Rockerboys & Vending Machines

You are a group of operatives in Neon City. You take shadowy jobs that the corporations cannot do themselves. Your leader Dar-C has been infected with a strange techno-virus which has shut down his implants and left him unconscious, leaving you to take the next job by yourselves while he recovers at the local vat clinic.

PLAYERS: CREATE CHARACTERS

1 Choose a style for your character: **Punk, Suit, Chrome, Leather, Denim, Beautiful, Autonomous thing (Like a vending machine), Artificially Intelligent (lives in cyberspace)**

2 Choose a role for your character: **Street Samurai, Deck Jockey, Driver, Rockerboy/girl, Drone Pilot, Courier, Corporate Executive, Journalist**

3 Choose your number, from 2 to 5. A high number means you're better at Machine (technology; science; cold rationality; calm, precise action). A low number means you're better at Rock (intuition; diplomacy; seduction; wild, passionate action).

4 Give your character a cool **Cyberpunk Street Name**: Like Leo Pulse or something.

YOU HAVE: A firearm (because everyone in the future is armed), a smartphone, a credit chip, and the main tech for your role:

- Street Samurai – **Katana**.
- Deck Jockey – **Cyberdeck** (connects you to cyberspace)
- Driver – **Vehicle** (ground, air, water, space)
- Rockerboy – **Instrument** (guitar, keytar, etc)
- Drone pilot – **Drone***
- Courier – **Armored briefcase**
- Corporate Executive – **Expense account**
- Journalist – **Recording device**

PLAYER GOAL: Get your character involved in crazy cyberpunk adventures and try to make the best of them.

CHARACTER GOAL: Choose one or create your own: Look Cool as Hell, Meet Sexy AI, Shoot Bad Guys, Find New Technology, Break Into Cool Places, Prove Yourself, or Keep Being Awesome (you have nothing to prove).

PLAYERS: CREATE YOUR CYBERNETICS

You each get one cool cybernetic implant. Name your implant and say what it allows you to do (cyber eyes that let you see in the dark, a cyber arm that makes you strong, etc). Then give your implant one of the following flaws: buggy, unpredictable, overpowered, power draining (needs to be recharged frequently), ungrounded, experimental, russian-made (bulky and unflattering), unconcealable, freeware (ad supported).

ROLLING THE DICE

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're prepared and **+1d** if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.

↓ **If you're using Machine (science, reason), you want to roll under your number**

↑ **If you're using Rock, (rapport, passion) you want to roll over your number.**

0 **If none of your dice succeed,** it goes wrong. The GM says how things get worse somehow.

1 **If one die succeeds,** you barely manage it. The GM inflicts a complication, harm, or cost.

2 **If two dice succeed,** you do it well. Good job!

3 **If three dice succeed,** you get a critical success! The GM tells you some extra effect you get.

! **If you roll your number exactly,** you are **HARDWIRED.** You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

What are they really feeling? Who's behind this? How could I get them to __? What should I be on the lookout for? What's the best way to __? What's really going on here?

You can change your action if you want to, then roll again.

HELPING: If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them **+1d.**

Rockerboys & VENDING MACHINES

GM: CREATE A CYBERPUNK ADVENTURE. ROLL OR CHOOSE ON THE TABLES BELOW.

The Client wants you to...

1. Steal/Extract	4. Plant/Place
2. Sabotage/Ruin	5. Frame/Discredit
3. Destroy/Kill	6. Protect/Guard

The...

1. Prototype Technology Everyone Wants	4. Money/Credits
2. A valuable Scientist/Mega-Star	5. A piece of art/ Antique piece of technology
3. Secret Corporate Data	6. A dangerous cyberspace viral weapon

At...

1. An AI Controlled Mansion	4. The rain-slick slums of Neon City
2. An Orbital Facility	5. An Arcology
3. Corporate Offices/R&D facility	6. The Hottest Nightclub In Town

Opposed By...

1. A cybernetic shogun and his private army	4. A Criminal Syndicate (Triad, Yakuza, Mob)
2. Local gang	5. Another set of Operatives
3. A powerful MegaCorp	6. A Rogue AI

Twists (Never share with the players in advance)

1. The item is guarded by some unique protections (what are they?)	4. The Intel is bad (select a second location where the object really is located)
2. It's a trap to settle an old score (find out what the old score is)	5. Someone else wants the object (select a second group)
3. The location is under attack by another force (select another group)	6. The object is not there and something else is in its place (pick a second object)

GM: Run The Game

Present the job to the characters (don't tell them the twist). Then, play to find out how they complete the job. The job has some basic parts: Intel, Planning, The Job, The Twist, and Getting Away.

Don't let the game bog down into intel and planning. Rather push them through these phases by asking some of the questions below and giving them the information quickly:

How do you perform recon on the site? How do you arrange to gain access into the location? Who does recon on the security? Who gains information on target/person/object? Keep asking questions and making rolls until they are ready to start The job.

During the The Job they will always have to gain entry, deal with the opposition, and find the object – that's when you drop the Twist. After that, play to see how they finish the job and live another day. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill. Ask questions and build on the answers. "Have any of you encountered the Chrome Raptors before? Where? What happened?"

Credits

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