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CHASING THE RABBIT ROLLER DERBY IN THE TIME OF THE RED

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V1.0

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CHASING THE RABBIT

Subdermal armor isn't cheap, Derby, and I know your pay with the Whammers is crap. Where'd you get the doss for this?

None of your business, doc. Just make with the chrome.

Come on. You're gonna be numb from the neck down and sitting in this chair for hours. Might as well tell me the story.

Fine. If you're going to be all insistent...

Picture the scene: a dingy dive bar, suspicious characters at every turn, nearing 3 am. Got it? Right, ball that up and toss it into the nope file. The meeting was in broad daylight, and the venue was leave-your-weapons-at-the-door nice. There was a family play area. With an actual family in it!

I wanted to give the client what I reckoned he expected from me, so I'd dressed the part, clean and smart but with rough edges. He was looking awkward in a booth, flanked by a couple of minions. His suit was decent but not decision-maker nice. The minions looked bored rather than menacing. I sussed it out quick enough. He was here for shady bizz during work hours but on behalf of a higher-up. Hell, he'd probably try to expense the food. Clueless.

I slide in, give him the flat stare, and let him tell me the job. Turns out, there's a Corp-born kid who spat out his silver spoon for a mouthguard and joined the Pinkies. That's a non-league roller derby squad formed out of an Elfline group. They squeeze in practice between online raids.

The client shows me a picture of the kid; college aged, clean-cut, good cheekbones, and a smile that doesn't quite reach the eyes. I told you how the Whammers play friendlies against non-league teams to give them some experience? The Pinkies were next on the schedule.

I ask if I'm expected to throw the match. Suit says no – the opposite. I take it in, then ask the follow-up question. Does he want the kid flatlined on the track? Suit begins to panic and stammers out the rest. The kid's dad, aka the suit's boss, wants him out of the gutter and back home.

My job is to pay the kid some special attention during the bout. Brutalize him just enough to drive the point home. Daddy wants the kid demoralized so he'll give

up, come home, and be a good little rich boy. The suit offers me the cost of subdermal armor if I do it. All for adding a little juice to a game the Whammers would win anyway. Course, I agreed.

Spin on. I'm watching as the Pinkies line up. The kid's a jammer, and he's a baby. His stops are way too high, and his turns way too wide. But he makes a good show of the sprint after the first whistle. When the second whistle blows and we're unleashed, the kid puts his head down, and charges Atomic Sally, one of our blockers, catching her across the back with a side-handle baton. She ducks sideways and stays on her feet but that sound of the smack tells me she'll feel it in the morning.

The kid starts threading the pack, and I stay on his heels to suss out his flow. Suddenly, he's in that crouch again, under an arm that should have hit his chest, bullets forward, and tags our rabbit. The crowd cheers as the scoreboard registers the point. I think, okay, he's had his fun, so I hop a skate aimed at my knee, elbow the owner in the ribs to remind her of the rules, and break the front of the pack. Kid's on my right, about to hit our rabbit again. Their rabbit's on the left. Three long paces, my bat smacks the rabbit's target and physics sends me barreling into a Pinkie blocker next to the kid. She yelps and loses her footing, straight under his wheels. The resulting pileup is a glorious mess.

Rest of the match, when he's close to scoring, I bump someone into his path, so he spends half his time jumping and the other half on his backside. And yeah, we still rack up enough points to win; I can multitask.

At the handshakes and drinks stage post-game the suit, dressed down in leisurewear, stops by and drops payment my way. Tells me "this never happened" and runs. Across the parking lot, I see the kid heading out. Our eyes meet as some driver hands him into a fancy black car.

I fulfilled the contract, no doubt. During the jam I locked the kid down and took him to school, but the suit is gonna have an unhappy boss. I know hunger when I see it, and the kid can't stay off the track. He's got something to prove and a target to chase.

Happy now? Good. Finish the damn implant. I'm onboarding a new reserve jammer tonight. First thing I'll do is show him how to drop his stops.

SOME ROLLER DERBY HISTORY

Spin back to the 1930s. The stock market's crashed, and the number of people living in poverty skyrocketed. They called it the Great Depression. During those lean, mean years, endurance events became popular. People danced, walked, or skated for days or even weeks on end, all to score prizes of cash and necessities. Choombas literally died doing this shit. Eventually, the walking and dancing events died off but endurance skating survived and evolved. Rules were written to organize the frequent on-track violence – not to mitigate it but to promote it for the amusement of the crowds. Time passes, and endurance skating transforms into a little sport called roller derby.

The popularity of roller derby ebbed and flowed in the 20th century, but it never reached big television contract levels. Over the decades, rules were codified, and safety improved (somewhat). With no national money behind it, roller derby organized itself in leagues on city or regional levels. Cost of entry was pretty cheap, too. If you could field a squad with skates and enough padding to avoid a busted pelvis at the first bump, you could participate. Most players back in the day were women, since it presented a socially acceptable method of beating the living daylight out of friends and rivals, though eventually all-male and mixed leagues evolved. Still, it remained primarily a women's sport. Even today, squad membership is weighted towards female players. None of the teams in Night City are gender exclusive, though. Anyone's welcome if they can play. And any doomba thinking it a "soft" sport for "girls" is disabused by their first cracked collarbone.

ENTER THE RABBIT

In the 2010s, the sport evolved again. The old-fashioned violence of roller derby didn't satisfy the jaded crowds in an age of cybercombat, so leagues everywhere were in danger of dying out from lack of revenue. That's when Hurricane Henrietta, a promoter in Texas, introduced the rabbit.

In old roller derby, squads scored points when their jammer passed an opposing blocker on the track. Violence resulted from trying to stop those jammers. Henrietta changed things up to make violence the goal of the game instead of a side effect. Each team

would designate one rabbit, who would wear a target. Jammers would no longer score points by passing blockers but by tagging the rabbit's target with a fist or weapon.

Overnight, roller derby became the world's deadliest game of tag. The audiences loved it and leagues everywhere adopted the new rules. Roller derby's popularity soared to new heights. City leagues merged to form regional leagues. There was even talk of a national league with serious Megacorp money behind it.

Then, the 4th Corporate War burned those dreams to the ground. Teams like the Coronado Night Crawlers and the Morro Rock Stars fell apart as their personnel, logistics, and financiers focused less on entertainment and more on survival. The NorCal League collapsed and by the end, not a single team was left skating in Night City. No one chased rabbits for years.

A NEW LEAGUE

In 2040 Bastian Norton, owner of the Norton & Nice Sweet-Kibble food truck, came across some family pictures of his mother skating for the Coronado Night Crawlers under the handle "Leg Breaker Lou." Inspired, Bastian pushed, rallied, and blackmailed until he helped form two teams: the Watson Whammers and the South Night City Alices. Their first match, on a makeshift track set up in an underground parking garage, proved to be the spark needed to ignite a wildfire – especially when Fixers realized it was an opportunity to expand their gambling operations.

With Bastian Norton's encouragement and financing, the Alices started a teaching tour. They encouraged local groups to recruit their own teams and offered advice and coaching sessions to those startups. As more bars, gangs, and businesses caught the bug, the Alices disbanded as a competitive team. They formed a new regulatory body, codifying the rules and training neutral referees under the leadership of Marie Norton, Bastian's sister. The Night City Wonderland League was born, with Marie as commissioner.

Today, the Night City Wonderland League recognizes twelve squads. More casual non-league groups exist, too. Some play for fun. Others hope to prove themselves and win enough acclaim to earn a promotion into the league. Right now, the sport's still mostly high-level amateur level rather than pro and

CHASING THE RABBIT

no network has offered to pick up games full-time for broadcast. This means wages are low and ticket sales don't always cover expenses, so the squads typically hustle for income through sponsorship, merchandise, on-site gambling, or extra-game events. Despite the grumbling, most players prefer it that way. Let the promoters dream about network deals and stadiums full of screaming, paying fans. They do it for the love of the game.

NIGHT CITY WONDERLAND LEAGUE

The League currently consists of twelve squads. The playing season runs from April to November, with a final championship bout held in December.

▶ ALDECALDO WARRIORS

Colors: Blue and yellow

Logo: Blue lightning bolt with yellow outline

Not all the Warriors are Aldecados, but all are Nomads, giving them a constantly shifting squad lineup. They rarely reach the top of the league charts, but every bout is an all-day event with the best tailgate parties, often alongside a Night Market run by their sponsor, the Fixer known as Woodchipper.

▶ BIOTECHNICA BIOHAZARDS

Colors: Neon Green and Black

Logo: Conventional laser warning symbol

The Biohazards are all employees of the Biotechnica, and the local branch of the Megacorp sponsors the team. Because of this sponsorship, they can afford to train in McCartney Field Stadium. However, the squad exclusively plays away bouts since the Stadium is almost always booked with concerts and other sporting events. They have a long-standing rivalry with the NCU Mortarboards.

▶ COMBAT ZONE CANNONS

Colors: Copper and Red

Logo: A bullet emerging from an explosion

Based out of an abandoned warehouse in the Old Combat Zone, the Cannons were founded by part-time Solo, Brick Colman (aka the current owner of Jesse James' Kosher Deli). The team skews young

and is funded thanks to money brought in through the Edgerunning activities of Brick and his crew. They see this as an opportunity to steer the youth of the Old Combat Zone away from gang membership while still building up the skills needed to survive life in Night City's worst combat zone.

▶ DOCKSIDE BILLHOOKS

Colors: Black on ocean blue

Logo: A sailor's billhook

The Billhooks draw their members from Upper Marina and Heywood Industrial District dockworkers looking to blow off steam after work. They play and train on a track laid out at the edge of a container yard, sell homebrew intoxicants, and take a hefty share of the gambling action. The Billhooks are famous for rough play both on and off the track. It isn't uncommon for the star players of an opposing team to come down with a bad case of "shattered kneecaps" before a bout.

▶ EXECUTIVE ZONE UNICORNS

Colors: Iridescent rainbow stripes

Logo: A unicorn head

If you only scan the optics, the Unicorns have everything needed to be a success. Their members are all Corp scions, with a polished track, training facilities, and well-paid coaches. Their solidly mediocre position in the League, though, comes from a lack of genuine passion. They'd rather screw around than practice. The Unicorns aren't well regarded by the rest of the League. Last season, Lazarus troops assaulted the Industrial Zone Skidz when they tried to enter the Executive Zone to play an away game on the Unicorn's track. Three Skidz died. In the wake of the tragedy, several League squads refused to travel to the Unicorns' track and canceled their bouts.

▶ INDUSTRIAL ZONE SKIDZ

Colors: Grey and black

Logo: Tire treads

The Skidz recruit from a bicycle courier network run by Fixie, a Fixer based on the permanently drydocked *D.V. Rambling Rose* in the Heywood Industrial District. The cyclists are renowned for their utter fearlessness in matches, cheerfulness, and consensus-driven

teamwork. Their good sportsmanship is only tested in bouts against the Unicorns, due to an incident involving Executive Zone security last season.

▶ NCU MORTARBOARDS

Colors: Black and yellow

Logo: A mortarboard cap

Composed of NCU grad students and young professors, the Mortarboards are well known for being more enthusiastic than physically competent. They're also known for being rules lawyers and insisting the referee call every penalty. They have a bitter rivalry with the better-funded Biotechnica Biohazards, and NCU authorities have banned the two squads' supporters from mixing before bouts.

▶ PACIFICA SEA SHELLS

Colors: Teal and sandy yellow

Logo: A pointed, spiral sea shell

Based out of Pacifica, the Sea Shells are all Playland by the Sea employees. Despite the demanding nature of twelve-hour shifts in the amusement park, the Sea Shells take their precious free time deadly seriously and train like they're locked down at boot camp. Since 2040, they have consistently ended their season in the top three positions and are the current league champions.

IN THE OLD DAYS, SOME PROMOTERS SCRIPTED BOUTS. FIGURED OUT WHO WOULD WIN AHEAD OF TIME, WHO WOULD BEAT THE CRAP OUT OF WHO. MADE IT LESS OF A SPORT AND MORE OF A TELENOVELA ON SKATES. TODAY, THE SQUADS CONTROL THEIR OWN DESTINIES AND IF SOME DOOMBA TRIED TO FIX A BOUT? THEY'D FIND OUT WHAT THE TRACK FEELS LIKE WHEN WE SKATE ALL OVER IT.

— CALLIOPE

TEAM CAPTAIN OF THE WOODLAND PARK MUSES

▶ RANCHO CORONADO ROOSTERS

Colors: Orange and red

Logo: Orange cock's comb rising from a white egg.

The Roosters are all inhabitants of the tent cities in Rancho Coronado. They are scrappers known for aggressive play, tackling matches with wild enthusiasm and strong local support. Their fans paint their faces white and spike their hair into orange mohawks, mimicking the logo.

▶ TRAUMA TEAM TOWER SIRENS

Colors: Blue and white

Logo: Dome Light with blue flash lines

The Sirens draw from a large pool of active Trauma Team employees to present an ever-changing lineup based on shift patterns. They play for fun and to encourage inter-squad cooperation within the company. The Sirens are universally welcome opponents because they're generous in sharing their medical skills during bouts, reducing the cost of after-game healing.

▶ WATSON WHAMMERS

Colors: Red on black

Logo: Baseball bat with speed lines

One of the founding teams, the Whammers have won the league championship twice. Challenging but with a good reputation, they act as ambassadors and often play non-league "friendly" bouts against bar and youth teams. Their Garden Patch runs VIP Day prize draws and an "Adopt-a-Whammer" program, offering pictures and personal messages to subscribers. Sponsorship deals with local businesses means the members rarely pay for their own food.

▶ WOODLAND PARK MUSES

Colors: Gold and white

Logo: A stylized lyre

Based out of Woodland Park, a neighborhood on the New Westbrook/North Heywood border, the Muses are not just a squad but a poser gang, mixing 1980s big-hair style and ancient Grecian fashion sensibilities. They're as well known for hosting parties in the Xanadu, their arena/nightclub, as they are for their rhinestone-studded razzle-dazzle on the track.

CHASING THE RABBIT

TOO MANY PLAYERS?

If you've got more than five Edgerunners wanting a taste of the track, don't worry! Change the game as follows.

6 Players: Add a new position – a Switch. At the beginning of their Turn each Round they must choose if they'll function as a Jammer or a Blocker. Once they choose, they must follow the rules for the position until the beginning of their next Turn.

7 Players: In addition to a Switch, add a second Rabbit and increase the total number of points needed for a victory to 15.

8 Players: As with 7 players, but remove the Switch. Add a third Blocker and a third Jammer.

9 or more Players: We tip our hat to you. Obviously, you're well versed enough in large-player count games to figure out your own rule changes!

PLAYING THE GAME

Roller derby isn't some fluff to toss into the background of your game. It is a fully fleshed-out sport and one your Crew can play as part of your adventures! Here are the rules.

THE PLAYERS

Each squad fields five players. Everyone needs to wear skates or be equipped with skate feet. Players can bring weapons on the field, but only blunt ones are allowed (bats, batons, and big knucks are popular). League regulations require all players wear Roller Derby Padding.

There are three positions in a standard roller derby squad.

Jammers: The offensive power of a squad. Jammers skate through the opposing squad's defenses with the goal of tagging their rabbit. Each squad fields two jammers.

Blockers: The defensive wall of a squad. Blockers protect the rabbit against jammers. Each squad fields two blockers.

Rabbits: A living target. Each rabbit wears a sensor-equipped target on their back. When the target is struck, the arena's scoreboard registers a point scored. Each squad fields one rabbit.

There are no alternate players or substitutes. If someone is incapacitated or ejected from the jam, their squad must continue (if they can) with fewer players.

VICTORY CONDITIONS

A squad wins a jam if they score ten points (via their jammers tagging the target of the opposing squad's rabbit) or if the opposing squad surrenders. A squad must surrender if it cannot field a rabbit and at least one jammer or if they collectively accumulate ten penalties.

GAME STRUCTURE

Roller derby is divided into jams and bouts. A jam is a single instance of play in which a squad wins, as noted above. Bouts are multiple jams run back-to-back. This allows larger squads to field all their players across multiple jams, giving everyone a shot on the track. The overall victor of a bout is determined at the end of the event, based on which squad won the most jams.

FLOW OF PLAY

At the start of a jam, the two squads form up at the starting line in a block, with the rabbits in front, blockers in the middle, and jammers in the rear. When the first whistle sounds, they take off, skating counterclockwise around the track. The two squads use the first 6 seconds (2 Rounds) of the jam to stretch muscles, find flow, and jockey for position. No contact between the two squads is allowed at this time. At the end of 6 seconds (2 Rounds), the second whistle blows, and the action begins.

Blockers move to defend the rabbits, who do their best to evade the jammers. Meanwhile, the jammers try to push past the blockers and score a solid hit on the target worn by the opposing squad's rabbit. If play pauses due to a penalty or the incapacitation of a player, both squads return to the starting line, form up, and wait for the first whistle. Again, they skate in a counterclockwise direction and, again, are forbidden from interfering with the opposing squad until 6 seconds (2 Rounds) pass and the second whistle is sounded.

PENALTIES

The referee can flag a player with a penalty for the following reasons.

Illegal Maneuver: The player performed a maneuver, such as Guard or Whip, not allowed due to their position as a rabbit, blocker, or jammer.

Illegal Action: The player performed an illegal action such as making contact with an opposing player between the first and second whistle, aiming for the head or legs, or attacking another player not allowed due to their position.

Improper Movement: The player moved clockwise on the track for more than 4 m/yds (2 squares), purposefully left the track, or stopped moving for more than 3 seconds (1 Round).

When a penalty is flagged, the game pauses, and any offending players are placed in the penalty box (located next to the startline). Penalized players must remain in the box for 12 seconds (4 Rounds) after the first whistle blows. Once the 12 seconds (4 Rounds) end, they can skate out of the box and rejoin the jam.

If a player is penalized three times during a single jam they are ejected from the game (but can return to play in a later jam during the bout).

If a squad collectively accumulates nine penalties during a single jam, they must surrender, and the opposing squad wins.

THE RULES

Specific rules for Night City Roller Derby are as follows.

- Players must skate counterclockwise on the track for the majority of the jam. If they purposefully move clockwise more than 4 m/yds (2 squares), they are flagged with a penalty. Likewise, purposefully leaving the track results in a penalty.
- If a player falls prone or comes to a complete stop, they must resume skating and move at least 2 m/yds (1 square) within 3 seconds (1 Round). If they cannot, they are penalized.
- Only jammers can score points and only by hitting the target on the Rabbit's back with their fist or weapon.
- Jammers can attack opposing blockers and rabbits but not opposing jammers. They can Bump (SEE PAGE 8) opposing players of any position (jammers, blockers, and rabbits). Performing an illegal attack results in a penalty.
- Blockers can attack opposing jammers but not opposing blockers or rabbits. They can Bump (SEE

PAGE 8) opposing jammers and blockers but not opposing rabbits. Performing an illegal attack or bump results in a penalty.

- Rabbits can attack opposing jammers but not opposing blockers or rabbits. They can Bump (SEE PAGE 8) opposing players of any position (jammers, blockers, and rabbits). Performing an illegal attack results in a penalty.
- Grabbing and grappling are not allowed. Doing so results in a penalty.
- Aimed shots to the head and legs are not allowed. Making one will result in a penalty.
- If a rabbit is excessively injured, incapacitated, penalized, or ejected from the game, play pauses as if the referee had flagged a penalty. The squad must reassign a blocker as their new rabbit. If no blocker is available, a jammer is reassigned instead. If the reassignment was due to a penalty, when the penalized player returns to the jam, they do so in the position of the squad member who replaced them. For example, if a blocker is reassigned as the new rabbit, the penalized rabbit becomes a blocker when they skate back onto the track. If a squad can't field a rabbit, it must surrender.

LIKE ANY SPORT, ROLLER DERBY'S GOT ITS OWN SLANG. IF YOU'VE BEEN SKATING LESS THAN A YEAR, YOU'RE AN INTERN. IF YOU PURPOSEFULLY SCORE A PENALTY TO TAKE DOWN AN OPPONENT, YOU'RE A HITBITCH.

**MY FAVORITE IS
WATERSLIDING. THAT'S
WHEN YOU SEND AN OPPONENT
SCRAPING ALONG THE TRACK SO
HARD IT BURNS THE PATTERN OF
THEIR FISHNETS INTO THEIR SKIN.**

— CAPO

NCU MORTARBOARDS RABBIT

CHASING THE RABBIT

SPICING THINGS UP

If you want to add some spice to the jam, make the rink interactive – with obstacles rising and falling randomly – forcing the skaters to use their Skills to dodge, jump, or duck in the middle of their Movement. Jumping, ducking, or dodging an obstacle during a Movement isn't considered an Action but does require a Skill Check and may limit mobility based on the rules for Other Forms of Movement (see CP:R page XX).

- If a jammer is excessively injured, incapacitated, penalized, ejected from the game, or reassigned to a new position, play pauses as if the referee had flagged a penalty. The squad has the option of reassigning a blocker as a jammer. If the reassignment was due to a penalty, when the penalized player returns to the jam, they do so as a blocker. If a squad can't field a jammer, it must surrender.
- If a blocker is excessively injured, incapacitated, ejected from the game, or reassigned to a new position, play pauses as if the referee had flagged a penalty. The squad has the option of reassigning a jammer as a blocker. If the reassignment was due to a penalty, when the penalized player returns to the jam, they do so as a jammer. A squad can continue to play with no blockers.
- Rabbits cannot benefit from a Whip maneuver. If a Rabbit is whipped forward, they and the player who performed the whip are penalized.

ROLLER DERBY AS COMBAT

Night City Roller Derby runs much like normal combat but with the following tweaks.

- Speed matters. Initiative is MOVE + 1d10 and not REFLEX + 1d10.
- The Run Action is off-limits. No one can take it.
- Everyone can travel up to their MOVE as per normal but special Actions can temporarily increase or decrease it.
- Any player dropped to 0 HP is considered too injured to continue and is ejected from the game.
- Players can suffer up to two Critical Injuries and remain in play. If they

suffer a third, they are considered too injured to continue and ejected from the game.

- Roller Derby players have access to special Actions they can use during the game.

UNIQUE ROLLER DERBY MOVES

Over the decades, roller derby players have developed special maneuvers unique to the sport.

► BUMP

Available to all players. As an Action, an attacker can ram into an adjacent target with a successful opposed Brawling vs Evasion Check. If the attacker succeeds, they do no damage but force their target to move 4 m/yds (2 squares) in a direction of their choosing. This cannot move the target off the track or push them into an occupied square. If the target rolls a 1 on their Evasion Check, they are knocked prone at the end of their forced Movement.

► GUARD

Available to blockers only. If a blocker is within 4 m/yds (2 squares) of a rabbit, they can choose to take the Guard Action on their Turn. This is a special Held Action that activates when a jammer attacks the guarded rabbit. Before the jammer makes their Attack, the blocker moves adjacent to the jammer (even if they have already done a Movement this Round) and makes an Attack Check with the weapon of their choice.

If the blocker's Attack Check succeeds, the jammer's Attack Action (no matter what their ROF) is canceled. In addition, the jammer takes damage as per normal and is pushed 2 m/yds (1 square) away from the rabbit in a direction of the Blocker's choosing. This cannot move the target off the track or push them into an occupied square.

▶ SKATE OR DIE

Available to all players. If you forgo any other Action during your Turn, you can make a DV13 Athletics Check. If you succeed, your MOVE is increased by 2 for this Turn. If you fail, your MOVE is decreased by 2 (minimum 1) for this Turn.

▶ WHIP

Available to blockers and jammers only. As an Action, a player can grab hold of an adjacent, willing teammate's hand or wrist and propel them forward. This does not require a Check and allows the teammate being whipped to move up to an additional 8 m/yds (4 squares), even if they've already finished their Turn.

ROLLER DERBY GEAR

▶ ROLLER DERBY PADDING

Cost: 50eb (Costly)

Uniform padding for roller derby as determined by regulations established by the Night City Wonderland League. Head and Body are purchased separately.

Head or Body Armor with SP7. Always in a team's specific colors.

▶ ROLLER DERBY SKATES

Cost: 50eb (Costly)

A pair of roller skates with four wheels – two in front, two in the back – and a stopper.

Roller Derby Skates increase movement by 4 m/yds when using the Run Action. Pulling the skates on or taking them off requires an Action. Any options stored in a Cyberleg or meat leg are inaccessible while the skates are worn.

At the GM's discretion, performing a physical task involving the legs or balance while wearing skates might count as a Complex Task (SEE CP:R PAGE 130) and impose a -2 modifier to Checks. This modifier shouldn't be applied to Checks made during a roller derby jam.



Deborah "Demolition Derby" Muñoz

WATSON WHAMMERS JAMMER

DATA

SEE CP:R means check the appropriate page in the **Cyberpunk RED** core rulebook.

CHASING THE RABBIT

