Simon's House Rules Document (Cyberpunk RED)

I actually don't have that many house rules.

Trying Again doesn't apply to NET Actions, Solos can reallocate their Combat Awareness points during an ambush like out of combat, drivers can drive from the passenger seat with Interface Plugs, and you can't dodge an explosive if you are Grabbed.

Everything else is FAQ and rules clarifications. Feel free to brush up on my latest interpretations below.

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Combat

Car Chases

- Car chases will use **Figurative Movement** (**see CP:R pg. 126**). If your vehicle's MOVE is faster than your opponent's, you gain distance each turn based on the difference, and whatever maneuvers were performed that round.

Initiative

- Combat starts right before Initiative is rolled, and only then. This largely means that Solos can distribute points as they wish during an ambush (tentatively, even while the bullet is flying), and NET systems with Demons won't allow a Netrunner to set Black ICE to lie in wait.
- Solos who move Combat Awareness points into or out of Initiative Reaction will not change their Initiative nor their place in the Queue.

Getting Up and Being Prone

- Lying on the ground is being Prone. Most of the time, someone will make you Prone against your will, but exceptionally small cover may require you to go Prone to use it. Crouching is not being Prone. If your feet are supporting your weight, you're likely not Prone.

Holding Actions

- You can't Hold Move Actions. Sorry Nomads, I feel your pain.
- You can't Hold NET Actions. Sorry Netrunners, I feel your pain.

Using Skills in Combat

- Using Skills *proactively* in combat is an Action. This includes searching for traps, fishing for a Complementary Skill, and trying to tell if a surrender is sincere. If you're doing it, it's an Action.

Skills

Modifying the Attempt

- Several common conditions make tasks harder than they normally are. They are listed here for easy reference. Night and low lighting, lack of tools or parts, and trying to perform a task secretly are some of the most common conditions.

Negative Modifier Examples

Condition	Mod Value
Night or low lighting conditions	-1
Have never done this before	-1
Complex task	-2
Don't have right tools or parts	-2
Slept uncomfortable the night before.	-2
Under extreme stress	-2
Exhausted	-4
Extremely drunk or sedated	-4
Trying to perform task secretly	-4
Task obscured by smoke, darkness	-4

Trying Again

- If you use your Action to Use a Skill (as opposed to Actions like Attack, or Use NET Actions, *etc.*) and fail, you must increase your chances of success (increase the number added to your roll) before you can try again. Use a Skill is the only Action subject to Trying Again (**See CP:R pg. 127** for the list of Actions in brief).

Common Skill Misuse

As a disclaimer, if you think a skill should be able to accomplish a task, and another skill does not already cover it, I will probably allow it.

- *Conceal/Reveal Object* is used to hide things on your person from searching eyes and hands. Also used to detect hidden compartments, but not traps. Can probably be used to stash items or bodies out of sight.
- *Pilot Air Vehicle* is also subject to Basic Driving rules. Landing is a DV13 Maneuver.
- *Riding* does not gain any bonus from the Moto (Nomad) Role Ability. Sorry, cowboy.
- *Accounting* is used to falsify account records. The Forgery skill might be a Complementary Skill for this, but the final roll will be Accounting.
- *Criminology* is used to search through police records and files. The Library Search skill might be a Complementary Skill for this, but the final roll will be Criminology.

- *Cryptography* will let you encrypt files. Encrypting communication channels with this skill requires a Scrambler/Descrambler.
- *Language* is probably only required if you want to try to impress or convince someone that you speak the language natively. Understanding language-specific slang may also require a Language roll.
- *Local Expert* can be rolled even if you do not have ranks in the version of the skill for a particular neighbourhood, you will just roll with your INT.
- *Tactics* lets you know how best to win a battle, and enemies will react to your plans. In situations other than battles, you should probably use another Skill.
- *Acting* is the skill of creating disguises. The Wardrobe and Style skill might be a Complementary Skill for this, but the final roll will be Acting.
- *Interrogation* is the skill of applying pressure to make people tell you what you want to know. It does not necessarily involve physical threats, but can.
- *Persuasion* is the skill of lying. The Acting skill might be a Complementary Skill for this, but the final roll will be Persuasion (**see CP:R pg. 139**).
- *Streetwise* is the skill to find *and* avoid the criminal element, and how to talk with them.
- *Cybertech*, like other "... Tech" skills can be used to identify their kinds of tech.
- *Demolitions* is used to rig and disarm explosive traps. This likely works like Conceal/Reveal Object, one roll setting the DV for undoing it.
- *Pick Lock* can also be used to crack safes and other non-electronic security measures, like door bars and deadbolts.
- *Pick Pocket* can also be used to put things in *your* pocket stealthily.

Tech Skills

- Anyone can repair a damaged or Destroyed object with a tech skill. These are all the Skills that end in "tech", *i.e.* Basic Tech, Cybertech, Electronics/Security Tech, Weaponstech, and Land, Sea, and Air Vehicle Tech (**see CP:R pg. 140** for the DV and time it takes to do this). Repair DV/time are identical to Maker Upgrade/Fabricate/Invent DV/time.

▶ Upgrade/Fabricate/Invent DV/Time

Cost	DV	Time
Cheap/Everyday	9	1 hour
Costly	13	6 hours
Premium	17	1 day
Expensive	21	1 week
Very Expensive	24	2 weeks
Luxury	29	1 month
Super Luxury	29	1 month per 10,000eb of Cost.

Basic Tech

Basic Tech is used to fix and make many things due to its broad nature. Chances are, if you want to make something that doesn't obviously fall under another skill, it's Basic Tech, and often it's Electronics/Security Tech for the big-ticket items.

@ Q: What Skill would a Tech use to fabricate poisons, street drugs, biotoxins, or explosives with their Maker Role Ability?

A: All four can be manufactured using Basic Tech Skill.

@ Q: What Skill would a Tech use to fabricate cyberdeck programs or hardware with their Maker Role Ability?

A: Both would be made using the Electronics/Security Tech Skill.

Q: What Skill is used for repairing armor?

A: Basic Tech. Repairing anything not directly covered by another Tech skill is always Basic Tech.

Role Abilities

Role Abilities and Modifiers

- The Charismatic Impact (Rockerboy) and Interface (Netrunner) Role Abilities are subject to all the same modifiers as other Skills. Netrunners usually use Interface through the Use NET Actions Action, so they may Try Again without increasing their odds, similar to Attacks. Rockerboys who fail to convert or convince Fans must increase their odds before Trying Again.

Combat Awareness

- Combat does not start until Initiative is rolled, so Ambush attacks are not quite in combat. You may thus reallocate your points at any time (**see CP:R pg. 146**).
- Damage Deflection applies at the same time as armour. If this would prevent your HP from going down, your armour does not ablate.
- Fumble Recovery only applies to rolls you make when Attacking. This includes when you Throw something to make a Ranged Attack.
- Initiative Reaction will not alter your Initiative after it has been rolled.

Maker

Field Expertise

- Field Expertise applies to checks for all Skills ending in "tech", except when using another Maker Specialty. This most commonly applies to repairs

Upgrade Expertise

- The Humanity Loss upgrade must be applied before installation for it to have any effect.

Medicine

- You must have at least one rank in Medicine to administer Pharmaceuticals.
- Surgery and Medical Tech require that you have at least one rank in the skill to use them. Both skills are TECH skills.
- Medical Tech is the skill used to repair medical machinery. Field Expertise *does not* provide a bonus to regular repairs with this skill.
- Both the Pharmaceuticals and Cryosystem Operation Specialties increase your rank in the Medical Tech Skill.

Pharmaceuticals

- Rapidetox purges all effects of street drugs in a target. This includes the Secondary Effects of the drug (**see CP:R pg. 227**), which if allowed to take hold, form addiction and impose other penalties. Purging the Secondary Effect allows you to avoid the risk of addiction. Rapidetox will not cure addiction.
- Speedheal won't heal you if you're Mortally Wounded (at 0 HP).
- Pharmaceuticals can be applied forcefully with a successful melee attack using an Airhypo.

Credibility

- I roll Believability the same as Lawmen Backup; roll equal or under Believability.
- Believability is rolled when you publish (to determine Impact) and when you want to know if a specific person or group believes your story.
- You get a +1 to Believability when you get 1 piece of evidence, and another +2 when you get 5 (more than 4) pieces of evidence.

Teamwork

- Please let me know what Loyalty each Team Member has at the start of the game.
- Your Team Members' opinion of you is determined by their Loyalty. Even if you treat them well most of the time, one *really* bad day could lower their Loyalty to the point where they refuse to drive you to lunch.

Moto

- Weapons that can be fired by a passenger or driver can be fired from the passenger or driver seat, respectively. If you have Interface Plugs, I will allow someone to drive from the passenger seat and fire the passenger seat weapon, but I'm unsure on how to rule switching seats during combat. Also, if you're driving from the passenger seat and someone EMPs your Plugs, that's bad.

Friday Night Firefight

Shields

- Both Equipping and Dropping a Shield are Actions.
- Dropping a *live* Human Shield is not an Action, until they die and become a normal shield, albeit one made of meat.

Throwing Objects

- Throwing an object is an Action separate from Attacking, even if you harm someone with it. This includes throwing a grenade by hand (?).

Other Forms of Movement

- Swimming and climbing are done half speed (each square costs 2 MOVE).
- Jumping with a running start (taking the Run action?) is also done at half speed.
- Jumping *without* a running start is done at one-quarter speed (each square costs 4 MOVE). A character with MOVE 8 and no augments can jump 2 squares/4 m without a running start.

Dodging Bullets

- You must declare that you wish to dodge *before* the attack is rolled. If I roll before asking you, that's my bad, and I will reroll the attack if you want to dodge.

Explosives

- Despite the wording in the rulebook indicating that the person launching the explosive wins ties (**see CP:R pg. 174**), I will treat them like any other DV.

Melee Weapons

- Most Very Heavy Melee weapons are designed for 2 hands. If you can find an example of something more similar to the example Very Heavy Melee weapons than the Heavy Melee weapons that was designed for one hand, I'll allow it.

Grab

- If you are in a Grapple, you can't use two-handed weapons in two hands, even if you have more than two hands.
- Anyone can make a Grab to try and break a Grapple. The Grappler can release it at any time without an Action.
- If you can't take the Move Action (such as by being Grappled), you can't dodge explosives, as you can't move.

Throw

- When you Throw an object, you can throw it up to a maximum of 25 m.

Martial Arts

Judo

- You must dodge at least one melee attack to use the Counter Throw.

Drowning and Asphyxiation

- You can hold your breath for one minute for every point of BODY you have.
- If you start drowning, you take your BODY in damage to your HP every turn.

Falling

- Falling characters fall 40 m (about 10 storeys) at *the end* of their turn.
- Characters who are about to fall can make a DV15 Athletics Check to grab something nearby that can prevent their fall, or use a Grapple Gun/Hand.
- Fall damage is 2d6 for every 10 m you fell. Having two cyberlegs lets you ignore damage if you fall less than 30 m, at which point you take full fall damage.
- If you take damage from a fall, you must make a DV15 Athletics Check or suffer the Broken Leg critical injury.

Moving Cover

- Anyone can drag and tip over a table, or any other piece of Thin cover. Doing the same to Thick cover requires BODY 10.

Human Shields

- Human Shields can't be used to block Melee attacks, or Aimed Shots to the head. They *can* be used to block Aimed Shots to the arm or leg, though.

Vehicle Combat

SDP versus HP

- Vehicles do not take damage from things like fire or poison that deal damage directly to HP, as they do not have HP. If there are other sources of damage that apply directly to HP I will consider whether or not they hurt SDP.

Hitting Moving Vehicles

- Hitting a stationary vehicle in melee is free. If moving, you must beat a DV13.

Starting and Stopping

- Starting a vehicle is an Action. Safely Stopping is also an Action. The Emergency Stop Maneuver lets you stop in a much shorter time frame.

Ramming

- Ramming does 6d6 damage to the vehicle and what it rams. People involved in the crash suffer the Whiplash critical injury, including the 5 bonus damage.
- Unless you ram a person, your vehicle stops if what you ram has any HP left.

Netrunning

Interface

- Interface, like other skills, can critically fail or critically succeed.

Complementary Skills

- Complementary Skill checks, like Cryptography and Electronics/Security Tech, take a Meat Action to perform, per Using Skills in Combat.

Jacking In or Out

- Jacking In is a NET Action. Even the best of us forget that occasionally.
- Unsafe Jack Outs inflict Effects immediately. You don't get a defense roll.

Control

- Control Nodes can contain either one Defense, or multiple other things. If a Node is connected to multiple things, each use of Control operates just one of them, and each Node can still be activated only once per round.

Pathfinder

- Despite the wording in the rulebook indicating that Pathfinder wins in ties against Passwords (**see CP:R pg. 199/200**), I will be treating them like other DVs.

NET Combat

Attacker Programs

- Attacker Programs Deactivate themselves after they are used. This means that you don't have to spend a NET Action Deactivating them, and they can't be targeted by Anti-Program Black ICE, since they aren't active long enough.

Targeting a Program

- Booster, Defenders, and Attackers all have Defense 0. When these Programs are targeted, you roll 1d10+DEF (1d10+0) to defend, just as Black ICE roll 1d10+DEF.
- If you must specify a target, you must specify a valid target according to the Program's Class (Programs for Anti-Program, Netrunner for Anti-Personnel).

Program Icons

- Many netrunners customize their Program's icons. They usually will be recognizable, but if they aren't I'll make that clear.

Black ICE

- Black ICE are usually controlled by the GM. If you use them in your deck, you can make rolls for them, if you want.
- Black ICE will move on its own turn, like all other NET combatants.
- You can't set ICE to lie in wait if you're in combat. Combat starts when Initiative is rolled, such as when you encounter ICE on the first floor of an Arch, or the Arch has a Demon installed.
- Failed Speed checks inflict Effects immediately. You got your defense roll.
- ICE lying in wait will return to lying in wait immediately if their target is lost. The next valid target to go to its floor on another turn will trigger it.
- Anti-Personnel ICE activated in combat will *not* lie in wait if their target disappears. They must be Deactivated and Reactivated to keep attacking.
- Anti-Program ICE lying in wait will trigger only on enemy Programs, and then on a random one if multiple are available. If it triggers on a Booster or Defender, it will follow the netrunner who Rezzed them, waiting for them to Rez more Programs.
- Anti-Program ICE activated in combat will *not* lie in wait if their target disappears, nor will they follow enemy netrunners without Programs, as they must be Deactivated and Reactivated to keep attacking.

Destroyed Programs

- Destroyed Programs are items, and thus can be fixed by spending time and rolling the appropriate tech skill (Electronics/Security Tech) like other destroyed items. Time and DV are based on the item's cost.

Trauma Team