stats, with some relevant differences:

- All characters start with an additional 1000eb for a total of 3.550eb to spend at character creation. You may purchase approved homebrew items or skills at character creation.
- All characters may begin with the Neuroport from **Cyberpunk Edgerunners Mission Kit (CEMK)** at zero cost or Humanity Loss.
- All characters can choose their own Lifepath, including their number of Friends and Enemies, instead of rolling.
- All characters must appear, behave, and be older than 21.
- All characters must be fluent in Streetslang or English, which means your character's second language is of your choosing.
- All characters must have a district of Night City they are considered Local Experts in.
- Per Rule 0, **Exec** and **Lawman** are not allowed. This doesn't mean that the Roles do not exist, but we reserve them for GMs to play NPCs and for some trusted players to use.
- Joke characters or backstories are not allowed.
- Lore-central or outright main characters, like Adam Smasher or Adam Smasher's secret cousin, are not allowed.
- “Running Out of Cash” from **CPRED pg. 118** is not allowed.

- FBC (or eventual FBCs) are only allowed in special circumstances and are subject to staff approval.

Characters can be submitted for review using the [#ticket-creation channel](#) on the Discord server. You **must** use [our character sheet](#) in order to play Rebel Path. **A player can have a maximum of 3 characters.**

Only one character may be submitted at a time. You must play your character for at least one month before you can submit another one (unless the character dies, in which case you can immediately submit another to replace your lost one). A character that has participated in 2 missions or less may be resubmitted for character creation, allowing you to keep mission rewards as well as reconfigure your character's entire build.

Character Progression

In order to curb power creep, character progression has been made more limited after Character Creation. On the other hand, downtime has an important role to play in our server that allows characters to progress even when they don't get to go on missions.

- Your character can have a maximum of 2 Roles.
- Once your character is approved, the highest possible level you can raise your skills to is equal to the sum of your Role Ranks + 1 to a max of 10.¹
- You can improve your character's stats up to a maximum of 8 at a cost of 100IP per rank increase.

Rank	1	2	3	4	5	6	7	8
I.P Cost	100	200	300	400	500	600	700	800

- Upon accruing 6000IP, your character is no longer eligible for regular missions. Instead, they become part of the Rebel Path's big players, becoming part of worldbuilding Night City.
- On the first of each month, once Lifestyle and Housing are paid, characters accumulate a base **28 Downtime Days (DTD) + bonus/penalty based on housing.** Characters living on the street don't get any DTDs. DTD can be saved up over time and spent for a variety of activities, including healing, hustles, therapy, repairs, upgrades, fabrications, tax evasion, and services, to name a few. The table below

¹ This means that you cannot raise your skills above level 6 unless you have 6 levels total between all of your roles. For example, a character with Tech 4, Lawman 2 has a max skill level of 7.

determines the bonus and penalties for DTD based on housing as well as the number of bedrooms available in each housing option as well as the DV for evading taxes.²

Housing	Bedrooms	DTD	Cost (with Taxes)	Tax Evasion DV
Living on The Street	1	No DTDs	-	-
Living in a Vehicle				
Vehicle w/ Housing Capacity		+0		
Cabin Cruiser, Yacht, Aerozep, or Overlander	# of Rooms	+DTD = Number of Rooms, up to 5		
Cube Hotel	1	-1	500eb	17
Cargo Container		+0	1000eb	21
Studio Apartment		+1	1500eb	
Two-Bedroom Apartment	2	+2	2500eb	
Corporate Conapt			Exec 2	
Upscale Conapt	3	+3	7500eb	24
Corporate Beaverville House	4	+4	Exec 7	
Luxury Penthouse		+5	15000eb	
Corporate Beaverville McMansion	5	+5	Exec 10	

Character Retirement

In Rebel Path, actions have consequences and the death of a character in a mission means the end of that character's story. If your character dies in a mission, all rewards from that mission are transferred over to your next newly approved character. These additional rewards may be spent in character creation.

² Your character can choose to room with other players' Characters to divide the rent subject to the rules in **CPRED pg. 377**.

On rare occasions, your character may be able to retire voluntarily. If you don't want to play a character anymore or you feel that they have simply met the end of their story, you may choose to officially retire the character to make space for a new one. Depending on the circumstances under which your character retires, you may be eligible for a **retirement package**.

Retirement Package	Requirements	Benefits
Martyr You sacrificed yourself to the cause. You will never be forgotten.	Cost: Free Use of the Blaze of Glory ability Been on 4 missions	Your next Character receives the mission pay and IP during creation Drink at the Afterlife
Lower Management The Rebel Path has found a place for you behind a desk. You don't need to go on missions anymore.	Cost: 1200IP earned Rank 7	Start at Rank 5 of your primary role. 6 Extra Skill points. Start with 8.500eb instead of 3.550eb.
Chain of Command You've proven yourself capable of more than just completing missions. You become part of the Rebel Path's political organs.	Cost: 2400IP earned Rank 7+ in 2 roles	Start with a second rank 4 role. 12 extra skill points. Skills may start at level 7. Start with 12.500eb.
Head of a Tribe You fund a coup against a faction that knows your reputation well. You become the one who pulls the strings.	Cost: 75.000eb net worth At least 6 Rep with a faction	Start at rank 6. 14 extra skill points. Skills may start at level 7. Start with 24,000 eb.
Bourgeois Defection You've saved up enough money to buy property in another country. You leave the Rebel Path for a middle class life abroad.	Cost: 100,000eb net worth Level 10 in at least 4 skills	Start at rank 7 of your primary role. 16 extra skill points. Skills may start at level 8. Start with 31,000 eb
Interest Group Donor You've made enough money and connections that your wealth practically grows by itself. You are now part of the Megacorporate elite that runs the world.	Cost: 150,000eb net worth Rank 10 At least 10 Rep with a major faction	Start at rank 7 of your primary role, with a second role at 5. 24 extra skill points. Skills may start at level 8. Start with 56,000 eb. Start

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Head of a Tribe You fund a coup against a faction that knows your reputation well. You become the one who pulls the strings.	Cost: 75.000eb net worth At least 6 Rep with a faction	Start at rank 6. 14 extra skill points. Skills may start at level 7. Start with 24,000 eb.
		with "full" humanity.

Your character's net worth can be calculated according to the following equation:

$$\begin{aligned}
 \text{Net Worth} &= \text{Raw Cash} \\
 &+ 0.60(\text{Value of all Installed Cyberware}) \\
 &+ 0.60(\text{Value of all Items}) \\
 &+ 5(\text{IP Earned Over Entire Career}) \\
 &- \text{Outstanding Debts}^3
 \end{aligned}$$

To retire a character, open a ticket and be prepared to produce the net worth calculation for your retired character as well as a character sheet submission for your new character. Retirement packages can be flavored differently from the above table on a case-by-case basis.

³ Outstanding debts include any unpaid rent and lifestyle expenses for the month you are playing in.

Secret Role: Civilian Life

Sometimes, you just feel like roleplaying something different from the life of a rebel. Or maybe you're even looking for a challenge, some kind of rags-to-riches storyline to play with. If that's you, then here's two gameplay modes available to you in Rebel Path:

► Not Even a Character

If you ever feel like playing around with a character idea or exploring a different type of story, you can always play a civilian who doesn't even have a character sheet. As to what they're capable of, they're assumed to have a Combat Number of 6, a measly 30 HP, and no weapons or armor to speak of. They don't have any chrome, other than a neuroport, of course. And as a matter of principle, **they don't go on missions.**

► Master of None

Another option if you want to make your life infinitely more difficult is you could also choose to create a no-rank rebel. The rules for submitting such a character are the same as the standard ones above, except you don't start with any ranks at all. These characters can still go on missions, but don't expect GMs to take you on. If you somehow manage to survive with 3,300 unspent IP and no ranks on this character, you will receive the **Master Masochist** role on Discord (it comes with literally no benefits).

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Gameplay Rules

We've made several changes to the base rules from Cyberpunk RED, including to combat, basic mechanics, and role abilities as well as added rules of our own to help immerse you into our world. If something isn't clear or well-written, feel free to ask us in the [#rules-questions channel](#) and we will change the rules as we see appropriate.

Keep in mind, this is a **rules-as-intended** server - we're not professional tabletop game designers so we're bound to make mistakes in properly articulating how a rule ought to work. We suggest that you **try and interpret the rules with the surrounding context to them**, as opposed to how they are literally presented. Trying to argue with us how a rule we wrote ought to be interpreted after we've clarified how it works is likely to lead to a ban.

In the [Approved DLC and Expansions](#) section, we detail all the external DLC and content that we use in the server, most of which is optional reading. However, the **Cyberpunk Edgerunners Mission Kit** is considered mandatory reading to play in the server.

Combat Rules

Our combat rules are intended to reflect what we think is an appropriate lethality and realism for the relative darkness we're trying to capture for Rebel Path as well as what we simply find fun.

► Akimbo Attacks

- If you are holding two (mechanically) identical one-handed weapons at the same time, you may make use of both weapons to attack **Akimbo** at a -2 penalty to hit. When you do, you may roll damage an additional time and take whichever damage roll you prefer. In the case of firearms, firing Akimbo spends ammo from both weapons. Akimbo cannot be used to make Aimed Shots.

► Fershte's Lethal Combat

- Any damaging hit with a **melee weapon** automatically deals a critical injury. This critical injury does not deal damage.

- Any damage that penetrates a target's armor deals double damage -- headshots, in turn, now deal quadruple damage.⁴
- Characters with 8 REF or a Reflex Co-processor can dodge bullets **once per turn for free**. After that, dodging bullets costs a point of luck to attempt. Dodging thrown grenades is always free but fired grenades or rockets cost 2 luck to attempt to evade.
- Rounds now last **10 seconds total**. Individual turns are still 3 seconds long.
- Moving during your turn imposes a -2 penalty to ranged attacks checks. This applies even if you move after attacking. You cannot "split" your movement with an attack, including uploading Quickhacks or Breaching.
- Movement penalties to ranged attacks can be negated by spending extra ammunition as a part of your attack. Pistols and SMGs use 1d6 extra ammo, ARs use 2d6 extra, Shotguns use 1 extra. All other weapons cannot use extra ammo to negate the movement penalty.
- **Blaze of Glory**: When a character drops to 0 HP, they can either roll death saves and potentially be stabilized OR they can immediately heal to full HP and continue to fight. If they choose to continue to fight, the character dies with no possibility to be saved once the combat scene is over.

This makes some damage sources more lethal than others. For example, netrunning quickhacks, poison, toxic, drugs, and fire **do not** deal double damage because they do not penetrate a target's armor. On the other hand, gunshots and melee weapon attacks against human targets, including from rubber ammunition, do deal double damage since they deal damage even if they do not necessarily ablate the armor. Objects which have SDP also **do not** take double damage.

► Expanded Cover Rules

- Shooting a target with more than half its body behind cover (or in "Half Cover") inflicts a -2 penalty to the shot.
- Shooting a target with more than three-quarters of its body behind cover (or in "Three-Quarters Cover") inflicts a -4 penalty to the shot.
- Shooting a target completely behind cover (or in "Full Cover") is usually impossible.

⁴ The target must be a human or living creature, as opposed to a robot, drone, or vehicle.

► Stealth Combat

- Any attack made against an enemy that doesn't know they're in combat ignores their evasion - instead, melee attacks have a DV of 13 and ranged attacks must simply beat their DV table.
- When grappling with an enemy, you may take a -2 penalty to your brawling check to also prevent them from being able to scream. If the opponent breaks out of this kind of grapple, the grappler takes Crushed Fingers Critical Injury - you don't have armor on your fingers. This damage is ignored if they have a cyberarm.

Downtime Rules

On the first of each month, once Lifestyle and Housing are paid, characters accumulate a base **28 Downtime Days (DTD)** + **bonus/penalty based on housing**. Characters living on the street don't get any DTDs. DTDs can be saved up over time and spent for a variety of activities, including:

- Healing:** In exchange for 1 DTD, a character heals a number of hit points equal to their BODY stat. This can be improved by seeking a Cryotank or installing Enhanced Antibodies (but not both, they don't stack).
- Hustle:** In exchange for 7 DTDs, a weekly hustle can be rolled using the table below. Additionally, characters are awarded 10 IP for each 100eb earned. These hustles can be flavored however you like.

Roll	No Ranks	Rank 1 - 4	Rank 5 -6	Rank 7 - 8	Rank 9 - 10
1	50	150eb	250eb	350eb	450eb
2	50	200eb	300eb	400eb	500eb
3	100	250eb	350eb	450eb	550eb
4	100	300eb	400eb	500eb	600eb
5	150	350eb	450eb	550eb	650eb
6	150	400eb	500eb	600eb	700eb

For convenience, the general formula for rolling a Hustle is summarized the following (equivalent) table:

Role Ranks	Formula
No Ranks	$!r\ 50 + 1d3*50$
Rank 1-4	$!r\ 100 + 50*1d6$
Rank 5-6	$!r\ 200 + 50*1d6$
Rank 7-8	$!r\ 300 + 50*1d6$
Rank 9-10	$!r\ 400 + 50*1d6$

- **Maker:** When using the Maker Role Ability, repairs/upgrades/fabrications can be done using the DV and DTD cost table below.

Cost	DV	Time
10eb-49eb	9	.1 DTD
50eb-99eb	13	.25 DTD
100eb-499eb	17	.5 DTD
500eb-999eb	21	1 DTD
1000eb-4999eb	24	7 DTD
5000eb-9999eb	29	14 DTD
10,000eb+	29	28 DTD

- **Relaxation:** If you are at full HP and have no critical injuries, you can increase your Long Term Humanity by 1d6 in exchange for 7 DTDs.

- **Services:** When characters from different players assist each other, this is called a **service**. Any character that provides a service to other characters gains 10 IP per DTD spent on the service. Services cost 1 DTD per 12 hours of work. Services that take less than 1 day still cost 1 DTD - it is the minimum DTD cost for a service. Multiple small services can be combined so long as they do not exceed 12 hours of work.
- **Tax Evasion:** Once a month and in exchange for 1 DTD, you can reduce how much Rent you owe by 20% by rolling an Accounting check in the [#tax-evasion channel](#) against a DV that depends on the Housing selected. Failing the DV may result in increased [Heat](#).
- **Therapy:** In exchange for 7 DTDs from both the character and the Medtech (if one is providing the service instead of going to the hospital), a character can undergo therapy.

► Examples of Services

Sometimes, it's not clear what counts as a service or not. We provide the following examples to provide a solid reference for what definitely counts:

- Fixers setting up a Night Market (cost: 7 DTD), sourcing or selling gear for someone else (1 DTD), haggles that are part of sourcing or selling gear (as a service) cost no extra DTD, but otherwise costs 1 DTD if made as a standalone service. Fixers only spend 1 DTD when sourcing items for the same character.
- Media: once per month, one or more Media PCs can come together to publish a screamsheet about the jobs and events that happened that month. Each Media must spend a minimum of 7 DTD per screamsheet but can choose to spend more if they like/can in multiples of 7. Each article in a screamsheet is published with the Media's name and Credibility roll. After it's published each contributing author gets the standard service IP reward. Medias get additional DTDs equal to their Credibility rank that can only be used on screamsheets and are lost if not used that month.
- Medtech: Surgery, therapy, or installing/uninstalling cyberware
- Tech: Repairing, fabricating, or upgrading gear for someone else.

Heat Rules

Being a Rebel has consequences and one of them is unwanted attention from the NCPD and the Megacorporate world. If you're not careful, your GM may reward your handle with **Heat** (to a maximum of 10 across all handles) and add you to the **Heat Board**. This effectively puts your character at risk of **player-versus-player interactions**.

Some players in Rebel Path are authorized to play Lawmen and other operatives of the Regime whose only job is to hunt down well-known rebels, being paid 1000eb and 80 IP for every level of Heat per rebel they arrest/kill. They don't go on missions, they watch the games you play in for sloppy moves, and they're better compensated than you are. **They have every incentive to punish you.**

There is no mechanical way for you to reduce your level of Heat in the Rebel Path. The only person capable of reducing your Heat is a Lawman, who can reduce the Heat of a character by 1 at the cost of 3 DTDs worth of paperwork and a Bureaucracy check against a DV equal to 13 + the Heat of the character. **Lawmen cannot reduce the Heat of Lawmen.** Instead, Lawmen's Heat decreases by 1 when Rent and Lifestyle is paid, so long as they haven't accrued any Heat the month before.

If a Lawman's Heat ever reaches 10, they become an enemy of the Regime. For more information as to what happens next, read [Tadamori's Guide to the NCPD](#).

Encrypting Communications

Night City's surveillance state is meticulous enough that virtually all holophone communications are subject to scrutiny, which begs the natural question: how's a punk like you supposed to rebel without anyone finding out?

At the cost of 1 DTD and an Action, you can choose to encrypt all your communications for a period of 24 hours by rolling a Cryptography check in the [#encryption-rolls channel](#). This can also be done within a mission, in which case the encryption lasts for one in-character day.

Lawmen should only decrypt your messages if you're connected to a character with Heat and they beat your Cryptography roll at the cost of 1 DTD.

Zone Rules

Night City in the world of Rebel Path is a police state that controls what you can say, what you can eat, and of course, where you can even go. By default, characters are only legally allowed in areas that they have residence permits to. **You are always considered to have a residence permit to your home district.**⁵ Temporary residence permits can be obtained via

⁵ Your Home is considered the district in which you assigned Local Expert levels to in character creation. If there is more than one district for which that is the case, make sure to pick one.

Bribery checks using the table below as a reference - if you fail the Bribery check, you can attempt it again at no additional cost in eddies by spending 1 DTD.

Zone Type	Cost (communal)	Bribery DV	Examples
Combat Zone	Premium (100eb) ⁶	13	Dogtown, Pacifica
Low-Sec	Expensive (500eb)	17	Santo Domingo, Heywood
High-Sec	Very Expensive (1000eb)	21	Watson, Westbrook, City Center, Exec Zones, Military Bases

The GM reserves the right to raise the price and DV of obtaining temporary residence permits as they see fit. Typically, temporary residence permits only last a day and can be procured for a group by just one person.

How to Enter Restricted Zones Without a Permit

- One can “brute-force” into a district, which automatically increases the difficulty of a mission by 1 star and brings the attention of law enforcement. This difficulty increase **does not** increase the rewards of the mission.⁷ Brute-forcing does not require a Skill Check.
- One can smuggle discreetly past a district's security by (i) using a Local Expert check to find an entry point (DV decided by GM), and then (ii) sneaking past security in a Stealth vs. Perception contest. **You can only attempt this if you have Local Expert levels in the district you are trying to enter.**

Entering a restricted zone without a permit always has the possibility of increasing the difficulty of the mission if law enforcement finds out. The above methods only work for smuggling **individuals** across districts. In general, **you cannot enter a district in a land vehicle without a residence permit.**

⁶ Bribes in Combat Zones are paid to gangs instead of the NCPD.

⁷ If a mission requires on-location briefing, we recommend that GMs wait until after briefing is complete to bring law enforcement into the game.

How to Obtain a Permanent Residence Permit

City Council will grant permanent residence permits to people who can be shown to live in a particular district. After character creation, you may attempt to move to a different district than the one you started with at the cost of 7 DTD, a fee equal to your current month's Rent, and a successful DV17 Bureaucracy skill check. On a failure, City Council gives you just your money back.

Dealing with Restricted Zones during Downtime

Just because you're taking a break from rebellion doesn't mean the zone rules do. In lieu of having a GM arbitrate the nuances, here are some important rules for would-be rebels to keep in mind:

- Zoning rules are **district-specific**. That means you can't go from Heywood to Westbrook without passing through the districts in-between and dealing with the zoning consequences of that.⁸ During downtime, the Bribery DVs and fees are the ones suggested above (DV13 for Combat Zones, DV17 for Low-Sec, and DV21 for High-Sec). In lieu of rolling Local Expert and beating a Stealth vs. Perception contest if sneaking into a district during downtime, you can simply roll a DV15 Stealth check (this cannot be re-attempted by spending DTDs). **Local Expert levels are still required to attempt this**
- Roleplaying a scene in Kabuki and then another in Pacifica (or any other distinct pair of districts) without proper documentation or skill checks is considered brute-forcing and punishable by Lawmen through fines -- though it is not considered an offense worthy of Heat, failure to pay the fine **is** grounds for accruing it.⁹
- While characters sourcing items are still bound by zone rules, their sourced items are not. Smuggling networks within the Rebel Path allow players to deliver items across the city discreetly without interference from law enforcement. This *does not* apply to non-delivery based services, such as Surgery or Therapy - in those cases, you **must** be in the same district in order to provide a character those services.

⁸ Nomads and other characters with access to water and land vehicles only need to worry about entering one district due to their ability to leave city borders and re-enter the city from the district they want to enter.

⁹ Making an honest mistake in breaking the rules does not void a Lawman's ability to enforce it.

Changes to Role Abilities

► Backup (Lawman Role Ability)

- If you call for Backup and you haven't been fired upon, you must roll either a Bureaucracy or Streetwise check against a DV set by the GM in order to justify to your superiors that **you were in danger**. On a failure, your Backup Rank goes down by 1 once the combat scene ends.
- Depending on how egregiously Backup is used, **GMs reserve the right to throw Lawmen off the force**, effectively stripping them of all their Backup Ranks. This decision can be appealed to Staff only once.
- If the Backup roll fails, the Action is immediately refunded and future attempts within a mission receive a cumulative -1 bonus to Backup rolls.
- Calling Backup can only be attempted once per Turn, and may also be called before combat starts if you anticipate danger.
- Your Backup arrives after your initiative on your turn and also ACTS on your initiative.
- Lawmen may add half their rank (rounded up) to the following skills: Conceal/Reveal Object, Criminology, Deduction, and Interrogation.

► Charismatic Impact (Rockerboy Role Ability)

- Rockerboys may add half their rank (rounded up) to the following skills: Composition, Play Instrument (Any), Wardrobe & Style, and Resist/Torture Drugs.

► Combat Awareness (Solo Role Ability)

- Spot Weakness now requires 2 points per every +1 added to the damage (before armor) of your first successful attack in a round.
- Threat Detection now requires 2 points per every +1 to Perception checks made.
- Solos may add half their rank (rounded up) to the following skills: Concentration, Athletics, Tactics, and Endurance.

► Credibility (Media Role Ability)

- Medias gain bonus DTDs each month equal to their Credibility that can only be spent publishing articles. Whenever you post an article, you can spend 7 DTD to roll a Hustle with a guaranteed IP reward of 70 IP. If the article passes the Media's Believability, you may roll the Hustle twice and choose the higher of the two rolls.

- Medias can raise (or decrease) other characters' reputation by writing stories about them. At the cost of 7 DTD, you can raise (or lower) a character's original reputation by 1. Reputation may not be raised to a level above the Media's Rank.
- Medias may add half their rank (rounded up) to the following skills: Photography/Film, Persuasion, Human Perception, and Library Search.

► Interface (Netrunner Role Ability)

- Any effect that gives a speed boost while Netrunning will also apply its bonus to Slide attempts while that effect is active.

► Maker (Tech Role Ability)

- The "Upgrade" portion of Maker has been removed. Instead you can invent new Enhancements for items.
- Invention ideas may be submitted for review, but must be balanced with the feedback of moderators. If they are accepted however, the staff retains the right to retroactively change, or remove the item if a rebalance is required. In the rare case of removal, compensation will be given to players who bought it.
- After an Invention is approved, the tech must immediately make the item:
 - For Public Items, it is treated as a standard fabrication in terms of materials and roll required.
 - For All Techs Items, it is treated as a standard fabrication in terms of materials, but requires an invention roll.
 - For Private Items, it is treated as a standard invention in terms of materials and roll required.
- When submitting an Invention, specify whether it is private (Owned by you), or public (Available to all, even from Fixers), or All Techs (not available to Fixers or NPCs)
- In the event a Tech character is retired, or their player leaves the server, please specify who gets the rights to any private inventions, if no character is given the rights, the items will become open source automatically.
- Bullets can be made at a rate of 500eb worth per day. Materials still must be expended as their typical price points. E.G: AP ammo still costs 50eb to make per 10.
- Fabrication requires materials costing 40% of the finished item's price and sourced as one category lower.
- Materials costing over 500 Eb need to be obtained through a Fixer.
- Materials to be purchased must contain three degrees of specificity. E.G: 400eb Gun Fabrication parts, 2000eb Cyberware Invention parts etc. This means all 400eb gun fabrication parts can be used to make any 1000eb gun.

- When using maker, refer to the time constraint table below, rather than the one in the book.

Cost	DV	Time
10eb-49eb	9	.1 DTD
50eb-99eb	13	.25 DTD
100eb-499eb	17	.5 DTD
500eb-999eb	21	1 DTD
1000eb-4999eb	24	7 DTD
5000eb-9999eb	29	14 DTD
10,000eb+	29	28 DTD

► **Medicine (Medtech Role Ability)**

- Surge, Speedheal, and Cryotanks have been changed (see ► [Changes to Corebook and DLC Items](#)).
- Cryotanks have 21 DTD each. Unused DTD on a Cryotank does not roll over like normal DTDs.
- Cryotanks heal patients for half their max HP per DTD.
- Medtechs may craft and upgrade Street Drugs using the DV's and DTD's from Tech's Fabrication Table (See Maker above) by rolling Medical Tech.
- A Medtech may invent a Designer Drug once per month per rank of Medical Tech (Pharmaceuticals). These drugs do not take up a Pharmaceutical slot.
- Immediately after an invented Designer Drug is approved it must be crafted using 400 eb worth of materials and 1 DTD, the higher cost representing the difficulty of designing a prototype. The first time the drug is crafted with this method, the check is made at a DV 17 Medical Tech check, but for every additional 100eb spent you may reduce the DV by one.
- A Medtech may save a character by placing them in a Cryopump as an action before they die. (Before a character can heal naturally, they still need their critical injuries cured.)

- Pharmaceuticals are made at your total Medical Tech Skill level, not total bonus to the check to make them. (IE: a rank 4 medtech with 1 rank in surgery, 2 ranks in Pharm, and 1 rank in Cryo would make three doses of a drug per batch.)

► Moto (Nomad Role Ability)

- Nomads may add half their rank (rounded up) to any vehicle-related check and to the DV of dodging a ramming vehicle controlled by them, as long as the vehicle is not out of control.
- If a Nomad's vehicle is fully destroyed, their Family will fully repair any Family Vehicle at the cost of 7 DTDs plus the repair fees for the service.
- Speed boats are now eligible for housing upgrades.

► Operator (Fixer Role Ability)

- Starting at Rank 3, fixers can always source 1000eb items. At rank 7 and above, they can always source 5000eb items, and at rank 10, they can source any item in the game, no questions asked.
- When sourcing materials for Tech Fabrication, a Fixer must specify what category of parts they are sourcing. These categories correspond with the categories available to Fixers during a Night Market.
- Fixers now use the same DV table as the Tech's Maker ability to haggle on items.

► Teamwork (Exec Role Ability)

- You can request to have your expenses reimbursed by your Megacorporation by rolling a Bureaucracy check against a DV set by the GM. **The expense must clearly contribute to the interest of your employer in order to be reimbursed** and the GM reserves the right to deny reimbursements as they see fit.
- Depending on how contrary the Exec's actions are to their employer, **GMs reserve the right to fire Execs from their employer**, effectively stripping them of all their Teamwork Ranks. This decision can be appealed to Staff only once.
- Execs may add half their Exec rank (rounded up) to the following skills: Business, Bribery, Conversation, and Personal Grooming.

► Night Market

- One or more Fixers at rank 5+ can set up a Night Market once per month that lasts for 7 days/nights. Instead of rolling, each Fixer that participates in setting up a Night Market can choose **a single type of good** to sell from **CPRED pg. 338**. Fixers can

source a number of items equal to their rank/2 (rounded up) from their selected type and from any price category for the duration of the Night Market. The same item may not be sourced more than once.

- **Setting up a Night Market** costs 7 DTDs from each Fixer involved and counts as a Service.
- **Midnight Markets** have 1d10+5 number of Luxury or Super Luxury+ items from any category. The Fixer(s) decide what items and how many are on sale.
- Nomad Upgrade Materials count as Survival Gear for the purposes of being sourced by a Fixer during a Night Market.
- Within the timespan of a Night Market, **Lawmen automatically fail any Cryptography checks** to decrypt communications/transactions related to the Night Market. This makes the Night Market a safe space for exchanging goods, services, and information.

Changes to Existing Items and Mechanics

► Addiction

If addicted to a street drug, characters lose 7 DTDs per level of their lifestyle below **Fresh Food**. For every addiction after the first, you lose a fixed 7 DTDs per month.¹⁰ Try to roleplay accordingly.

► Aimed Shots

Aimed Shots from **CPRED pg. 170** are no longer limited to ROF1 and instead are made at the weapon's standard firerate.

► Armor Penalties

Items that reduce **REF**, **DEX** and **MOVE** still do that, but if you have **BODY 6+**, the penalties are decreased by 1. With **BODY12+**, the penalties are reduced by 2. At **BODY14+**, the penalties are reduced by 3. Additionally, characters cannot dodge bullets in Metal Gear (or similar) unless they have **BODY16+**, even if they have a **Sandevistan** or **Reflex Co-Processor**.

¹⁰ For example, suppose Adam is addicted to Blue Glass and Black Lace, and he is on Fresh Food, then he would lose 7 DTDs per month. If Zoey is addicted to Synthcoke and is on Generic Prepak (2 levels lower than Fresh Food), she loses 14 DTDs per month due to complications managing her addiction.

► Buying and Selling Goods

Buying items outside of character creation is limited to items worth 500eb or less. For items more expensive than that, you'll need a Fixer to procure your items. To buy from an NPC Fixer within a mission, you must first be introduced to them and build a rapport with them.

You can sell items at 30% base value without a roll, at 40% base value by beating the DV related to the item's price category using the Trading skill, or at 50% base value if you're a fixer using the Haggle ability (**CPRED pg. 159**). In the case of using the Haggle ability, the Sell DV is the same as if you were selling at 40% base value.

Item Level	Sell DV	Item Level	Sell DV
Cheap/Everyday	13	Very Expensive	24
Costly	15	Luxury	29
Premium	17	Super Luxury	29
Expensive	21	-	-

► Changes to Corebook and DLC Items

All Items

- **Any Exotic Item:** The **Exotic** Keyword has been removed. Previously Exotic weapons can't be bought at a different quality.

Ammunition

- **Expansive:** When dealing a Critical Injury using this ammo, it automatically inflicts the Foreign Object Critical Injury (dealing no additional damage) in addition to any other critical injury rolled.
- **Flashbang:** Now costs only 50eb and on a failed check, the victim suffers -4 to all checks that are in any way vision and/or hearing related for one minute.
- **Rubber:** Can now be purchased for grenades. Reducing a character to 1 HP with Rubber Ammo knocks them unconscious.
- **Shells:** Now deal **4d6** damage instead of **3d6**. Shotguns may place the center of their 6 meter square anywhere within 12 meters of the shooter.
- **Smart:** Now costs 25eb instead of 50eb, since Improved Smart (**CEMK**) is 50eb and clearly better.

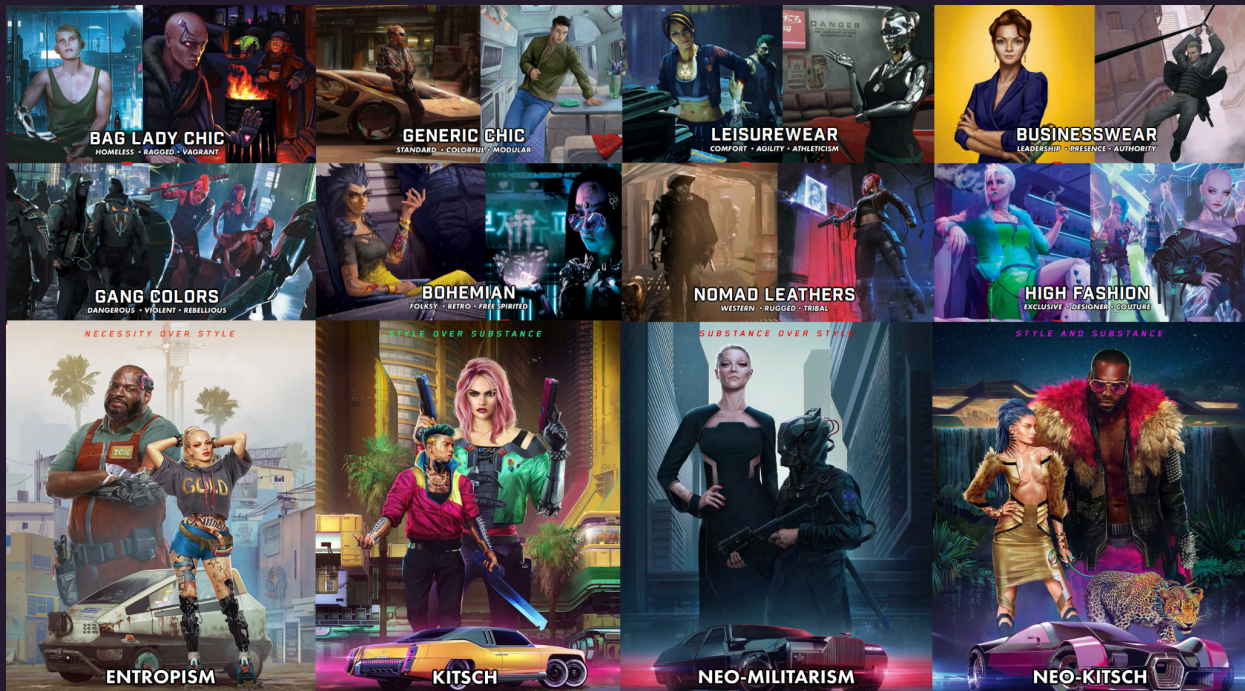
- **Smoke:** These grenades automatically discharge their pyrotechnic smoke payload when they are resolved. One cannot attach a smoke grenade to an object in order to become a portable smoke cloud.
- **Tear Gas:** Now force a DV15 Resist Torture/Drugs check. Upon failure, the victim suffers -4 to all checks that involve vision for 1 minute. The gas lingers like a smoke grenade.

Clothing

- You can purchase an **Outfit** from a fashion style (one set that includes one pair of Bottoms, one Top, one Jacket, and one pair of Footwear) instead of purchasing each item individually.
- Outfits are useful on a one-time basis, but they will be considered lame after repeated use. To solve that, you can purchase a **Wardrobe** from a fashion style that will include a variety of pieces (excluding jewelry, shades, and hats) that make sure you're fashionable on an everyday basis while keeping you from going bankrupt.
- The fashion styles from Cyberpunk 2077 (Entropism, Kitsch, Neo-Militarism, and Neo-Kitsch) are considered re-flavored versions of existing styles from Cyberpunk RED. The costs of Outfits and Wardrobes for each fashion style can be found in the table below.

Fashion Styles	Outfit Cost	Wardrobe Cost
Bag Lady Chic	60eb	160eb
Gang Colors, Generic Chic	130eb	320eb
Bohemian, Entropism	150eb	380eb
Leisurewear, Neo-Militarism	200eb	500eb
Nomad Leathers, Asia Pop, Urban Flash, Kitsch	290eb	720eb
Businesswear	1,400eb	3,500eb
High Fashion,	6,750eb(V. Exp)	17,000eb(Lux)

Neo-Kitsch



Cyberware

- **Chipware:** If a character installs a skill chip into a Shard Slot (included in Neuroport), they set that skill to 3 (like RAW). If a skill chip is installed in a proper Chipware Socket, the user gains 3 to that skill, up to a maximum of 7 (or 8 if the chip is upgraded by a tech). **Skill Chips, Olfactory Boost, Tactile Boost, Explicit Memory Simulator, and Chemical Analyzer** now have no humanity penalty/loss. To make up for this, the **Chipware Socket** now costs **4d6** Humanity instead of **2d6**.
- **Color Shift:** This item is now considered fashionware and doesn't take up a cyberoptic slot.
- **Cyberlimbs:** Hardened Shielding Covering can stack with any one of the Fashion Coverings.
- **Cyberoptic and Cyberaudio Options:** Cyberoptic and Cyberaudio Options now cost 1 Max HL.
- **Cyberware Armor:** Skinweave, Subdermal Armor, and other Externalware armors recover their specified amount of SP whenever any DTD is spent, not just when a day is spent resting to recover HP.
- **Low Light/Infrared/UV:** This item is now split into three separate items: **Low Light** (300eb) which reduces penalties from darkness alone, **Infrared** (500eb) which reduces penalties from smoke and fog by allowing the user to see infrared radiation, and **UV** (100eb) which allows the user to detect fluorescence on objects, such as

biological stains. The requirements for installing one of the items are the same as the original requirements for Low Light/Infrared/UV in **CPRED**.

- **Modular Cyberhand:** Fingers on a Modular Cyberhand do not cost humanity.
- **Popup Items:** Cyberware weapons and popup items are now limited to one per cyberlimb for meat characters.
- **Popup Shield** cannot be used to protect the user from Suppressing Fire.
- **Sandevistan:** Can be installed in a neuralware slot or an Operating System slot. When installed as an Operating System, this allows the user to dodge 2 more times for free per turn for the duration of activation.
- **Slice 'N Dice:** If a character has this cyberware installed in both hands, they may be used together to resolve attacks as ROF2 and **3d6** damage.
- **Subdermal Grip:** This item doesn't take up a neuralware slot.
- **Vampyres:** This cyberware can dispense any liquid, not just poisons.

Drugs and Pharmaceuticals

- **Black Lace:** While under the primary effect of Black Lace, the user ignores Mortally Wounded penalties.
- **Surge:** Gives +1 DTD per dose, can only be administered 4 times per month.
- **Speedheal:** Can only be used during a mission.

Equipment

- **Battleglove:** All options installed in the glove are always visible to the naked eye. This includes weapon options that would be considered concealable in Cyberarms.
- **Disposable Cell Phone:** Can be used for communications by creating a new post in #holobook channel but cannot be used to make transactions.
- **Medscanner:** Gives its bonus to all Paramedic, Medical Tech, and Surgery checks.
- **Scrambler/Descrambler:** Gives +2 to Cryptography checks related to encrypting communications (but not decrypting them). Communications encrypted with a Scrambler can only be decrypted with the use of a Descrambler.

Vehicles

- **Helicopter Blades:** If you are hit by a helicopter's blades, you take **8d6** instead of **4d6** damage.
- **Jet Skis:** Can have the Enhanced Interface Plug Integration Nomad Upgrade.

Weapons and Armor

- **All Melee Weapons:** If a character has **BODY11+** and they wield the weapon with two hands, they add an additional **1d6** of damage to their melee weapon attacks.
- **All Red-Era Ranged Weapons:** All ranged weapons that were previously Exotic now have three attachment slots.
- **All Shields:** Shields being used to absorb damage from attacks should be declared **prior** to the Attack roll.

- **Drum Magazine:** Now increases maximum number of rounds by 80% of weapon's base capacity. Reloading a Drum Magazine now costs both your Move Action and your Action.
- **Extended Magazine:** Now increases maximum number of rounds by 40% of weapon's base capacity.
- **Flamethrowers:** Targets hit by any flamethrower are set on fire. If a flamethrower would inflict a Critical Injury, it instead deals 5 bonus damage directly to their target's HP and the target is set on Deadly Fire. Flamethrowers may place the center of their 6 meter square anywhere within 12 meters of the shooter.
- **Kendachi Mono-Three:** Ignores SP11 and below.
- **Magnum Opus Hellbringer:** Now classified as a Revolver and cannot accept magazine attachments.
- **Malorian Arms 3516:** If the weapon is clearly visible, a person is more easily recognizable by their reputations - players with this weapon who utilize this weapon will be granted a role to be easier to recognize. If the GM decides to award rep at the end of a mission to a character with this weapon, the character gains an additional +1 rep.
- **Militech "Cowboy" U-56 Grenade Launcher:** Now costs 10,000eb.
- **Rheinmetall EMG-86 Railgun:** Ignores half of the target's SP, like a Tech weapon.
- **SMGs:** All SMGs are now ROF2, but are no longer concealable by default, except for the Malorian Sub Flechette Gun which stays at ROF1.
- **Sniper Rifles:** By default, all sniper rifles now deal **6d6** damage instead of **5d6**.
- **Tsunami Arms Helix:** Consumes 20 bullets per attack and has a magazine capacity of 100.
- **Very Heavy Melee:** All Very Heavy Melee weapons now deal **5d6** instead of **4d6** damage, unless otherwise specified.
- **Very Heavy Pistols:** Very Heavy Pistols are now concealable by default.

► Complementary Skills

A Complementary Skill Check can be made before a Skill Check to improve the odds of success. This can be done for downtime rolls at no DTD cost. Unless the GM states otherwise, **the DV for the Complementary Check is the same as the main Check**. If the complementary skill check is successful, rather than provide a +1 to the original check, it **prevents Critical Failures** (1s do not explode downwards to the main Check).

Here are some Complementary Skills for downtime when no GM can adjudicate. In games, the GM chooses the Complementary Skill and DV.

Skill	Complementary Skills	Skill	Complementary Skills
Basic Tech	Electronics/Security	Demolitions	Science (Chemistry or Physics)
Cybertech	Electronics/Security	First Aid	Paramedic or Surgery
Electronics/Security	Basic Tech	Medical Tech	Science
Vehicle Tech	Any other Vehicle Tech	Paramedic	First Aid or Surgery
Weaponstech	Basic Tech	Surgery	Paramedic
Basic Tech (Drug/Poison)	Science (Chemistry)	Trading	Business, Persuasion or Streetwise
Bureaucracy	Bribery or Accounting	Bribery	Bureaucracy
Accounting	Bureaucracy		

► Critical Injuries

When damage could inflict a Critical Injury on a target (by rolling multiples 6s), the target takes 5 damage straight to HP regardless of whether the damage penetrates armor. Nonetheless, Critical Injury effects are NOT inflicted unless the attack manages to actually deal damage past the target's armor. Once an injury is inflicted, it persists until fixed per **CPRED pg. 225**. Alternatively, a Medtech can attempt to cure critical injuries of others either in-game or as a service. If the Medtech fails, the injury can only be fixed by going to a hospital.

► Facedown

Unless the GM objects, you can use Heat in lieu of Reputation for Facedown contests. For context as to when to use Heat vs. Reputation for Facedowns, see the [GM and Missions](#) section.

► Fire Damage

Every time a character is set on fire, they must make a Concentration Check vs. a DV that depends on the intensity of the fire. On a failure, the character is under extreme stress (-2 to all checks) until the fire is extinguished. **Fire effects do not stack.**

Fire Intensity	Damage	DV
Mild	2	13
Strong	4	15
Deadly	6	17

► Full Body Conversions (FBCs)

- Targeting a helpless FBC's Biosystem is treated as an Aimed Shot.¹¹
- FBCs may install Cyberware via a Cybertech check or a Surgery check against the usual DVs.
- FBCs come with Neuroports as a 0 HL foundationware.
- Humanity Loss dice from cyberware are halved for FBCs, to a minimum of 1d3.
- FBCs do not receive benefits from items designed to heal flesh (e.g. Cryotank, Speedheal, etc).
- FBCs may not use external cyberware, such as Smart Ears, Smart Glasses, Smart Lenses, etc.

► Healing

Players may spend 1 DTD to immediately heal their BODY stat. This can be improved by seeking a Cryotank and/or installing Enhanced Antibodies.

► Humanity Loss and Therapy

- A character can undergo therapy either at the hands of a Medtech player character or at a hospital. Each therapy requires 7 DTDs from the character and the Medtech (if one is providing the service). Characters of the same player cannot help each other.
- "Luxury" therapy can be purchased from Trauma Team for 5,000eb, restoring 6d6 humanity over the course of 7 DTDs. This may also be administered by Medtech players using 1,000eb of therapy materials and a DV19 Medical Tech check.

¹¹ In the case of Melee Attacks, the DV for hitting the biosystem is 13.

► Installing Analogous Cyberware

- When replacing and/or installing cyberware that does the same thing as cyberware you already had equipped in a particular slot, your humanity loss from installation is equal to the number of dice you roll, to a minimum of 2.¹²
- Removing and later reinstalling the same exact cyberware does not take any new humanity loss. Note that it has to be LITERALLY the same piece of chrome, so replacing a cyberarm with a different one follows the rule above as opposed to this one.

► Item Repairs

When you finish a mission, your own armor, gear, and vehicles are automatically repaired back to full at zero cost. However, damaged loot must be repaired in order to be used. Anyone is able to attempt to repair loot at at the cost of either (i) 50% of the value of the item, to a minimum of 50eb or (ii) the amount of time it would take to fabricate the item but with no material cost.¹³ If the cost of repair is less than 50eb, the repair is considered free.

- If an item has the "simplify" Upgrade from a Tech, self repair costs 25% of the value of the item.
- Repairing vehicles does not cost materials for Nomads, and Nomad's Destroyed Vehicles may still be left with their Family.

Item Value	Minor Damage (SP/HP > 50%)	Major Damage (SP/HP <= 50%)	Destroyed (SP/HP = 0)
Worth 20eb	Free	Free	Free
Worth 50eb	Free	Free	Free
Worth 100eb	Free	Free	50eb
Worth 500eb	Free	175eb	250eb
Worth 1,000eb	175eb	250eb	500eb
Worth 5,000eb	875eb	1,750eb	2,500eb
Worth 10,000eb	1,750eb	2,500eb	5,000eb

¹² For example, if your installation takes 4d6 humanity loss, then you get a humanity loss of simply 4. However, if the humanity loss is equal to 1d3, then you instead get a humanity loss of 2.

¹³ For example, a Heavy Armorjack (100eb) would cost 50eb to repair fully or 6 hours of labor with a successful DV21 Basic Tech check.

Vehicles	3 Hours (DV9)	1 Day (DV13)	1 Week (DV17)
Non-Nomad Vehicles	875eb	1,750eb	2,500eb

► Languages

- For the purposes of surveillance, English and Streetslang are considered mutually intelligible within the universe of Rebel Path (thus, knowing one language is enough to understand the other).
- When communicating in-character in languages other than English, you must provide a translation as well as give a clear label of which language it is you're speaking so as to make it easier for fellow players to read your games.
- In order to comprehend a language in-character, you must either (i) have 2 levels of the language in question, or (ii) use an Auto-Translator or a Skill Chip (see ► [Cyberpunk: Edgerunner's Mission Kit \(CEMK\)](#) or the [Babeltech Auto-Translator](#)).

► Legendary Successes

If you roll 30 or higher on any check that leads to a dice roll (e.g., therapy, attacks, etc.), you may roll twice and take the better sum. If you roll 40 or higher on a relevant check, you may roll three times and take the better sum.

► Long Term Humanity

At the end of the month after you pay your Lifestyle and Rent, you gain/lose humanity based on environmental factors (per **CEMK pg. 29-30**). For your convenience, you may add the number of dice for humanity gain and subtract the number of dice for humanity loss to get a net number of environmental humanity loss/gain dice.¹⁴

To implement some of the humanity mechanics from the CEMK, we've decided to add rewards for roleplaying with other players. For the purposes of these rewards, we qualify a **Scene** as a piece of writing involving characters that coherently depicts them interacting in a meaningful way - it should include at least one post per player involved and must be approved by a GM to be eligible for humanity gain/loss.¹⁵

¹⁴ For example, suppose that you live a Kibble lifestyle (1d6 Loss), you were trapped in a War Zone for a week (3d6 Loss), but you took a week off where you didn't do anything but relax and have fun (1d6 Gain). That means you have 1d6 Gain but 4d6 Loss, thus a net humanity loss of 3d6. Therefore, at the end of the month you would roll 3d6 Humanity Loss.

¹⁵ You might think this'll create incentives for GM shopping - be advised that staff reserves the right to veto a GM's approval of a scene.

With that in mind, we've come up with our own humanity gain/loss incident and long-term environmental effects table for Rebel Path - any incidents of humanity gain/loss outside of the ones we mention are reserved only for GMs to give out in missions as they see fit:

Humanity Gain	Incidents
1d6	You and someone else have a meaningful Scene in which you (tacitly or directly) acknowledge your close friendship or romance for the first time.
2d6	Once per week (after Free Weekly Hustles are announced) and at the cost of a communal 1000eb and 1 DTD per person involved, you and a group of mutually acknowledged friends (up to 10 people total) have a Scene of you partying together. These parties may attract the attention of Lawmen.
3d6	- Once per month and at the cost of a communal 10000eb and 1 DTD per person involved, you and a group of mutually acknowledged friends (up to 10 people total) have a Scene of you partying together hard. These parties are considered public knowledge and could result in fines from Lawmen. - You have a Scene (must be separate from partying) in which you celebrate a major life affirming event: engagement, marriage, adoption, childbirth or the fulfillment of a life-long dream.

Humanity Loss	Long Term Environmental Effect	Humanity Gain	Long Term Environmental Effect
1d6	- You are living a Kibble Lifestyle. - Last month, you lived a Non-Fresh Food/Good Prepak lifestyle and spent most of your time in Night City and thus experienced oppressive information overload. - Last month you slept in a Cube Hotel. - Last month you worked directly for a corp. - Last month, you were harassed, robbed, or accosted by a Lawman in your own home. - Last month, you were	1d6	- You took at least one week off last month where you did nothing but relax and have fun. During that time you did no downtime activities and weren't healing HP damage or Critical Injuries. - You interacted with your family (found or otherwise) at least once last month (can be done as a Story/Favor Scene with a GM).

	treated unjustly by a Lawman (per a GM's judgement).		
2d6	• Last month, an (acknowledged) close friend or romance died. • You haven't yet held a ceremony for your close friend or romance that died. • Last month you were in the Mortally Wounded state once or in the Seriously Wounded state three or more times. • You have been imprisoned for a week.	2d6	• Last month you lived a Fresh Food Lifestyle. • Last month you slept in a Corpo Conapt or better.
3d6	• Last month, you witnessed the murder or violent death of an (acknowledged) close friend or romance. • Last month, you were trapped in a war zone (anywhere worse than a Combat Zone) or an area experiencing devastation from a long-term disaster for more than a week.	3d6	• You qualified for four Humanity Gain Long Term Effects at once, whilst qualifying for less than three Humanity Loss Long Term effects. You're living the good life!

► Luck

- Luck points are replenished automatically at the start of each month if Lifestyle and Housing are paid, or at the beginning of each job.
- Luck points can be used after making a Skill Check.
- Luck points can be used during downtime, including to succeed at services, haggles, etc. At the cost of 1 DTD and only outside missions, you can replenish 1d6 luck points.

- If another roll has been made, the player can still add luck to the roll made before it.¹⁶
- In instances of PvP, the defender gets to spend luck last.

► Picking up and Dropping Items

It no longer takes an action to drop a shield or dead human shield. If your character has a sling, they can swap weapons a single time in a turn without using their Action.

► Poisons

Poisons (**CPRED pg. 181**) inflict half their damage (but no other effect) on a successful Resist/Torture Drugs check. Additionally, the DV to resist Poison and Biotoxin are now 15 and 17 respectively.

► Slings

Any SMG or two-handed ranged weapon may come with a sling. Weapons on a sling are worn openly. Slings do not cost an attachment slot, and allow the user to "stow" the weapon without using an action by simply dropping the weapon to hang in front of them. More than one weapon on a sling will lead to awkwardness in real life, and is discouraged in game. **You can only wear one sling at a time.**

► Trauma Team

Trauma Team members have a Combat Number (CN) of 14 and the Doctor has a Medscanner. 2 Cryopumps are included in their AV-4 for use by Policyholders.

We've modified the Trauma Team packages as follows:

Name	Services	Cost
Silver	Silver members are charged for Treatments requiring Surgery equal to the cost that they would be charged at the Hospital. If the member doesn't want to pay extra for these Treatments, the Trauma Team will do everything possible for them using the Paramedic Skill before dropping them off at the nearest hospital. Policy cannot be donated to	2,000

¹⁶ For instance, if a player shoots an enemy and the enemy dodges, the player can spend their luck to make the attack hit.

Name	Services	Cost
	anyone other than an Exec henchman. Arrives in 1d6+5 rounds.	
Gold	Gold coverage includes Treatments requiring Surgery at no extra cost and are able to fix up to three critical injuries without spending a DTD. Policy may be donated to any one crewmember. Arrives in 1d6+3 rounds.	5,000
Executive Platinum	Executive Platinum covers relevant Cyberware replacements for free. This plan also includes "PayBak": the team will make sure to suppress the area as the AV-4 arrives and leaves by firing Smart Rockets at relevant threats. Policy may be donated to any one crewmember. Policy additionally covers one Exec henchman.	Exec 9 or 10,000eb

► Vehicle Combat

- When driving a vehicle, drivers are no longer placed at the top of initiative and instead vehicles are placed at the top of initiative separately from their driver. Drivers may still do maneuvers during their vehicle's initiative but if they attempt to make two maneuvers in a turn, the driver will lose their action for the round.
- Without the use of a maneuver, vehicles are only able to turn 45 degrees at a time during a round.
- The combat speed of Jet Skis and Speed Boats is doubled.

Approved DLC and Expansions

► Black Chrome

- All Approved

► Cyberpunk: Edgerunner's Mission Kit (CEMK)

All Approved **except for the following Rule Changes:**

Ammunition

- **Tungsten:** This ammunition is now required in order to operate the charging feature of Tech Weapons.

Cyberware

- **Berserk Implant:** Can be installed in a neuralware slot or an Operating System slot. When installed as an Operating System, this allows the user to ignore any doubling of received damage due to Lethal Rules for the duration of activation.
- **Neuroport:** Now comes with a single slot for **Operating Systems** (OSs) and an **integrated auto-translator**. When neuralware is installed as an OS when it could have been installed in a regular neuralware slot, add 1d6 (or 3 during CC) to your installation's Humanity Loss. The integrated auto-translator allows you to understand words in English, Mandarin Chinese, and Spanish. The integrated auto-translator cannot be Tech Upgraded to add new languages.
- **Neuroport Cyberdeck Port** is now considered an Operating System and must be installed in the Neuroport's Operating System slot in order to be used.
- **Gorilla Arms:** Instead of being Cyberarm Options, these are Cyberarms of their own with 2 Option Slots. Installing them immediately sets Brawling and Martial Arts damage to 4d6 regardless of the BODY stat unless you have BODY 14+, in which case it becomes 5d6 damage. The user may wield weapons in this arm's hand, pry open doors, move Thick Cover, Choke, and Slam as if they had BODY 11.
- **Mantis Blade:** Now requires 2 Option Slots and, unlike other Heavy Weapons, Mantis Blades ablate 2 armor (as if one was using armor-piercing ammunition).
- **Projectile Launch System:** Objects can now be held in the arm with the Projectile Launch System, even when it's activated.

Quickhacks

- When two Netrunners have a contested roll, they may add their INT to their dice rolls.
- If you lose line of sight from a target you've Quickhacked, you are not jacked out. As long as you are within range, you can still access their Neuroport.
- Non-Netrunners cannot use Cyberdecks. However, they can install Black ICE in their Neuroport using a Firewall Port.

Weapons

- **Exotics:** All weapons previously labeled as Exotic from the CEMK have 1 attachment slot as opposed to none.

► **Cyberpunk RED DLC**

- Rockling Augmentics Cyberchair Line
- 12 Days of Gunmas
- Woodchipper's Garage
- Midnight with the Upload
- Must Have Cyberware Deals
- Spinning Your Wheels

- [12 Days of Cybermas](#)
- [Hornet's Pharmacy](#)
- [Night City Tarot](#) (GMs must announce beforehand if this is being used as the start of a mission)
- [Black Chrome+](#)
- [12 Days of Gearmas](#)
- [Mixing Drinks Changing Lives](#) (Animal Behavior Chip and Extreme Biosculpting is banned)
- [Toggle's Temple](#)
- [12 Days of REDmas](#)
- [12 Days of Cutiemas](#)
- [Did Someone Say Murder?](#)
- [Going Quiet](#) (except for the Translation Chip; see [Babeltech Auto-Translator](#))

► **Danger Gal Dossier**

- All Approved

► **Elflines Books**

- [Elflines Core Book](#)
- [Expansion Pack 1](#)
- [Daeric Sylar's Guide](#)
- [World Map](#)

► **Interface RED Vol. 2**

- Combat Tail
- Combat Jaw
- Firebreather

► **Interface RED Vol. 3**

- "Becoming Metal"

► **Interface RED Vol. 4**

- Gun-Fu (renamed to **R. Talsorian Gun-Fu** to differentiate it from **Closed Circuit Gun-Fu**)
- Kendo: Instead of allowing Martial Arts attacks, you can now use Kendo for attack rolls with Melee Weapons.

- Multiarm Melee
- Wrestling

► Rebel Path DLC and Expansions

- [Homebrew Items](#)
 - [Tears in the Rain](#)
-

Lore: To learn more about the Rebel Path's lore, go to [Lore](#).

Characters: To learn more about our character creation rules, go to [Characters](#).

Credits: To learn more about how Rebel Path was made, go to [Credits](#).

Homebrew Items

Rebel Path: Homebrew Items

The **CEMK** does a good job of providing items for the 2077 setting, but here are a few more to give variety! These are items that we know and love from the communities we've played in and enjoyed (in particular, Cyberpunk: Neon Future and Cyberpunk: Blaze of Glory) as well as some of our own original additions.

Ammunition

► Electrifying Ammunition

Cost: 100eb (Premium)

When using this ammunition anyone critically injured by your attack must also attempt to beat a DV15 Cybertech Check. If they fail, the GM chooses 1 piece of their Cyberware or carried electronics to become inoperable for 1 minute. Is not triggered by automatic crits. Crits on Mechanical Enemies deal 10 damage instead of the normal 5.

► Toxic Ammunition

Cost: 100eb (Premium)

When using this ammunition anyone critically injured by your attack also immediately takes 2d6 damage directly to their hitpoints. Has no effect on mechanical enemies. Is not triggered by automatic crits.

► Tungsten Ammunition

Cost: 100eb (Premium) for Bullets, Slugs, and Shells

May only be used in Tech Weapons. *Enables the Charge function of Tech weapons. While charged, this weapon will halve the Target's SP(Round Up). Certain Weapons may also deal additional damage while charged.*

Cyberware

Cyberoptics

► Ocular Drone

Cost: 1,000eb (Very Expensive) • **Install:** Hospital

Humanity Loss: 14 (4d6)

Step into the future with the Ocular Drone Cybereye™, the latest in surveillance-optic tech from Kiroshi Opticals. Whether you're breaching corp labs, tracking a mark through the

undercity, or just like to keep an eye on your ex from 500 meters up — this sleek, detachable drone-eye delivers the highest quality you would expect from Kiroshi in a compact, iris-mounted package.

Cybereye Option. Requires 2 Option Slots. While the drone is not in your head you count as having the Lost Eye Critical Injury. The Drone has a MOVE of 4. If the drone is more than 25 m/yds away it loses connection, collapses, and must be retrieved manually.

Neuralware

► Babeltech Auto-Translator

Cost: 100eb (Premium)

Finally, a translator capable of dealing with every language!

Chipware. Allows you to understand the literal meaning of what you hear or read of the following languages: English, Mandarin Chinese, Hindi, Spanish, French, Arabic, Bengali, Portuguese, Russian, and Urdu. Can be Tech-Upgraded to add new languages, one at a time, but as many times as desired.

► Firewall Port

Cost: 1,000eb (Very Expensive) • **Install:** Hospital

Humanity Loss: 3 (1d6)

When you really want to stop those pesky Runners you bring out the big guns. You fight them with programs.

Adds a level into your Neuroport where you may install one Black ICE Program. (Program must be bought separately. You may install this Neuralware multiple times.)

► Militech S.I.M. Shard

Cost: 500eb (Expensive) • Can only be sourced by a Lawman Fixer

Chipware. Allows a user to wirelessly connect to a Squad Intelligence Matrix.

Gear

► Braindance Neural Gestalt

Cost: 3000eb (Very Expensive)

From the creators of the original Braindance, Neural Gestalt gives you the capacity to broadcast and stream Braindances anywhere, anytime!

Allows the user to broadcast Braindance to other Neural Gestalts or to output the broadcast as a video livestream in a Data Pool you're authorized to upload in. Neural Gestalts also have a call functionality in which users can link their nervous systems to one another, allowing

their consciousness to meld into a hivemind. Entering or leaving a call is an Action, but leaving a call without the consent of the hivemind requires winning a Concentration contest against the members of the hivemind. When users enter a hivemind, they can share their skills with one another. At the cost of 1d6 Humanity Loss per skill check, a user in a hivemind can use the Skill Level (not Base!) of another user in the hivemind.

► **C12 Demolition Charge**

Cost: 100eb (Premium)

C12 is the newest plastic explosive on the market, malleable enough to be pushed onto most surfaces, this is your final need for improvised disassembly of some gonk's ride.

The C12 Demolition Charge is a remote-detonated explosive that is treated as an AP Rocket. It takes 30 seconds to arm and can be detonated as an action. With a DV 13 Demolitions check, you may attempt to chain multiple C12 Charges together, so that they can all be detonated by the same action. Each chained Charge requires its own Demolitions check, and each subsequent Charge increases the Demolitions check DV by 2. On a failed check, the user cannot attempt to add more Charges to the chain. When multiple C12 Charges overlap their AOE, then each charge allows the user to roll an additional 8d6 damage and choose the result they prefer.

► **Kendachi Ballistic Scabbard**

Cost: 3,000eb (Very Expensive)

In a sword fight, milliseconds decide the outcome. Ensure to always be the first on the draw with this new Kendachi scabbard. With a single pull of the trigger, a blank cartridge powers a piston, sending the sword flying out, ready to slice up your enemies.

Scabbard can house a single Heavy melee weapon. While sheathed, user can choose to use one of the blanks in the scabbard to launch the weapon as part of the attack. Doing so increases the damage of the attack by 1d6 and causes it to deal an additional automatic critical injury. Dodging this attack imposes a -4 penalty to the targets Evasion skill. Scabbard's magazine holds 10 blanks, priced at 100ed per magazine.

► **Militech Squad Intelligence Matrix**

Cost: 5,000eb (Luxury) • Can only be sourced by a Lawman Fixer

Sharing information in the heat of battle has never been easier: the Squad Intelligence Matrix (S.I.M.) is a top of the line command computer for efficient transmission of sensory data within a squad, all in the comfort of a lightweight durable backpack.

Users connected to a S.I.M. can freely share audiovisual information with one another, including from cyberware. The S.I.M. comes with 3 S.I.M. shards included. Up to 7 users can connect to a S.I.M. directly by wearing it or wirelessly with the use of a S.I.M. shard. Users must be within 100m of the SIM to connect to the network. SIM has a single slot for modules, purchased separately. As an Action, the wearer of the S.I.M. can attempt to beat a DV15 Tactics check. On a success, each connected user receives a bonus for Attack and Evasion checks against targets equal to the number of connected users with a line of sight to the targets, up to a maximum of +3. If at least 2 users can see a target, any other user in the group knows their exact location. If spotters have a visual penalty to hit the target, so does anyone using this feature, taking the highest penalty of the two.

Martial Arts

► **Barbaran Montante**

This style, heavily based on the teaching of Luis Barbaran utilises greatswords and other similarly sized weapons to control space and keep the opponents at bay on the battlefield.

- **Flow Drills** ●

The main principle behind greatsword fencing is conserving energy. By constantly keeping your sword moving even after a successful strike, you can capitalise on this to strike another opponent within reach.

Requirement: You have killed an enemy using a Very Heavy Melee Weapon.

When you fulfil this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. On a success you can redirect the damage left over after killing the last enemy to a different target within range, using your Martial Arts Special Move Resolution as the to-hit roll. This secondary attack cannot cause critical injuries.

- **Steel Bastion** ●

Expanding on the principle of conserving energy, you don't let failed attacks slow you down, spinning your weapons around to keep the other enemies at bay.

Requirement: Reflex 8 or higher.

Once per Turn when you fulfil this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. On a success enemies within 2m of you take -2 penalty to attacks against you.

► **Closed Circuit Gun-Fu**

Gun-Fu is a style of sophisticated close-quarters gunfight resembling a martial arts combat that combines firearms with hand-to-hand combat in an approximately 50/50 ratio.

- **Execute** ●

Requirement: You succeed in grappling an enemy or have an enemy grappled.

Once per Turn when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you can make an additional attack with a handgun at ROF1. Additionally, your attacks with a handgun against the grappled enemy ignore the -2 to hit them due to grappling.

- **Run and Gun** ●

Requirement: Reflex 6.

When making an attack with a weapon that uses the Handguns Skill you may use your skill in this Martial Art instead. If doing so, your Closed Circuit Gun-Fu Skill is decreased to the level of your Handguns Skill if it is at a higher level than your Handguns Skill. While attacking in this way, the attack counts as Martial Arts attack for the purposes of ending movement and does not incur the -2 penalty from moving beforehand.

► **Closed Circuit Militech Commando Training**

"This gonk brought a fuckin' knife to a gun fight!" ~ Said every corpse seconds before learning what close quarters really means.

- **Right Where It Hurts** ●

Requirement: You have 4 or more ranks in Militech Commando Training. You are attacking with a hand-held Light or Medium Melee weapon.

Whenever you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, until the end of the Turn, you can attack with your Light or Medium Melee as if the weapon was a Very Heavy Melee Weapon (ROF 1, 5d6).

- **What's Yours Is Mine** ●

Requirement: You either have both hands free or are holding a single 1 handed light or medium melee weapon, with at least one hand free.

When you fulfil this requirement, as an Action, use the Martial Arts Special Move Resolution against a Brawling Check against a single target in Melee range who is wielding at least one weapon in their hands. If you succeed, place one of their held weapons into your hands. You may then attack the same target once with the weapon.

► **Closed Circuit Sumo Wrestling**

A Japanese wrestling martial art focused on moving your opponent with the full force of your body.

- **Deashi** ●

Requirement: Requirement: BODY 7 or higher. You are about to be grappled or thrown.

Whenever you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you are not grappled or thrown and may move yourself and the target trying to grapple or throw you up to 6 m/yds (3 squares) in a direction of your choice.

- **Niramiai** ●

Requirement: Knock an opponent into Mortally Wounded or Unconscious.

Whenever you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may immediately make a Facedown against one opponent in Line of Sight with a +2 bonus.

► **Iaijutsu**

A Japanese martial art most famous for its quickdraw techniques. However the essence of this art lies in awareness of your surroundings and quick and decisive reactions.

- **Sen Sen no Sen** ●

Requirement: You are in combat.

On your turn you can attempt a Special Move Resolution to beat a DV 15. On a success, your Aimed Shot penalty for Melee attacks is reduced to -5 against enemies lower than you in initiative until the start of your next turn.

- **Fudoshin** ●

Requirement: You are being attacked by a target you are not aware of.

Whenever you fulfill this requirement, you can roll Martial Arts Special Move Resolution against your opponent's attack check. On a success, you evade the attack.

Weapons

► **Everest Venturewear Ortus**

Cost: 1,000eb (Very Expensive)

Slots: 1

As part of our Apollo line of luxury survival equipment, we at Everest Ventureware have partnered with Rhinemetall engineers to manufacture this magnificent piece for the discerning hunter. The patented Electromagnetic Launch Assist (ELA) allows you to deliver tungsten-tipped and reinforced arrows at never before seen ranges and velocities. Be like the archers of myth! Buy the Ortus!

The Ortus is a Tech Bow that deals 4d6 damage. The damage is increased to 5d6 if the user has BODY 13 or higher. Ammunition fired from this bow is irretrievable. Due to the

mechanical nature of the Tech firing mode, while charged, this weapon is incompatible with Kyudo.

Tadamori's Guide to the NCPD

Rebel Path: Tadamori's Guide to the NCPD

A Guide to Playing Lawmen and the Law in the World of Rebel Path

Overview

Lawmen in the Rebel Path play an important role in the everyday gameplay of our Living World. Whether you've just been recruited *or* you're just a rebel trying to figure out how to best cover your ass, this is the doc to read.

The Law in Rebel Path

"There's no dictatorship more solid than a beat cop on his post."

We Own This City (2022), HBO

We already know how the law works in Cyberpunk (see **CPRED pg. 316-318**). But what's different now that Militech took over Night City's NCPD in 2081? Well, Militech claims it operates under NUSA law and the NCPD claims it operates under the emergency powers of Night City's Uniform Civilian Justice Code. If you ask either party, they'll say the other one runs the show.

For a Lawman, that means **the law is whatever you say it is**, provided your superiors agree. A badge in the 2070s already enforced the laws selectively, but now you have three sets of rules (NUSA law, NC martial law, and NC civilian law) to justify your power trips. In practice, that means you can pretty much always find a statute that supports your interpretation.

So, given all this... what's stopping you from doing whatever the fuck you want?

Playing a Lawman

► **Building a Case**

Your first obstacle is information. Without knowing what the punks are up to, you can't police them. So, how do you catch them? **You listen and you wait for them to make a mistake.**

GMs help by assigning Heat and putting suspects on the Heat Board, your primary source for tracking criminals. But that's only half the job. You need to track what people are up to, you should be reading the missions your targets go on, the scenes that they roleplay, the transactions that they're making, and any and all suspicious communication that they've made.

Luckily for you, Militech's got eyes and ears all over the city. Pretty much anything that players say and do on Discord in-character (including roleplay as well as agreements and transactions in [#looking-for-services](#)) is considered incriminating information for you to use. The only exceptions to that are [encrypted messages](#), [information in languages that your character doesn't understand](#), and private in-person conversations between characters in a scene.¹⁷

Once you've gathered enough evidence to justify to a GM that you can locate and reach your target, it's time to set up an ambush.

► Lawful and (Cost-)Effective Use of Force

When you're ready, it's time to talk to a GM and make your case. If the punk you're after is on a mission and you've noticed them getting sloppy, try to convince the GM to let you become part of the story. They're well within their rights to say no, but if they're reasonable and you've done your homework, they should let you on.¹⁸ When the time is right for you and your GM, you can show up and try to apprehend your target.

Being a Lawman means being able to call Backup **when you're in danger** but the GM decides whether that's necessary or appropriate. After all, calling Backup costs the precinct eddies. Before showing up, you'll need to argue to the GM how you're in danger and why the Backup you selected is appropriate.

Once you've made your argument, the GM can set a DV which is appropriate for your Backup. In a clean cut case where you're catching the perp in a crime, the DV should never be higher than 13 for bringing Backup of a Rank equal to the target's. Justification rolls

¹⁷ You might feel like this is a level of surveillance that is just too much for you to manage dealing with as a user. I would remind you that one of the easiest ways to get around surveillance is simply to roleplay having conversations with your fellow players - these conversations don't need to be long either.

¹⁸ If you feel that the GM is in the wrong for refusing you, feel free to bring it up to Staff in a ticket.

typically use Bureaucracy or Streetwise. If the roll fails, Backup still arrives, **but your Backup Rank decreases by 1 afterward.**

In the process of apprehending your target, it's possible that you'll get carried away from your objective and do something positively heinous, even by NCPD standards. **If it's bad enough, the GM is within their rights to give you Heat.**¹⁹ Being extreme or indiscreet could cause the GM to **throw you off the force**, stripping you of all your ranks in Lawman.

► Collecting Your Bounty

So, you've done it! You've arrested or killed your target. What now? Well, for starters, you need to delta out of the encounter without getting killed. Provided you successfully do that, you'll be rewarded handsomely with 1000eb and 80 IP for every level of Heat per rebel you arrested/killed. If you worked together with a fellow Lawman in getting to this point, you may distribute the total IP reward however you and your group agree to.

The Elephant in the Room

Player-versus-Player gameplay is a controversial practice in the TTRPG community. While it can be fun among consenting friends, it can also be the source of conflict since players invest a tremendous amount of time into their characters, not to mention that many people feel very intrinsically connected to their characters and their identities. That being said, we felt that the roleplay benefit of this Heat system outweighed those negatives and so we'd like to take this moment to give advice to both Lawmen and Rebels to encourage a friendly and sportsman-like spirit.

► Try and Tell a Good Story

We all love roleplaying games because they tell stories you can't tell in other mediums. Actions have consequences, and that's *exciting*. Try and think of Lawmen as nothing more than a device to bring about those consequences.

As a Rebel, that means accepting that when a Lawman comes after you, they're doing it first and foremost because they want to help you tell a good story. If you read Rule 0, you should know that we're all rooting for you to come out on top and for the Lawmen to lose.

¹⁹ For Lawmen, Heat can be rewarded for non-legal reasons as well, such as creating political scandals for the NCPD.

As a Lawman, you need to remember that (on paper, at least) you're the bad guy. The story of Rebel Path is one about trying to beat the system and make change. In a way, that means you're *destined* to lose. That doesn't mean you should take it easy on the Rebels - you *should* play to win. But that does mean you shouldn't take it personally if you lose and that also means you need to be prepared to **play the villain**. Have a thick skin and be ready for people to dislike your character - in fact, we'd even encourage you to invite the hate. A good story needs to have conflict, and that's what you are.

► Dealing with Bleed

Despite everything we've mentioned above, it's still possible that you could be upset for having lost the fight. *That's completely okay.* If you need to mourn the loss of your character, feel free to honor them in the [#columbarium channel](#). This is a lethal setting with lethal rules, but that doesn't mean you're not allowed to feel frustrated. You can always talk with your fellow players about how you're feeling and cherish the memories you've created together.

Leaving the Law

Maybe you want to play a Lawman that doesn't play by the rules. We've sort of hinted at it already, but consider this an explicit admission: **you're totally allowed to do that**. You wanna take bribes to lower people's Heat? That's your right. You wanna fight for the Rebels? That's fine, too.

There's just some important limitations to keep in mind:

- **Lawmen cannot go on missions as Rebels.** The only way you can show up in a mission is if a GM lets you on for an ambush. If you want to fight for the Rebel Path directly, you'll need to quit the force. And that means losing all your Ranks of Lawman.
- **Lawmen cannot reduce the Heat of Lawmen.** Instead, Lawmen's Heat decreases by 1 when Rent and Lifestyle is paid, so long as they haven't accrued any Heat the month before. That means that your criminal behavior is not solvable by bribes, at least not at the level of reducing Heat. You can convince other Lawmen to leave you alone, but if one decides they want to go after you, they're allowed to do that.
- **If your Heat as a Lawman ever reaches 10, you'll become an enemy of the Regime,** which automatically strips you of all your Ranks of Lawman. At that point, you'll need to make a choice as to whether to join the Rebel Path or altogether retire your character. Lower Management and Chain of Command retirement packages are out of the question for Lawmen.

Credits

Rebel Path: Credits

Most of the Rebel Path was brainstormed and developed through extensive voice call sessions through the summer of 2025 between the core development team: **Fabled**, **Grand**, **Rajmemepuram**, **Magorzo**, and **MedievalYeetMachine**.

The following sections are either wholly original to the Rebel Path or at least written by us after being inspired by the brilliance of the Cyberpunk universe:

- Premise, Lore (Fabled, Grand, Magorzo, and MedievalYeetMachine)
- Gameplay - Heat Rules, Zone Rules (Fabled, Rajmemepuram)
- Characters - Secret Role: Civilian Life, Downtime Rules - Tax Evasion, Tadamori's Guide to the NCPD (Rajmemepuram)

The final document was edited primarily by Rajmemepuram, with input from the entire team.

A special thank you is given to **Christian Sahlén** and **Johan Nohr** of **Stockholm Kartell** for creating **CY_BORG**, which served as thematic inspiration for us, especially in constraining character creation with Rule 0.

Rebel Path's gameplay rules build on top of the homebrew from other communities that we've played in and enjoyed; in particular, the rulesets from **Cyberpunk: Neon Future** and **Cyberpunk: Blaze of Glory**. We highly recommend checking out Blaze of Glory, especially if you're looking for a preem edgerunning LC experience.

Neon Future and its homebrew was the collaboration of a fun community, including **Arrokosa**, **Demi**, **Fershte**, **Jmcn**, **Lawson**, **Naomi**, and **Shinta**; this list is not exhaustive but simply highlights the main leadership of that server during our time playing there. Blaze of Glory's ruleset is primarily written by Fershte and Naomi, with feedback from its team which includes **Distraft**, **Grand**, **Piper**, and **Rajmemepuram**.

We would also like to thank other players from the Neon Future and Blaze of Glory communities for providing feedback and generally good vibes that helped us in developing this project, especially **Dari**, **Fershte**, **Distraft**, **Naomi**, **Piper**, and **spiders**.

Finally, we'd like to give credit to **Mike Pondsmith** and **R. Talsorian Games** for creating a fun game to play in, **CD Projekt RED** for adapting this universe to a stellar video game which we

enjoy playing and providing the primary inspiration for our setting through the **Phantom Liberty** storylines (in particular, **The Tower**).

Tears in the Rain

Rebel Path: Tears in the Rain

Reviewed by Staff, 7/7/25
Written by Rajmemepuram with help from
Piper, distraft, and Magorzo

Overview

► The Rationale

In the wake of climate change and heavy pollution, the people of Night City weather not just the dangers of gang warfare and Megacorporate repression, but also the fury of Mother Nature. Nonetheless, people must move on with their lives and prepare for the future.

Tears in the Rain provides an implementation of Night City Weather for living world servers meant to immerse players in the weather crises of the Dark Future.

► Random Weather Events

On occasion, we will announce when the weather deviates from Night City's regular fairly comfortable temperatures. A character can **go outside** and face the penalties of Mother Nature, and be rewarded with 10 IP for doing so **within the time frame** that the weather is deviating. If the penalty involves the roll of a dice, the roll should be done in #weather-rolling.

These random weather events cannot be predicted and may come completely irregularly.

► Preparing for the Weather

The penalties of random weather events can sometimes be prepared for by purchasing the appropriate clothes or gear (**NCW PG. 6**). If you happen to be prepared prior to the random weather event, you may ignore the penalties of the event and **still** claim 10 IP for going outside. Just like in real life, there are some weather events you can **never** be prepared for.

Some of the weather events may come with DTD penalties. A character can reduce the DTD penalty from a weather event by 1 if they participate in a roleplay, mission, or alert that starts (and depicts the weather) within the timeframe of the event.

► The Role of the Media

Within the timeframe of a random weather event, the state of the weather is considered a piece of verifiable evidence for Medias to write articles with.

► GMs and Events

When GMs start a mission or alert within the time frame of the random weather event, they may choose to subject their players to the penalties of the weather within the game. If the GM chooses to do so, they are awarded an additional 10 IP.

► Homebrew of Night City Weather

In addition to the original penalties in Night City Weather, some of the weather conditions come with additional penalties or changes.

- **Hot Temperature:** A character with **any** wearable body armor in their inventory (including Light Armorjack) loses 1 DTD if they go outside during the event. You cannot sell all your armor within the duration of the event so as to get around the penalty.
- **Acid Rain:** A character that goes outside without protection loses 1 DTD and, at the start of the character's next mission/alert, the first three bullets that ablate their worn armor are considered armor piercing. Reminder, armor is only repaired automatically **at the end** of a mission. As with Hot Temperature, you cannot sell all your armor within the duration of the event.
- **Blackout:** A character loses 1 DTD and all services cost twice as many DTDs if they go outside within the timeframe of the event. From experiencing this hardship, you gain 30 IP instead of just 10 IP by going outside.
- **Deadly Thunderstorm:** A character loses 1 DTD and must roll a DV13 Education Skill check if they go outside. On a failure, roll a 1d10. On a 1, the character is struck by lightning and takes 6d6 damage to their body. Lightning strikes cannot be dodged.
- **Flooding, Heat Wave, Heavy Rain/Sleet, Light Rain/Sleet:** A character loses 1 DTD if they go outside.

► Additional Clarifications

- Unlike the Free Hustle, weather IP is tied to characters, not players. You can choose to have all your characters go outside and collect 10 IP on all of them.
- You can still do downtime activities and services while a weather event is active without going outside.

Rebel Path: GM Guide and Missions & You!

A Guide to Planning and Running Missions on Rebel Path

Overview

If the Players are the lifeblood of a Living Community, the Game Masters are the arteries and veins. As a GM, you provide the lens that the players see through to interact with the dystopian world we all know and love. In here, you'll find some rules for planning and running missions of your own, mechanics to keep in mind, as well as some general frameworks to work off of.

Gamemaster Expectations

So, first things first, we need to get some basic expectations set in place. This is to make sure that we are all on the same page when it comes to running games and making the experience enjoyable, not just for the Players, but for Gamemasters too!

► The Do's

- **MAKE IT FUN** - The main reason we all play. The most important part of TTRPG is the G - Game. We're all here to have a good time, and enjoy playing together, so your top priority is to make the game fun for all the Players involved, and that includes you too! The GM is a Player as well as everyone else.
- **MAKE IT INTERACTIVE** - Simply saying someone's roll of a critical hits and kills is fine - it gets across what information is needed - but it doesn't *feel* impactful. If a player hits an incredible shot, draws an epic Tarot after an incredible damage roll, or drops some award-worthy RP, celebrate it with them. Drop an RP of your own, maybe have some enemies turn tail; make it feel like it made a difference!
- **TELL STORIES** - Night City is already a rich and lively place, and even more so with the lovely changes our Corporate Overlords in the Rebel Path have made. However, that doesn't mean that the world cannot grow! Tell the stories you want to tell, make memorable characters and moments, create recurring threats and antagonists the Players will *want* to hunt down! Hell, get involved with the Players themselves - run

something that ties into their backstories. Whatever floats your boat on the harbours of Night City, do it!

► The Don'ts

- **OVERCOMPLICATE THINGS** - It can be easy to get carried away planning an awesome mission or series of missions, and then have your hopes and dreams shattered when things don't land. Try not to over-complicate your missions, or expect too much from your players - Living Communities are fundamentally different from a home-campaign setting, and people tend to think, play and act differently.
- **MAKE THINGS TOO EASY** - If it's not already been gathered by our implementation of Fershte's Lethal Rules, the world of Rebel Path is a dangerous place. One wrong step can be all the difference between life and death on the streets of the City of Dreams. Obviously, we want the players to have fun, that's first and foremost, but they shouldn't be able to get away with murder (sometimes literally). Knowing when to stand your ground or when to pull your punches is an essential skill as a Gamemaster.
- **LOSE YOUR COOL** - We've all been there. It's frustrating when plans fall through, or Players go against the grain, which ends up leading to heated emotions on both sides of the table. Remember, as a GM, you are the fosterer of the experience, and you are encouraged to keep your frustrations to yourself. If something is a big issue, and you think it's an issue that cannot be resolved through a private conversation, reach out to the Admin team!
- **USE YOUR ACTIVE CHARACTERS** - It's typically bad practice to use your Active characters in missions you're running, or as a provider for missions. This is due to a disconnect, both in out-of-character, and in-character. How is your character paying for these people? If they're that high up in the Path, why are they still a foot soldier every other day of the week? The exception to this, however, are retired characters who have found their purpose on the Rebel Path.

Missions and Alerts

► What is a Mission?

Missions on Rebel Path will typically be played over Play By Post, although some GMs do prefer to run over voice. Missions can take anywhere between a few hours to a day to potentially weeks depending on how active the players (including the GM) are, although try

to keep things consistent and concise - missions running for weeks on end tend to drag for everybody involved.

► What is an Alert?

An Alert is a type of mission intended to be of shorter format, and typically are played live. You are expected to be present and active for the duration, and the hope is that you can conclude the entire mission within a single sitting.

► Difficulty and Rewards

The Rebel Path is not an easy one to walk, and the types of jobs you will be doing can range from mildly dangerous to an almost guaranteed death-wish. To help indicate just how dangerous a mission is here on the Rebel Path, we have a three Star system.

★ One Star ★

Rewards - 500eb & 40 IP

What To Expect:

- These are missions where not much resistance is expected. These missions vary, and can be anything from minor theft, causing a distraction, or escorting someone from point A to B.

★★ Two Stars ★★

Rewards - 1000eb & 80 IP

What To Expect:

- These are the typical missions that you'll be facing while walking the Rebel Path. Armed robbery, firefights, hit-jobs, and all other assortments of ill-begotten deeds.

★★★ Three Stars ★★★

Payout - 2000eb & 120 IP

What To Expect:

- These are the kind of jobs you're not expected to come back from. The enemies are trained and armed to the teeth, and without heavy preparation and thorough planning, death is almost certain. Prison breaks, attacking supply lines, fighting the State head on - these are what you can expect from these sorts of missions.

— Story/Favour —

Payout - 0eb & 0 IP

What To Expect:

- These missions are typically written and ran for a particular character or group in mind. These are focused on in-character activities where there aren't many, if any, stakes, with a heavy focus on roleplaying and other indeterminate things.

For running a Story/Favour mission, a GM will receive 20IP, and the mission will not count towards the first mission each month bonus.

— Gamemaster Rewards —

GMs are rewarded with 500eb and 40IP for every mission they run for the server. However, a GM's first mission of the month awards them with an extra 1000eb and 40 IP on top of their normal pay. Just a reminder that a Story/Favour mission will not count towards the first mission each month bonus.

REP and Heat

► What is REP?

REP is short for reputation - and that should tell you most of what you need to know. REP is just how famous and well-known your name is. REP is not individual, or tied to any specific group or faction, and is a case of just how far your name has spread. Despite this, don't hesitate to track what deeds got you as famous as you are now - you never know when specific actions will be met with acknowledgements and rewards... or consequences.

To build REP you must keep yourself in the hearts and minds of the people. Every month, you lose one REP, so do your best to stay relevant. **For every point of REP, you add 1 to all Facedown checks that you make.**

Examples of some actions that will increase REP:

- Completing a Two Star (★★) mission smoothly, and completing any given option side-objectives.
- Fighting a local bigwig and walking away to tell the tale.
- Impressing your Fixer one way or another.
- Doing good by a certain group or community.
- Being interviewed by a Media, who then posts an Article about you and your actions.

REP	Who Knows About You?
1	Anyone who was there at the time knows.
2	Stories have gotten around to immediate friends.
3	All your co-workers and casual acquaintances know.
4	Stories are all over the local area.
5	Others beyond your local area recognise your name.
6	Others beyond your local area recognise you on sight.
7	A news story or two have been written about your exploits.
8	Exploits regularly make headlines and screamsheets.
9	Your exploits always make screamsheets and TV.
10	You're known worldwide.

► What is Heat?

If REP is just how famous you are, then Heat just how *infamous* you are. Heat measures just how deep of a hole you have dug yourself, and is an indicator of just how (insert text). Like REP, Heat is not individualised, however you are expected to note and keep track of what sources have raised your Heat; gathering Heat from getting into a firefight with the NCPD would not matter to Maelstrom, the same way Heat from stealing some Valentino hot-shot's car wouldn't matter to the NCPD.

Whenever you sign up for a Mission or an Alert, you must inform your GM of any Heat, as

well as how it was accrued. There are quite a few ways to get rid of your Heat...

Heat is accrued differently, depending on whether your character is a Rebel, or a Lawman/Exec.

Examples of some actions that will increase Heat as a **Rebel**:

- Evading arrest after being stopped/spotted by the NCPD.
- Clearing out a boostergang cell, but leaving some alive who will remember your face.
- Robbing a front owned by a particular criminal organisation.
- Breaking yourself or a choom out of prison.
- Screwing over your Fixer.

HEAT	REBEL - Who Knows About You?
1	Anyone who was there at the time is after you.
2	The friends of those involved are after you.
3	Gang cells, local police, or other small groups have you on their radar.
4	You are wanted all over the local area.
5	There is a Lawman, gang-boss or another high-ranking member of an organisation assigned to hunting you down.
6	There is an active manhunt for you in Night City.
7	You are wanted by city police or entire gangs, dead or alive.
8	Everybody in NC knows your name, and hates your guts.
9	There are wanted posters with your photo all over the New USA.
10	You're wanted worldwide.

Examples of some actions that will increase Heat as a **Lawman/Exec**:

- Sourcing items for a Rebel.
- Helping to clear a Rebel's Heat.
- While on a mission, you do something bad, even by the NCPD's standards.
- Attacking innocents for no justifiable reason.
- Getting caught lying to a superior officer.

HEAT	NCPD - Who Knows About You?
1	Someone has reported what you did to the authorities.
2	There is a file with your name/handle on it.
3	A badge has read and reviewed that file.
4	There is a beat cop assigned to watch out for you.
5	There is a Lawman assigned to hunting you down.
6	There is a district-wide manhunt for your capture or arrest.
7	You are wanted by city police, dead or alive.
8	You are wanted by California law enforcement and corporate bounty hunters.
9	There are wanted posters with your photo all over the New USA.
10	You're wanted worldwide.

How to become a Gamemaster

If you wish to run your own missions and alerts, we first recommend to play a few beforehand to get a feeling on the vibe and balancing. If you do have the experience, feel

free to create a ticket and one of the admins will get you sorted out.

Previous GMs from “Neon Future”, “Blaze of Glory” and “Neon Red” get a fast-pass to the GM role. Just make a ticket or contact one of the admins for the role.