Cyberpunk RED

EVERYDAY PEOPLE
A COLLECTION OF NIGHT CITY CITIZENS

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The car door opened and a Rockerboy slid into the back seat.

"You get what we need?" 24/7 asked from the front passenger seat of the AmeriCar EconoCompact.

Forty held up a memory chip.

"Yep," she said. When 24/7 reached out to grab the chip, she pulled her hand away, "Not yet. Payment first."

"Fair enough," 24/7 pitched his voice slightly louder with his next words, "Ida, submit my review of Forty's latest single to the Augmented Optic."

"Review submitted, boss." An electronic voice sang out from the Agent on his belt.

24/7 held out his hand. Forty shrugged and handed him the chip. The Media immediately turned it over to the driver, who slotted it into his own Agent and began tapping on the screen.

"So," Forty dragged out the word in the silence that followed, "Some choomba named Barry called you about missing cargo down at the Heywood Docks. Dies during the call. You investigate and discover unmarked drones in the area at the same time. You trace the drones to a low level corporate researcher working for Petrochem. Follow him to this Oasis and then, after he leaves, have me glamor blitz the store clerk to get the security footage. Why?"

"The researcher received a text while he was in the Oasis," 24/7 explained, "The store's camera was in the perfect position to record it. Assuming Measure Twice can clean up the footage."

Measure Twice, the man in the driver's seat, held up his Agent.

"Got it."

All three leaned in to peer at the blurry image on the screen.

"Tomorrow. 3am. Amber Room. Bring the footage." Forty read the message aloud, "That's a bar in the Port of Night City. I played it last year. Walls are covered in crazy resin carvings."

24/7 leaned back in his seat and pinched the bridge of his nose.

"It's also a headquarters for the Consortium," he said, "If the Russian mob is involved, we're kicking up a fucking bloodswarm with this investigation. Great."

"You wanna ditch?" Measure Twice asked.

"Null chance," 24/7 growls, "We keep digging. Barry deserves justice."

EVERYDAY PEOPLE IN NIGHT CITY

In the **Cyberpunk RED** core rulebook, we presented stat blocks for potential opponents. In the **Hardened DLC** series, we took those opponents to the next level of combat potential. In **Danger Gal Dossier**, we provided over one hundred NPCs that moved on The Edge along with your Crew.

Forget them for a moment. Today, we're going to talk about the everyday people of Night City.

Crews run into a lot of interesting characters while on a job, but not everyone they interact with is a badass ready to pop them in the skull or a power player making offers no one can refuse. During the course of a gig an Edgerunner might need to flirt information out of a bartender, bluff their way past a receptionist, or bribe a janitor to prop a back door open. GMs can handle these social exchanges with a standard Check versus a DV, but adding flavor in the form of characterization via roleplay, stat blocks, and Opposed Checks can create a richer, deeper story and world. Sometimes, a campaign's most interesting and fun recurring NPCs start off life as incidental presences in a Crew's life.

CREATING EVERYDAY PEOPLE

On the following pages, we're providing you with twenty generic "everyday" people to drop into your game, but you might want to create your own. The process is similar to making NPCs as outlined in **Danger Gal Dossier**, but with the following guidelines. And **these are guidelines**, so feel free to go beyond the following recommendations if it makes sense. We did! When it comes to combat, treat NPCs created using this process as Mooks.

STAT Points: 33 (max STAT of 6)
Skill Points: 30 (max Skill LVL of 10)
Suggested HP: 20 to 35 • **Suggested SP**: 0 to 7
Important Combat Skill Base: 6 to 10
Important Non-Combat Skill Base: 8 to 12
Gear Budget: 300eb. Poor Quality Weapons
Cyberware Budget: 500eb
Other Guidelines: Might have Role Ability (Rank 2)

BARTENDER

"Welcome to the Yewtree. Don't recognize you, so you must be new. Rules are simple. No tab until I learn to trust you and around here, no means no. Now, what can I serve you this fine evening?"

Whether they're mixing a Bloody Mary out of real juice and quality booze or programing a Drink Master 5000 to deliver a Sugar Rush, bartenders provide the social lubricant so many people need to survive on the club scene. A good bartender pays attention, learns the habits of their regulars and picks up gossip through osmosis.

▶ BARTENDER VARIANTS

Dive Bar Bartender: Raise Combat # to 8. Replace PQ Medium Pistol w/ PQ Shotgun. Raise Evasion to 8. Replace Wardrobe & Style 10 w/ Interrogation 8.

VIP Room Bartender: Replace Leathers w/ Kevlar® (SP 7). Reduce Athletics to 6. Reduce Local Expert to 6. Raise Personal Grooming and Wardrobe & Style to 10. Add First Aid 8.

BOUNCER

"Don't know you. Don't see your name on the list. You're not dressed right for this club. I'm gonna give you the benefit of a doubt and assume you've got business here. Why should I let you in?"

Bouncers aren't simply hired muscle. They're the gate-keepers of the party scene. Yes, they'll dive into the fray if someone causes trouble in a bar or club, but their main job is to scan the crowd and determine who is worthy of stepping inside and who has to wait outside in the cold. That's a surprising amount of power for someone making as little as they do.

▶ BOUNCER VARIANTS

Society Party Bouncer: Replace Stun Baton w/ Stun Gun. Raise Deduction to 10. Reduce Streetwise to 8. Replace Poor Quality Agent w/ Agent.

Hired Muscle: Replace Stun Baton w/ Very Heavy Pistol. Remove Kevlar®. Remove Cyberaudio w/ Radio Communicator. Add Skinweave (SP 7). Replace Forgery 8 w/ Stealth 8. Replace Wardrobe & Style 8 w/ Drive Land Vehicle 8.

BARTENDER — HP 30

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REPUTATION: 1

STATS

| COMBAT # | 6 | INIT | 4 | MOVE | 5 |

IMPORTANT SKILL BASES
Acting 8 • Athletics 8 • Basic Tech 10 • Business 8 • Concentration 7 • Conversation 12 • Evasion 6 • Human Perception 12 • Lip Reading 6 • Local Expert (GM's Choice) 10 • Perception 10 • Personal Grooming 8 • Persuasion 8 • Resist Torture/Drugs 10 • Streetwise 10 • Wardrobe & Style 8

ATTACKS

| PQ MEDIUM PISTOL (ROF2) | 2D6 |
| PQ LIGHT MELEE (ROF2) | 1D6 |

ARMOR

| HEAD: NONE | — |
| BODY: LEATHERS | SP 4 |

IMPORTANT GEAR & CYBERWARE
Cyberaudio w/ Level Damper • Agent • Bartending Tools • Techtool
Cash: 50eb

BOUNCER — HP 35

SOLO: COMBAT AWARENESS 2

REPUTATION: 1

STATS

| COMBAT # | 10 | INIT | 6 | MOVE | 4 |

IMPORTANT SKILL BASES
Athletics 7 • Concentration 7 • Conversation 8 • Deduction 8 • Evasion 10 • Forgery 8 • Human Perception 10 • Interrogation 8 • Local Expert (GM's Choice) 8 • Perception 10 • Persuasion 6 • Resist Torture/Drugs 8 • Streetwise 8 • Wardrobe & Style 8

ATTACKS

| BRAWLING ATTACK (ROF2) | 2D6 |
| STUN BATON (ROF2) | 2D6 |

ARMOR

| HEAD: NONE | — |
| BODY: KEVLAR® | SP 7 |

IMPORTANT GEAR & CYBERWARE
Cyberaudio w/ Radio Communicator • Poor Quality Agent • Leisurewear Mirrorshades • Synthcoke x1 • **Cash**: 50eb

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DATA

To keep things tight and tidy, in this DLC we're using abbreviated stat block.

EVERYDAY PEOPLE

Busker

"Yeah, I've been playing this corner for a month, now. Traffic's decent, but I'm barely making enough to pay for a cube and Kibble, especially with the Julliards taking fifteen percent, you know what I mean? Anyway, here's my next song. I call it Parkward Bound.*"*

The tradition of street performance is alive and well in Night City. Every day, hundreds of hopeful musicians, street poets, magicians, jugglers, living statues, and mimes set up in public spaces to entertain in hopes of catching the eye of a wealthy patron ... or at least, enough eb to pay for their next meal.

▶ Busker Variants

Mime: Raise Athletics to 8. Replace Play Instrument 10 w/ Acting 8. Replace Musical Instrument w/ Makeup Kit.

Street Magician: Replace Play Instrument 10 w/ Conceal/Reveal Object 10. Replace Musical Instrument w/ Magic Props.

Street Poet: Replace Play Instrument 10 w/ Acting 10. Replace Musical Instrument w/ Memory Chip of Poetry.

BUSKER	HP 30
ROCKERBOY: CHARISMATIC IMPACT 2	

REPUTATION: 2

STATS

COMBAT # **8**   INIT **6**   MOVE **4**

IMPORTANT SKILL BASES
Athletics 6 • Business 6 • Concentration 6 • Composition 10 • Conversation 8 Evasion 10 • Human Perception 10 • Local Expert (GM's Choice) 8 Perception 8 • Personal Grooming 8 • Persuasion 10 • Play Instrument (GM's Choice) 10 • Resist Torture/Drugs 8 • Streetwise 8 • Wardrobe & Style 8

ATTACKS

PQ HEAVY PISTOL (ROF2)	3D6
PQ LIGHT MELEE (ROF2)	1D6

ARMOR

HEAD: NONE	—
BODY: KEVLAR®	SP 7

IMPORTANT GEAR & CYBERWARE

EMP Threading • Techhair • Poor Quality Agent • Julliard Guild Membership Card • Musical Instrument • Techtool • **Cash**: 20eb

Construction Worker

"The Cortex Plaza? Big building that looks sort of like a blocky brain? Uh-huh. I worked on that, back when I was with HF&S Construction. I'm with Zhirafa, these days. Better job. Better gear. Love driving an EL-F4-NT, let me tell ya!"

Night City's skyline is in a constant state of construction, demolition, and reconstruction. At any one time, there must be hundreds of projects active, from clean-up at the edges of the Hot Zone to erecting new Megabuildings. Construction workers are literally building Night City's future.

▶ Construction Worker Variants

Construction Drone Operator: Add Netrunner: Interface 2. Add Poor Quality Cyberdeck (no programs).

Nomad Construction Worker: Add Nomad: Moto 2. Add Roadbike w/ Smuggling Upgrade

Specialist Construction Worker: Add Tech: Maker 2 (Field Exp 2, Fabrication Exp 2). Replace Land Vehicle Tech 8 w/ Electronics/Security Tech 8.

CONSTRUCTION WORKER	HP 35
—	

REPUTATION: 0

STATS

COMBAT # **8**   INIT **3**   MOVE **4**

IMPORTANT SKILL BASES
Athletics 8 • Basic Tech 10 • Concentration 6 • Conversation 6 • Drive Land Vehicle 10 • Evasion 8 • First Aid 6 • Gamble 8 • Human Perception 6 Land Vehicle Tech 8 • Local Expert (GM's Choice) 8 • Perception 8 Persuasion 6 • Resist Torture/Drugs 8 • Streetwise 6

ATTACKS

BRAWLING ATTACK (ROF2)	3D6
PQ MEDIUM MELEE (ROF2)	2D6

ARMOR

HEAD: KEVLAR®	SP 7
BODY: LEATHERS	SP 4

IMPORTANT GEAR & CYBERWARE

Neural Link *w/Interface Plugs* • Poor Quality Agent • Techtool Smash x1 • **Cash**: 50eb

CORPORATE RESEARCHER

"What do I do? That's hard to explain if you aren't in the white collar world. You see, everything a corporation does requires research — someone who can dive into libraries and databases and pull out the right facts and numbers. Without that information, projects fail. That's what I do."

Corporate researchers are the unsung "heroes" of the executive world. Without a small legion of accountants, forensic librarians, and data analysts, the megacorps wouldn't be able to create, release, or market products. Their contributions are invaluable ... and often forgotten by the higher ups.

▶ CORPORATE RESEARCHER VARIANTS

Conspiracy Theorist: Replace Accounting 10 w/ Deduction 8. Replace Business 10 w/ Criminology 10. Add EMP Threading x3. Replace Agent w/ Excellent Quality Agent. Remove Corporate ID Badge & Corporate Service Pin.

Forensic Accountant: Raise Accounting to 12. Add Deduction 8.

DEAL MAKER

"You want a biomonitor? Top shelf. Quality stuff. Same model as Fiona Hayes has. Wait, where you going? Okay. Okay. You're not into biomonitors. How about blue glass? Got a premium vial, right here. Tell you what, first taste is half off cause I like your face."

For every Rex Royale or Mister Kernaghan there are dozens of street corner Fixers, hustling to sell stolen and scavved merchandise, drugs, or information. Most are, if not members, affiliated with gangs. They need to be in order to survive.

▶ DEAL MAKER VARIANTS

Freelance Joytoy: Replace Bribery 8 w/ Personal Grooming 8. Replace Gambling 8 w/ Wardrobe & Style 8. Raise Conversation to 10. Remove goods to sell.

Local Bookie: Raise Gamble to 10. Reduce Trading to 8. Replace PQ Heavy Pistol w/ PQ Very Heavy Pistol. Remove goods to sell.

Snitch: Remove Conceal/Reveal Object. Raise Conversation to 12. Raise Human Perception to 10. Raise Perception to 10. Raise Streetwise to 10.

CORPORATE RESEARCHER	HP 20

NETRUNNER: INTERFACE 2

REPUTATION: 1

STATS

COMBAT #	6	INIT	3	MOVE	3

IMPORTANT SKILL BASES
Accounting 10 • Athletics 6 • Business 10 • Bureaucracy 10 • Concentration 10 Composition 8 • Conversation 6 • Cryptography 8 • Education 10 Evasion 6 • Human Perception 6 • Library Search 12 • Local Expert (GM's Choice) 8 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 6

ATTACKS

BRAWLING (ROF2)	1D6
PQ MEDIUM PISTOL (ROF2)	2D6

ARMOR

HEAD: NONE	—
BODY: KEVLAR®	SP 7

IMPORTANT GEAR & CYBERWARE
Neural Link *w/Interface Plugs* • Agent • Cyberdeck (no programs) Corporate ID Badge • Corporate Service Pin • **Cash**: 50eb

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DEAL MAKER	HP 30

FIXER: OPERATOR 2

REPUTATION: 1

STATS

COMBAT #	8	INIT	5	MOVE	4

IMPORTANT SKILL BASES
Athletics 6 • Bribery 8 • Conceal/Reveal Object 8 • Concentration 6 Conversation 10 • Evasion 10 • First Aid 6 • Gamble 8 • Human Perception 8 Local Expert (GM's Choice) 8 • Perception 8 • Persuasion 8 Resist Torture/Drugs 8 • Stealth 6 • Streetwise 8 • Trading 10

ATTACKS

BRAWLING ATTACK (ROF2)	1D6
PQ HEAVY PISTOL (ROF2)	3D6

ARMOR

HEAD: KEVLAR®	SP 7
BODY: KEVLAR®	SP 7

IMPORTANT GEAR & CYBERWARE
Cyberaudio Suite *w/Internal Agent* • Cybereye *w/Chyron* • Disposable Cellphone x2 • A selection of cheap goods to sell • **Cash**: 50eb

Glitterkid

"Ooooooh woooooooow!!! Your aura is, like, so flash! I'm so into your whole vibe. I don't think I could pull it off. I'm more Asia Pop than Sloppy Streetkid, know what I mean? Dance with me, okay? I am sooooo wasted right now! You wanna do some blue glass?"

It might be the Time of the Red, but that just means the affluent youth of Night City parties faster, harder, and with a slightly less varied selection of drugs. Glitterkids are the teens and twenty-something children of the city's corporate elite and always on the lookout for a good time and a new experience.

▶ Glitterkid Variants

Disinherited Scion: Lower Reputation to 1. Remove Blue Glass. Remove Trauma Team Silver Membership.

Inquisitor Recruit: Raise Combat Base to 8. Replace Medium Melee Weapon w/ Heavy Melee Weapon. Raise Evasion to 10. Remove all cyberware.

Rich College Student: Lower Personal Grooming to 8. Lower Wardrobe & Style to 8. Raise Education to 10. Add Business or Science (GM's Choice) 6.

GLITTERKID	HP	25
—		

REPUTATION: 2

STATS

COMBAT #	6	INIT	4	MOVE	6

IMPORTANT SKILL BASES
Athletics 6 • Business 6 • Concentration 6 • Conversation 8 • Dance 8 Education 8 • Evasion 8 • Human Perception 6 • Local Expert (GM's Choice) 10 • Perception 6 • Personal Grooming 12 • Persuasion 10 Resist Torture/Drugs 8 • Wardrobe & Style 12

ATTACKS

Brawling Attack (ROF2)	2d6
Medium Melee (ROF2)	2d6

ARMOR

Head: None	—
Body: Kevlar®	SP 7

IMPORTANT GEAR & CYBERWARE
Biomonitor • Light Tattoo x3 • Techhair • Agent • Blue Glass x2 • Trauma Team Silver Membership • **Cash**: 100eb

Graffiti Artist

"Look at that huge building, rising up into the sky. A architectural testament to humanity's technological dominance and problem-solving acumen. Damn, I wanna paint all over it so bad my lungs feel like they're about to explode!"

Graffiti art has been part of the human experience longer than written language. From cave paintings in France to crude scribblings on the wall's of Pompeii, to the intersection of paint and technology of Night City. Modern graffiti artists run the gamut from simple gang taggers to creators on the level of the greatest painters.

▶ Graffiti Artist Variants

Digital Graffiti Artist: Add Tech: Maker 2 (Field Exp 2, Upgrade Exp 2). Replace Paint/Draw/Sculpt 10 w/ Electronics/Security Tech 10. Remove Glow Paint x10. Add Computer.

Urban Explorer: Raise HP to 30. Raise MOVE to 5. Raise Athletics to 10. Remove Paint/Draw/Sculpt 10. Add Pick Lock 8. Remove Glow Paint x10. Add Grapple Gun.

GRAFFITI ARTIST	HP	25
—		

REPUTATION: 1

STATS

COMBAT #	8	INIT	4	MOVE	4

IMPORTANT SKILL BASES
Athletics 8 • Basic Tech 8 • Concentration 6 • Contortionist 8 • Conversation 6 Education 6 • Evasion 10 • First Aid 6 • Human Perception 6 • Library Search 8 Local Expert (GM's Choice) 10 • Paint/Draw/Sculpt 10 • Perception 10 Persuasion 6 • Resist Torture/Drugs 8 • Stealth 10 • Streetwise 10

ATTACKS

Brawling Attack (ROF2)	2d6
PQ Heavy Melee (ROF2)	3d6

ARMOR

Head: Leathers	SP 4
Body: Leathers	SP 4

IMPORTANT GEAR & CYBERWARE
Cybereye w/MicroOptics • Light Tattoo • Poor Quality Agent Carryall • Flashlight • Glow Paint x10 • Techtool • **Cash**: 20eb

GUERRILLA GARDENER

"Continental Brands? Fuck 'em. They hired a team of terrorists to break in, spray CHOOH^2 all over my garden beds, and torch my crops. Had to replace the soil, since the fire killed the microbes. Not giving up, though. They can have my tomatoes when they pry them out of my cold, dead hands."

During the Time of the Red, many city dwellers have returned to the age-old practice of gardening to help supplement their normal diets of Kibble and SCOP. Some garden just for themselves, others as part of small "urban farms" producing food to sell.

▶ GUERRILLA GARDENER VARIANTS

Guerrilla Chicken Tender: Replace Science (Botany) 8 w/ Animal Handling 8. Remove Cybereye w/Anti-Dazzle x2. Add Cybereye w/ Dartgun. Add Sleep Ammo x3

Outskirts Farmhand: Replace Library Search 8 w/ Drive Land Vehicle 8. Replace PQ Medium Pistol w/ PQ Shotgun. Replace Gardening Tools w/ Farming Tools.

LABORER

"Ain't nothing special about me, choomba. I wake up. I go to work. I go home. I sleep. Boring life, yeah, but I'm alive and I can usually pay my bills, so I'm not one to complain. You risk your life. I'll plug into a Braindance to experience excitement."

The world of **Cyberpunk RED** is home to robots and drones, yet old-fashioned human labor remains the backbone of the workforce and drives industry. Maybe because human life is so cheap. If a corporation drives a robot twelve hours a day, seven days a week, it will need constant maintenance and repair and is expensive to replace. When a human laborer breaks, an Exec can just hire a new one from the always overflowing labor pool.

▶ LABORER VARIANTS

Deckhand: Replace Drive Land Vehicle 8 w/ Pilot Sea Vehicle 8.

Forklift Driver: Add Netrunner: Interface 2. Lower Basic Tech to 6. Raise Drive Land Vehicle to 10. Replace Gamble 6 w/ Land Vehicle Tech 6. Add Neural Link w/ Interface Plugs. Add Cyberdeck (no programs).

GUERRILLA GARDENER	HP **25**

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STATS   REPUTATION: 1

COMBAT #	**6**	INIT	**3**	MOVE	**4**

IMPORTANT SKILL BASES
Athletics 6 • Basic Tech 8 • Business 8 • Concentration 8 • Conversation 8
Education 8 • Evasion 8 • First Aid 8 • Human Perception 6 • Library Search 8
Local Expert (GM's Choice) 8 • Perception 6 • Persuasion 6
Resist Torture/Drugs 8 • Science (Botany) 8 • Wilderness Survival 6

ATTACKS

BRAWLING (ROF2)	2D6
PQ MEDIUM PISTOL (ROF2)	2D6

ARMOR

HEAD: LEATHERS	SP 4
BODY: LEATHERS	SP 4

IMPORTANT GEAR & CYBERWARE
Biomonitor • Cybereye w/Anti-Dazzle x2 • Skinwatch • Poor Quality Agent • Anti-Smog Breathing Mask • Gardening Tools • **Cash**: 20eb

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LABORER	HP **30**

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STATS   REPUTATION: 0

COMBAT #	**8**	INIT	**4**	MOVE	**5**

IMPORTANT SKILL BASES
Athletics 8 • Basic Tech 8 • Concentration 6 • Conversation 6
Drive Land Vehicle 8 • Endurance 8 Evasion 8 • First Aid 6 • Gamble 6
Human Perception 6 • Local Expert (GM's Choice) 8 • Perception 8
Persuasion 6 • Resist Torture/Drugs 8 • Streetwise 6

ATTACKS

BRAWLING ATTACK (ROF2)	3D6
PQ HEAVY MELEE (ROF2)	3D6

ARMOR

HEAD: NONE	—
BODY: LEATHERS	SP 4

IMPORTANT GEAR & CYBERWARE
Nasal Filters • Toxin Binders • Poor Quality Agent • Duct Tape Techtool • Smash x2 • **Cash**: 20eb

EVERYDAY PEOPLE

Line Cook

"Next in line! Welcome to Captain Cajun's Nifty Nuggets. Sorry for the wait. I'm running the truck by myself, today. Taking orders and cooking both. Today's special is nugget bites with a garlic-lemon dipping sauce. Promise it'll delight your tongue and fill your belly."

When the pundits declare "The Street finds its own uses for things," they don't just mean technology. The sentiment also applies to food. Even Kibble and SCOP can be prepared into something palatable with the right techniques and extra ingredients. There's an entire class of cooks out there who specialize in making decent cheap food for Night City residents.

▶ Line Cook Variants

Data Pool Performer/Chef: Add Rockerboy 2. Replace Drive Land Vehicle 8 w/ Personal Grooming 8. Replace Streetwise 8 w/ Wardrobe & Style 8. Add Video Camera.

Food Truck Owner: Add Nomad: Moto 2. Lower Evasion to 6. Add Land Vehicle Tech 6. Add Compact Groundcar w/ Heavy Chassis.

Neighborhood Tech

"Whatcha got there? Broken toaster oven? Let me see. I'll hook up my scanner and ... yeah. Thermostat's bust. I don't the part in stock, but I think Mrs. Lopez has a broken unit she'll trade me for. Come back tomorrow and I'll have it ready for you to cook with again."

The megacorps spent decades creating a society reliant on disposable goods. Don't repair. Just replace. The supply chain issues of the Time of the Red forced people to turn to the local fixit folk instead of the local big box store when belongings broke down. These neighborhood Techs kept the world running even when the cargo haulers couldn't.

▶ Neighborhood Tech Variants

Neighborhood Mechanic: Reduce Basic Tech to 8. Raise Land Vehicle Tech to 12.

Reclaimer Tech: Raise HP to 30. Add PQ Heavy Pistol. Replace Land Vehicle Tech 8 w/ Streetwise 8. Replace Weaponstech 10 w/ Wilderness Survival 10. Add Tent & Camping Equipment.

LINE COOK — HP 25

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REPUTATION: 1

STATS

| COMBAT # | 6 | INIT | 6 | MOVE | 6 |

IMPORTANT SKILL BASES
Athletics 8 • Basic Tech 8 • Business 8 • Concentration 8 • Conversation 8 Drive Land Vehicle 8 • Evasion 8 • Human Perception 8 • Local Expert (GM's Choice) 8 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 10 Science (Culinary) 10 • Streetwise 8

ATTACKS

BRAWLING ATTACK (ROF2)	3D6
HEAVY MELEE (ROF2)	3D6

ARMOR

HEAD: NONE	—
BODY: LEATHERS	SP 4

IMPORTANT GEAR & CYBERWARE
Neural Link *w/Chipware Socket* • Poor Quality Agent • Cooking Tools
Cash: 20eb

NEIGHBORHOOD TECH — HP 25

TECH: MAKER 2 (FIELD EXP 2/FAB EXP 2)

REPUTATION: 1

STATS

| COMBAT # | 6 | INIT | 3 | MOVE | 4 |

IMPORTANT SKILL BASES
Athletics 6 • Basic Tech 12 • Business 8 • Concentration 6 • Conversation 6 Education 6 • Electronics/Security Tech 10 • Evasion 8 • First Aid 6 Human Perception 6 • Land Vehicle Tech 8 • Local Expert (GM's Choice) 8 Perception 6 • Persuasion 6 • Resist Torture/Drugs 6 • Weaponstech 10

ATTACKS

BRAWLING ATTACK (ROF2)	2D6
PQ HEAVY MELEE (ROF2)	3D6

ARMOR

HEAD: NONE	—
BODY: LEATHERS	SP 4

IMPORTANT GEAR & CYBERWARE
Cyberarm *w/ Tool Hand* • Cybereye *w/ MicroOptics* • Agent Tech Bag • Techtool • **Cash**: 50eb

PARAMEDIC

"I work for REO Meatwagon and, let me tell you, choomba, ain't no picnic. Twelve hour shift, riding around in the back of an old ambunaught held together by wire and duct tape. Gangers jumping us, trying to steal our supplies. Clients expecting us to act like Trauma Team does in the vids. Sucks big ones."

Not every Medtech runs a back alley ripperdoc clinic or performs surgery in an expensive hospital. The majority of Night City's medical professionals ride in ambulances or assist in stores and clinics without the benefit of a fancy medical degree.

▶ PARAMEDIC VARIANTS

Assistant Pharmacist: Replace Surgery 1 & Cryo 1 w/ Pharm 2. Remove Drive Land Vehicle 10. Remove Surgery 8. Add Bribery 8. Add Business 8. Increase Medical Tech to 8. Reduce Paramedic to 8. Raise Conversation to 10. Raise Human Perception to 10.

Fashionware Artist: Increase Surgery to 2. Remove Cryo. Replace Drive Land Vehicle 10 w/ Personal Grooming 10. Replace Paramedic 12 w/ Wardrobe & Style 12. Increase Surgery to 10.

SCAVVER

"Out on the streets, you got a choice. You dig in the filth, you pull out whatever you find, and you sell it to whoever will buy ... or you starve and die. Sure, it's dangerous, but at least with scavving I got a chance. Homeless who turn their noses up to it? Ain't got no chance at all."

Night City produces a lot of trash and most of it is stays where it falls. Hell, the Hot Zone is nothing but rubble left over from decades ago. Scavvers make their living by picking through the trash, looking for treasure, and selling what they can. As you might imagine, it is a career with a short life expectancy.

▶ SCAVVER VARIANTS

Scavver Muscle: Raise Combat # to 10. Replace PQ Heavy Melee w/ PQ Assault Rifle. Replace all Leathers w/ Kevlar® (SP 7).

Solitary Scavver: Lower Basic Tech to 8. Raise Stealth to 12.

Tunnel Rat: Add Contortionist 10. Remove Cybertech 6. Add Flashlight.

PARAMEDIC — HP 30

MEDTECH: MEDICINE 2 (SURGERY 1/CRYO 1)

REPUTATION: 1

STATS

| COMBAT # | 6 | INIT | 5 | MOVE | 4 |

IMPORTANT SKILL BASES
Athletics 6 • Concentration 10 • Conversation 6 • Cybertech 10 • Drive Land Vehicle 10 • Education 8 • Evasion 8 • First Aid 12 • Human Perception 6 • Local Expert (GM's Choice) 8 • Medical Tech 7 • Paramedic 12 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 10 • Surgery 8

ATTACKS

| PQ LIGHT MELEE (ROF2) | 1D6 |
| PQ HEAVY PISTOL (ROF2) | 3D6 |

ARMOR

| HEAD: KEVLAR® | SP 7 |
| BODY: KEVLAR® | SP 7 |

IMPORTANT GEAR & CYBERWARE
Cyberarm w/ Tool Hand • Cybereye w/ MicroOptics • Agent Anti-Smog Breathing Mask • Medical Bag • **Cash**: 20eb

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SCAVVER — HP 30

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REPUTATION: 0

STATS

| COMBAT # | 8 | INIT | 4 | MOVE | 4 |

IMPORTANT SKILL BASES
Athletics 10 • Basic Tech 10 • Concentration 6 • Conversation 6 • Cybertech 6 • Evasion 10 • First Aid 6 • Human Perception 6 • Local Expert (GM's Choice) 10 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 6 • Stealth 10 • Streetwise 6 • Wilderness Survival 8

ATTACKS

| BRAWLING ATTACK (ROF2) | 2D6 |
| PQ HEAVY MELEE (ROF2) | 3D6 |

ARMOR

| HEAD: LEATHERS | SP 4 |
| BODY: LEATHERS | SP 4 |

IMPORTANT GEAR & CYBERWARE
Disposable Cellphone • Tech Tool • Random Junk
Cash: 10eb

EVERYDAY PEOPLE

SCREAMSHEET WRITER

"So, you're telling me a circus of Bozos broke into a building under construction and transformed it into a maze of terror, complete with deadly traps, all because their leader saw the owner's real estate commercial on late night television and decided he needed more 'fun in his life'? Can I quote you on that?"

Thanks to the "always on" nature of the Data Pool, media in the Time of the Red is driven by content content content! Screamsheets engage the services of a legion of freelance writers, each of whom is trying to hit their quota of multiple articles per day.

▶ SCREAMSHEET WRITER VARIANTS

Data Pool Livecaster: Lower Composition to 8. Raise Photography/Film to 10. Lower Conversation to 8. Raise Persuasion to 10. Replace Bribery 6 w/ Acting 6. Replace Cyberaudio w/ Audio Recorder w/ Cyberarm w/ Shoulder Cam.

Nomad Presents Radio Reporter: Replace Photography/Film 8 w/ Drive Land Vehicle 8. Add Compact Ground Car.

SECURITY GUARD

"What's inside? Doesn't matter. You don't need to know. Hell, I don't need to know. I'm not getting paid to know. I'm getting paid to keep doombas like you from going inside. Now, move along before I decide you're trespassing."

Not every facility is guarded by Militech, Lazarus, or internal corporate agents. There's still room in Night City for the classic security guard — light on training, big on swagger. Chances are they aren't guarding anything special, but even a bodega needs some protection these days.

▶ SECURITY GUARD VARIANTS

Camera Watcher: Lower HP to 30. Replace Lawman: Backup 2 w/ Netrunner: Interface 2. Replace Drive Land Vehicle 6 w/ Electronic/Security Tech 6. Replace Grafted Muscle and Bone Lace w/ Neural Link w/ Interface Plugs.

Moonlighting Beat Cop: Raise Reputation to 1. Raise Initiative to 6. Raise Move to 5. Add Criminology 6. Replace PQ Heavy Pistol w/ Heavy Pistol. Replace PQ Heavy Melee w/ Heavy Melee.

SCREAMSHEET WRITER	HP	25

MEDIA: CREDIBILITY 2

STATS REPUTATION: 1

COMBAT #	8	INIT	5	MOVE	4

IMPORTANT SKILL BASES
Athletics 6 • Bribery 6 • Bureaucracy 6 • Composition 10 • Concentration 8 Conversation 10 • Education 8 • Evasion 8 • Human Perception 10 • Local Expert (GM's Choice) 10 • Perception 10 • Persuasion 8 • Photography/Film 8 Resist Torture/Drugs 8 • Streetwise 8

ATTACKS

BRAWLING ATTACK (ROF2)	2D6
PQ MEDIUM PISTOL (ROF2)	2D6

ARMOR

HEAD: NONE	—
BODY: KEVLAR®	SP 7

IMPORTANT GEAR & CYBERWARE
Cyberaudio *w/ Audio Recorder* • Agent • Binoculars • Computer Memory Chips x5 • Radio Scanner/Music Player • **Cash**: 20eb

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SECURITY GUARD	HP	35

LAWMAN: BACKUP 2

STATS REPUTATION: 0

COMBAT #	10	INIT	4	MOVE	4

IMPORTANT SKILL BASES
Athletics 8 • Concentration 6 • Conversation 6 • Drive Land Vehicle 6 Evasion 10 • First Aid 6 • Human Perception 8 • Interrogation 6 • Local Expert (GM's Choice) 6 • Perception 10 • Persuasion 6 • Resist Torture/Drugs 8 Stealth 6

ATTACKS

PQ HEAVY PISTOL (ROF2)	3D6
PQ HEAVY MELEE (ROF2)	3D6

ARMOR

HEAD: KEVLAR®	SP 7
BODY: KEVLAR®	SP 7

IMPORTANT GEAR & CYBERWARE
Biomonitor • Grafted Muscle and Bone Lace • Poor Quality Agent Badge • Flashlight • Handcuffs • Radio Communicator • **Cash**: 20eb

STORE CLERK

"Pistol ammo? Aisle five ... I think? Corporate came in and changed the layout last, week. Something about putting high traffic items in the back so customers would have to pass by low sale items. Encourage impulse buys? Something like that. Anyway, check back there. If you don't see it, we don't have it."

People still buy things in the Time of the Red, which means stores still need bodies to work the counters and stock the shelves. Whether it is an independently owned bodega or a Continental Brands Oasis, the bored store clerk is an eternal fixture of the Night City shopping experience.

▶ STORE CLERK VARIANTS

Garage Attendant: Replace Forgery 6 w/ Drive Land Vehicle 6.

Small Bodega Clerk: Raise Combat # to 8. Replace PQ Light Melee w/ PQ Shotgun.

Specialty Store Clerk: Replace Forgery 6 w/ Education 6. Replace Wardrobe & Style 6 w/ Business, Science (GM's Choice), or Technique Skill of GM's choice.

STORE CLERK	HP	25
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REPUTATION: 0

STATS

COMBAT #	6	INIT	4	MOVE	4

IMPORTANT SKILL BASES
Accounting 6 • Athletics 6 • Concentration 6 • Conversation 8 • Dance 6 Evasion 6 • Forgery 6 • Human Perception 6 • Local Expert (GM's Choice) 6 Perception 6 • Persuasion 6 • Personal Grooming 6 • Resist Torture/Drugs 6 Wardrobe & Style 6

ATTACKS

BRAWLING (ROF2)	1D6
PQ LIGHT MELEE (ROF2)	1D6

ARMOR

HEAD: NONE	—
BODY: LEATHERS	SP 4

IMPORTANT GEAR & CYBERWARE
EMP Threading • Poor Quality Agent • Anti-Smog Breathing Mask Back Room Key • Vape Pen • **Cash**: 20eb

STREETRAT

"Hey, choomba! Choomba! Hey! I've got something to tell you! Worth your while, I promise. I promise, choomba! That guy you're looking for? Yeah, I heard you talk about him. He's got a mainline up in an conapt complex. What's that worth to you, huh, choomba?"

Not everyone who lives on The Street turns to scavving for a living or has what it takes to make it as an edgerunner. Some just try to survive, day to day, working odd jobs and sleeping wherever they can crash. Cut them a break if you can, choomba.

▶ STREETRAT VARIANTS

Failed Edgerunner: Raise Combat # to 8. Add Medical Grade Cybereye. Add Medical Grade Cyberlimb.

Opportunistic Burglar: Replace First Aid 6 w/ Electronic/Security Tech 6. Remove Wilderness Survival 6. Raise Pick Lock to 10.

Wannabe Fixer: Add Fixer: Operator 1. Replace PQ Medium Melee w/ PQ Medium Pistol. Replace Wilderness Survival 6 w/ Trading 6.

STREETRAT	HP	20
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REPUTATION: 0

STATS

COMBAT #	6	INIT	6	MOVE	6

IMPORTANT SKILL BASES
Athletics 8 • Basic Tech 6 • Concentration 6 • Conversation 6 • Evasion 8 First Aid 8 • Human Perception 8 • Local Expert (GM's Choice) 10 Perception 8 • Persuasion 6 • Pick Lock 8 • Pick Pocket 8 • Resist Torture/Drugs 6 Stealth 8 • Streetwise 8 • Wilderness Survival 6

ATTACKS

BRAWLING ATTACK (ROF2)	2D6
PQ MEDIUM MELEE (ROF2)	2D6

ARMOR

HEAD: NONE	SP 4
BODY: LEATHERS	SP 4

IMPORTANT GEAR & CYBERWARE
Disposable Cellphone • Blue Glass x1 • Lock Picking Set • Techtool **Cash**: 0eb

EVERYDAY PEOPLE

TAXI DRIVER

"Jackson Plains Airport? Not a problem, choombatta, but I hope you ain't racing 'gainst the clock to get to yer flight. Dispatch says there were an explosion on Playland Overpass, so traffic outta the city's gonna be murder. Get it? Explosion? Murder? The jokes come free. All part of the service."

Night City is home to multiple cab companies, including Aerocab, Red Cab, Tyger Cab, and, of course, the famous Combat Cabb. Plus, any number of pedicab and water taxi services. Every one of those vehicles has a human pilot (for now), ready to chat your ear off.

▶ TAXI DRIVER VARIANTS

Combat Cabb Driver: Use Racer from the **SINGLE SHOT PACK DLC**. Replace Wilderness Survival w/ Local Expert (GM's Choice) 13. Replace Seating Upgrade and Housing Capacity w/ Armored Chassis and NOS.

Pedicab Driver: Raise Athletics to 12. Remove Bribery 6. Lower Drive Land Vehicle to 10. Replace Compact Ground Car w/ Communications Center w/ Bicycle w/ Electric Pedal Assist, Enclosure, Extended Seat, and Trailer (**SEE SPINNING YOUR WHEELS DLC**).

WAGE SLAVE

"Sorry. Had to work through the night to finish a report. Not really awake right now. Let me just do a shot of Boost ... oh, yeah! That's the stuff! Now, what were you asking me? What do I do for a living? Well, let me tell you, choomba, it is essential to the company! You see I ..."

There are the C-Suite Execs at the top, playing power games with people's lives. There are the middle managers below them all, working frantically to justify their jobs ... and then there's the wage slaves at the bottom, working hard to do the white collar tasks the bosses need done but aren't willing to do themselves. Welcome to the megacorp.

▶ WAGE SLAVE VARIANTS

Tiny Business Owner: Add Fixer: Operator 2. Replace Library Search 8 w/ Trading 8. Remove Corporate ID Badge & Corporate Service Pin.

Weekend Warrior: Raise Combat # to 8. Raise Init to 6. Replace PQ Medium Pistol w/ PQ Assault Rifle. Add Kevlar® (SP 7) head armor. Lower Bureaucracy to 6. Raise Evasion to 10.

TAXI DRIVER | HP 30

NOMAD: MOTO 2

STATS — REPUTATION: 1

| COMBAT # | 8 | INIT | 6 | MOVE | 4 |

IMPORTANT SKILL BASES
Athletics 6 • Bribery 6 • Concentration 8 • Conversation 8 • Drive Land Vehicle 12 Evasion 8 • Human Perception 8 • Land Vehicle Tech 8 • Local Expert 1 (GM's Choice) 12 • Local Expert 2 (GM's Choice) 10 • Perception 10 • Persuasion 6 Resist Torture/Drugs 8 • Streetwise 10

ATTACKS

| BRAWLING ATTACK (ROF2) | 2D6 |
| PQ VERY HEAVY PISTOL (ROF1) | 5D6 |

ARMOR

| HEAD: KEVLAR® | SP 7 |
| BODY: KEVLAR® | SP 7 |

IMPORTANT GEAR & CYBERWARE
Neural Link *w/Chipware Socket & Interface Plugs* • Compact Ground Car *w/Communications Center* • **Cash**: 20eb

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WAGE SLAVE | HP 25

EXEC: TEAMWORK 2

STATS — REPUTATION: 0

| COMBAT # | 6 | INIT | 4 | MOVE | 4 |

IMPORTANT SKILL BASES
Accounting 8 • Athletics 6 • Business 8 • Bureaucracy 10 • Composition 6 Concentration 10 • Conversation 8 • Evasion 6 • Human Perception 8 Library Search 8 • Local Expert (GM's Choice) 6 • Perception 8 • Personal Grooming 6 • Persuasion 8 • Resist Torture/Drugs 6 • Wardrobe & Style 6

ATTACKS

| BRAWLING (ROF2) | 1D6 |
| PQ MEDIUM PISTOL (ROF2) | 2D6 |

ARMOR

| HEAD: NONE | — |
| BODY: KEVLAR® | SP 7 |

IMPORTANT GEAR & CYBERWARE
Biomonitor • EMP Threading • Cybereye *w/Virtuality x2* • Agent Boost x2 • Corporate ID Badge • Corporate Service Pin • **Cash**: 50eb