CYBERPUNK RED FAQ
LAST UPDATED 3.19.2021

Rules clarifications and questions answered about Cyberpunk RED

Version 1.2 • Covers the Cyberpunk RED Corerulebook.

CYBERPUNK RED FAQ

CHARACTER CREATION

Q: When making a Character, do you get the full benefits of their Special Ability at Rank 4? I.e. if I make a Medtech, do they have 4 points to distribute between the three specialties (Surgery, Pharmaceuticals, and Cryotech Operation)?

A: Yes. Treat it as having gained a Rank, four separate times.

COMBAT

Q: Do area attacks (grenades, shotgun shells, rockets, and so forth) reduce the SP of armor in just the body location? Or in both the body and head locations?

*A: SP is only reduced in the body location. All area attack effects cannot be used to make an aimed shot and thus **cannot** target the head.*

Q: What happens when you roll a 1 when attacking with a Poor Quality Melee Weapon?

A: The grip falls off, the blade bends weirdly, the handle becomes loose, or perhaps because of the weapon's terrible design, something even more annoying happens. Whatever happens, you'll need to use an Action to reverse it before that weapon can be swung again.

Q: How does the Spot Weakness Specialty of the Solo's Combat Awareness Role Ability interact with Autofire, where you multiply the damage before you subtract any armor SP?

A: You add the damage just after the Autofire damage is multiplied, right before you subtract the armor's SP.

Total Damage = [(2d6 * amount you rolled above Autofire DV, up to weapon's Autofire limit) + Spot Weakness damage bonus] – SP

Q: How does the Spot Weakness Specialty of the Solo's Combat Awareness Role Ability interact with a Head Aimed shot, where you multiply the damage after you subtract any armor SP?

A: You roll damage, then add Spot Weakness Damage, then subtract SP, then multiply the damage that gets through the armor by two.

Total Damage = [(weapon damage + Spot Weakness damage] – SP] * 2

Q: How are surprise attacks handled? An example would be a player doesn't see the Solo hiding around the corner and walks past them. What about silent killing. What rules you could provide for GM and players to resolve silent instant kills, ambushes and surprise attacks?

*A: Use the Ambush rules on **PG. 399** of the core rulebook: Anyone about to be ambushed gets to make Perception vs Stealth Contested Check against all prospective ambushers. If even one Perception Check wins out, they'll raise the alarm and bam you are in combat. If all Stealth checks win, theoretically, they can all use*

the Hold Action and fire at the same time, after which bam you are in combat, roll Initiative. You can still miss a shot due to poor marksmanship, but if they don't see you, try taking Extra Time and using a Complementary Skill (both **PG. 130**) to make that headshot of your dreams possible. You can't dodge something you don't sense coming, so all Melee makes a great stealth tool, capable of no-roll head aimed shots.

Completely Silent Instant Kills are essentially perfect ambushes with silent weapons (bows and crossbows, dart guns, thrown melee weapons, melee weapons) that do enough damage to instantly reduce a victim to 0 HP, after which the target must also fail their Death Save immediately. This is the fate of nameless night guards without helmets who meet the swift skeletal hand of fate embodied by your player Solo. Attempting to make a silent kill should be a risky moment of high tension within a "stealth mission". It shouldn't just be the roll, but also the context of the silent kill that should make it dramatic and tense.

Q: Some questions about anti-electronics weapons like Microwavers and EMPs. First, how do they interact with drones and defenses like turrets. Do they shut them down entirely or do they do damage as if they were normal weapons of the type (pistols and grenades). Second, how do they interact with vehicles like motorcycles or ground cars? Finally, what's the largest electronic device they can shut down? Can they shut down something the size of a fridge or cryotank or an external linear frame?

A: If it's not EMP shielded, an EMP effect that's powerful enough to do so can impact any device.

But if you read the full text of the EMP Ammunition (**PG. 345**) and the Microwaver (**PG. 348**), you'll see that these EMP options are anti-personnel in nature, and their effects are temporary. They aren't intended to interact with vehicles, or non-held electronics as written. As written, they only impact "cyberware" and "held electronics". This is intentional for game balance.

It's up to your GM how the Microwaver or EMP Ammunition could work on things they are not designed to work on. Be warned. It would be, dare I say, imbalanced if the Tech Role in Countering Electronic Security with the appropriate Skill could be easily replaced with a 500eb rechargeable gun.

Q: There seem to be three options for defenses: controlled by a demon, controlled by a Character, and not controlled at all. How do you determine Initiative for the defense in each option?

A: Initiative is determined as follows.

- Controlled by Demon: Initiative of the Demon (see Demons, top of **PG. 212**)

- Controlled by Character: Initiative of the Character

- Not Controlled: These enter Initiative at the exact moment their "trigger" goes off, and then stay in Initiative at that spot in the queue if they have a repeating effect. If the defense triggers combat, act as if it won Initiative and put them at the top of the queue.

Q: Can someone with a REF of 8 dodge an indefinite amount of bullets in a turn, or will they tire out after a set number?

A: Somebody with REF 8 can theoretically dodge an indefinite amount of bullets in a turn, but they will eventually roll a one and get shot of course...

CYBERPUNK RED FAQ

CRITICAL INJURIES

Q: When you roll two or more 6s on an area attack's damage (grenades, shotgun shells, rockets, and so forth) how do you determine Critical Injuries for anyone in the area of effect? Do you apply Critical Injuries to everyone? And if so, do you roll each person's Critical Injury separately? And which of the two tables do you roll on?

*A: For an area attack that rolls two or more 6s for damage, everyone hit by the attack gets a Critical Injury. Everybody rolls **what** Critical Injury to the body they get separately.*

Q: When a Critical Injury is applied outside of rolling two 6s on damage (via a Martial Arts Special Maneuver, an Aimed Shot to the legs, as the result of a ramming attack with a vehicle, and so forth) do you apply the bonus damage and the effect of the injury or just the effect of the injury?

A: Yep, in those cases, you apply the bonus damage and the Critical Injury effect. We specify whenever you don't cause bonus damage with a Critical Injury. Teargas Ammunition specify that they don't cause bonus damage with their injury effect, so look out for that.

Q: Do martial arts crits stack? For example, If a PC rolls Bone Breaking Strike and is successful then applies the bonus 5 Damage directly to HP and the broken ribs Critical Injury and then rolls 2 6s on the damage roll, do you apply another 5 damage and an extra crit? Seems unlikely that a strike specifically targeting the ribs could also apply Dismembered Leg.

A: If the damage you roll for Bone Breaking Strike gets double 6's, you get both Broken Ribs and another Critical Injury, which you roll for. The GM is always free to throw out a Critical Injury result they feel doesn't make sense but feel free to get creative and descriptive. Sure, you broke their ribs but maybe in the process they dropped their machete and mangled their leg? Or maybe just after you broke their ribs they staggered back into that jagged piece of metal left over when someone blew up their Cover earlier.

CYBERWARE

Q: Can you buy cyberweapons (that aren't already listed as Poor or Excellent) in Poor and Excellent variations? And if so, do you adjust the cost the same way as you would a normal weapon?

A: Nope, you cannot. You might want to get a Tech to upgrade them for you instead. We are talking cyber-weapons, so, for clarification, we are talking about Scratchers, Rippers, Wolvers, Slice'n'dice, Cybersnake, Talon Foot, Big Knucks, and Vampyres.

However, Popup Melee Weapon cyberware can allow you to install any Light, Medium, or Heavy Melee weapon effectively as a cyberweapon, even Exotic ones, or ones of Poor or Excellent Quality. Can't give you a discount at the Night Market, but they'll treat you right if you tell them the Mayor sent you. I might get a kickback too. Win-Win.

Q: Are the implanted linear frames affected by EMP devices (such as the Microwaver), and if so, what happens mechanically?

A: Yes, indeed they are! Mechanically, when your implanted linear frame gets shorted out by an EMP, your BODY and Death Save drop back to what they was without the chrome until the frame is operational again. However, you still keep your HP boost. The reason for this is that part of your skeleton is upgraded by an internal frame, that's what factors into your HP regardless of if your hydraulic muscles are temporarily disabled.

You aren't rendered immobile but the GM should feel free to add a penalty to difficult tasks to reflect having to lift up all that extra weight without mechanical assistance.

Q: According to the rule any cyberware without a foundational component is limited to 7 slots. Are these slots per category (7 for Fashionware, another 7 for Internal Cyberware, etc.) or do you have 7 slots in the entire body that must be divided among the the different categories?

A: Cyberware slots are separate for all locations. So, you have 7 slots for Fashionware, 7 slots for Internal, and so forth.

Q: If the same piece of cyberware is uninstalled and reinstalled later without therapy to recover Humanity in between would the person take Humanity Loss again?

A: Yep, you would take that Humanity Loss again! Although some cyberware breaks this rule: notably Chipware and arms using the Quick Change Mount. It's also important to mention that this is only the case if the cyber was uninstalled, not severed or ripped out. Reattaching a severed cyberarm, for instance, does not count as installing it, as once a cyberarm is installed it is considered a part of you, even if it's just been cut off and is now on the floor.

ECONOMY

Q: What are the consequences of living an exclusively kibble lifestyle? Why would an edgerunner choose to live better than that if there's no reason to spend the eddies?

A: Living a Kibble Lifestyle is detailed on **PAGE 377***. Whenever you live above the lifestyle you pay for at the beginning of the month, the GM charges you for all expenditures. However, the GM won't charge you when your expenditures are considered "within your lifestyle". Kibble is the most restrictive Lifestyle you can live. It is described on* **PAGE 337** *as:*

"You eat horrible food that you might not buy for a dog you liked. Once a month, you can see a movie or braindance"

So, living the Kibble Lifestyle, you are paying for every drink, club fee, taxi fare, meal that doesn't come from a bag, almost anything on **PAGE 376***... That can add up. You can see how a Fixer, Rockerboy, Media, etc. might find it hard to work under these restrictions... But a gritty gutterpunk Solo might not give a damn.*

Q: I'm not a Fixer. What can I grab from a vendit, Oasis, or the stall run by that weird choomba on the corner? In other words, what can I buy without the help of a Fixer or a Night Market?

A: You can buy anything 100eb (Premium) or less.

CYBERPUNK RED FAQ

Q: I'm a Fixer. What can I buy (or help my clients/choombas buy) without a Night Market?

A: The answer depends on your Operator Rank:

- At Rank 3: You can buy/source anything 500eb (Expensive) or less.

- At Rank 7: You can buy/source anything 1000eb (Very Expensive) or less.

- At Rank 9: You can buy/source anything 5000eb (Luxury) or less.

- At Rank 10: You can buy/source anything, including Super Luxury items.

Q: I'm not a Fixer. What can I buy when I'm at a Night Market?

A: You can buy anything the GM generated the Night Market to have for sale. To get an idea of what might be available, visit the Night Market generator on .

Q: I'm a Fixer. What can I buy at a Night Market I've helped set up using my Role Ability?

A: At role ability rank 5, a Fixer gains the ability to help set up a Night Market once a month. While at a Night Market they have helped set up, they can buy anything, up to and including Super Luxury items. Go wild, because you'll have to wait a month before you can do it again! Just one additional note: for truly unique and one of a kind items you need a Midnight Market and those only get set up if a Fixer with a Rank 9+ Operator is involved.

Q: I'm a Fixer. What can I buy at a Night Market I didn't help set up?

A: If you didn't help set it up, you're just another customer. You can buy anything the GM generated the Night Market to have for sale. To get an idea of what might be available, visit the Night Market generator on .

Q: So, we picked up some... merchandise from our last gig. Some weapons. A cyberarm or two. That sort of thing. How do we sell it and how much can we get for it?

A: Choombas, the Mayor's Office would like to congratulate you for your entrepreneurial spirit. Your gumption is exactly what Night City needs in these transitional times. Here's the deal. In the Time of the Red, the labels like "new" and "used" don't matter much to most people. These days what's more important are ideas like "functional" versus "broken". And the answer is, as long as it works, you can sell an item for how much it costs. If Cyberpunk RED says a piece of gear costs 500eb, you can sell it for 500eb.

But, Mister Mayor, you ask, how do people make a profit like that?

There you go, thinking like a champ! We're proud of you! There's some fine print here and you should always read the fine print (except when you're signing a contract the Mayor gives you. I promise, my contracts are always on the level). Here's the caveats.

First, if you're selling something, you're probably selling it to a Fixer and that means one of two things. Either you're selling directly or you're selling on consignment.

If you're selling directly, the Fixer's no gonk. They're gonna use their Operator Role Ability to strike a better deal. That means it'll be your COOL + Trading + Your Operator Rank (if you've got it) + 1d10 vs. their COOL + Trading + Your Operator Rank (and they DO have it) + 1d10. If you win, they'll give you the base price for it. If they win, they'll pay you 10% to 20% (depending on their Operator Rank) less than the base price. Then they'll turn around and try to sell it for 10% to 20% (again, depending on Operator Rank) more to someone else. That means most Fixers are making between 10% and 40% profit on everything they sell.

Some Fixers will sell on consignment. Which means they'll take your goods, sell them, and charge you a fee for it. Your average Rank 4 Operator Fixer counts as "Professional Services, Good" on the Services and Entertainment table (**PAGE 376**). An hour of their time costs you 100eb. It is up to your GM how much time they actually spend selling the items. Maybe it is just half an hour and they pro rate it. Maybe it is a flat hour minimum. Either way, the GM will let you know what the Fixer's fee is and take it out of how much cash you earn.

Of course, you could always go a third route. In the Time of the Red, barter rules. Want an Excellent Quality Cyberdeck? That's 1,000eb (Very Expensive). Don't have that sort of scratch? Well, you did nab two Shotguns (500eb [Expensive] each) from some Corp muscle last week. You could sell them via a Fixer, sure, or you could see if the person running the electronics booth at this particular Night Market is interested in making a trade. That's a great way to get full value from your "acquired" gear without having to worry about giving someone else a cut of the profits.

NETRUNNING

Q: Ruleswise, an Access Point is a place where a Netrunner can jack into a NET Architecture but what is it in the game world? And does the Netrunner have to plug a cable into it or is it a short range wireless connection, like Bluetooth? Also, it says you can't connect through walls. Once you are connected, can you leave a room so long as you still stay within 6m/yds of the Access Point?

A: Access points can be whatever you want, but typically are placed where a user in the real world interacts with the NET Architecture. Some examples are: the computers, an electrical panel, the printer, the turret in the ceiling, the Stun panel in the elevator, the climate control unit for the building on the roof. Anything controlled by a Control Node in the NET Architecture is also likely an Access Point. Sometimes, they are pretty strange, but the Netrunner can always use their Scanner ability to find them easily.

Your interface cables are plugged into your cyberdeck, which lets you connect wirelessly to an Access Point with a technology indeed similar to Bluetooth. You'll need to stay within 6m/yrds of the access point to stay connected to it. If you go behind a wall, that will break the connection, as the signal cannot penetrate walls.

Q: How does Jacking Out affect your hacking teammates? Or is Netrunning intended to be a solo affair?

A: Netrunning can, indeed, be a team activity. An Architecture only resets the moment all Netrunners are jacked out of it. So yes, another Netrunner can hold your place for you. There's one caveat to this: an enemy Netrunner that already has control of the NET Architecture's lowest floor might have administrator privileges, which allows the architecture to reset so long as the admin level Netrunner is the only one left in the system.

Q: Agents and CitiNet don't have the NET architecture so netrunners cannot jack-in. But in one of the Screamsheets in the corebook, an NPC's Agent was hacked to get data from it. If PCs want to hack an Agent, what is the best way? Can it be done from a distance or does someone need to get their hands on it? What is the skill that should be used here? Electronics/ Securities Tech?

A: (Warning: Some minor spoilers for the Big Break Screamsheet) The Agent in the Screamsheet was the target of a manual hack using the Electronics/Securities Tech Skill during a failed break-in that happened before the events of the Screamsheet. This was more like jailbreaking a phone, and not at all Netrunning.

Agents and the CitiNet don't have NET Architectures and cannot be Netrun. If a player wants to get information off an Agent, they'll need physical access to it and either use the password, or make a good enough Electronics/Securities Tech Check, set by the GM. If you aren't good at computers, you could always "convince" the owner of the phone to give you the password, voice sample, fingerprint, retinal pattern, or whatever else is required.

Q: Can we get some clarification on how Black ICE lying in wait works? Can it only be triggered by a netrunner or can it be triggered by a netrunner's Black ICE? If you put your Black ICE on a floor, will it attack enemy Black ICE that travels to that floor?

A: Anti-personnel Black ICE will be triggered only by an enemy Netrunner. Anti-program Black ICE will trigger on any enemy program that comes to the floor, be it enemy Black ICE or a enemy Netrunner's non-Black ICE programs. So, yes, that means if your Netrunner comes across an Anti-program Black ICE and has no programs currently running, the Black ICE won't attack.

ROLE ABILITIES

Q: Lawman Role Ability to call for back up- can it be used prior to entering combat or only "when you are in danger"? It appears to be rather unremarkable at first glance.

A: This is not meant to be strict rules text. You can be in danger and not be in combat. Also, ultimately, it is your Boss's call if you were in enough "danger" to call. Technically, this means as long as your Boss likes you, you are golden. The rule is written to make you feel like you have to at least try to justify your actions as a Lawman. There is a secret here...and it's that you can bend the department's guidelines a lot before you step over them.

The effects of the Role Ability are rather powerful. Even at Rank 4, your Backup is adding eight heavy pistol attacks per round, and four bodies to the fight, each individually armored, with 100 total combined HP. On the table, this ability is quite a sight. It does require some roleplaying – but we hope that roleplaying will make you feel like a Lawman.

Obviously... if you are doing crimes...don't rat yourself out by calling the police on yourself... If you can justify a raid AND get paid on the side though... that's just good business.

Q: Would a Solo's Combat Awareness Threat Detection apply to Human Perception or is it just Perception Only? And does it apply to all Perception Checks or just those specifically related to combat like detecting an ambush?

A: The Solo's Threat Detection applies to all Perception Checks, although not Human Perception Checks. Those are two different Skills.

Q: The Operator feature "Grease" for ranks 5 and 6 says the following: "You know how to get along perfectly with 2 additional cultures (3 in total) in your area as well as gaining a single language which you don't already know associated with each culture at Skill Level 4." Does this mean you get one new language each culture has in common, or one new language per new culture you learn to get along with?

A: You get one Language Skill at Level 4 per culture you "get along well with" in Grease as you level up your Role Ability. The only limiting phrase is that the languages you choose must be from the cultures you "get along well with". You also can't pick the same language twice, or otherwise pick a language you already have Levels in. For example, upon reaching Operator Rank 3 our Fixer, Three Piece, picks up Spanish at Level 4 because of their familiarity with a Nomad Pack that regularly travels between Night City and Mexico City. Later, upon reaching Operator Rank 5, Three Piece gains Russian at Level 4 because of regular dealings with contacts at Zhirafa and Portuguese at Level 4 because they have spent a significant amount of time working with a local community of Brazilian expats.

SKILLS

Q: What Skill is used for repairing armor?

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

Q: Does a Character need to pay for parts when repairing broken technology like armor or a car?

A: The sidebar on **PAGE 140** deals with this. No payment is required, but it will take a big chunk of time. That's time you could have spent Hustling.

Q: When buying Skills with a specialty (Language, Local Expert, Science, Play Instrument, and Martial Arts) do you get a new specialty with each Levels of the Skill or do you buy each specialty as a separate Skill?

A: You buy each specialty as a separate Skill. For example, if I wanted access to both the Karate and Akido Martial Arts Special Moves, I might to purchase 4 Levels in Martial Arts (Karate) and 3 Levels in Martial Arts (Akido). When performing a straight Martial Arts Special Move I would use the appropriate Martial Art specialty. For example, if I were making a Bone Breaking Strike I would use my Martial Arts (Karate) 4 but if I were using Iron Grip, I would use Martial Arts (Akido) 3. If I were making a straight Martial Arts Attack Check I would pick the highest of the two [Martial Arts (Karate) 4], not combine them into Martial Arts 7.

WEAPONS AND GEAR

Q: What does "meat hit" mean in regard to ammunition types? Specifically, Biotoxin (PAGE 345), Poison (PAGE 346), and Sleep (PAGE 346).

A: Here we use the term Meat to refer to entities that are not entirely inorganic. Entities like drones or full borgs are not considered Meat. When we use the term Meat followed by a specific body part (such as when we say meat eyes with teargas ammunition), the rule is checking if that particular body part is cybernetic or not.