RUNNER CREATION

1. Choose a Style for your Runner or make one up: **Calm, Hot-Shot, Savvy, Wiseass, Methodical, Gregarious, Suspicious, Zen, Wild, Rookie, Inscrutable, Replicant**

2. Choose a Role for your Runner or make one up: **Street Samurai, Rigger, Bodyguard, Med-Tech, Face, Decker, Private Detective, Tech-Wiz, Ex-Soldier, Street Mage*, Sprawl Shaman*, Karate Mystic***

* If you're the kind of Chummer who likes Magic in his Cyberpunk

3. Pick a Number from 3-8. A high number means you're better at **Chrome** (Technology; Science; cold logic; calm, precise action). A low number means you're better at **Punk** (intuition; intimidation; seduction; wild, passionate action).

4. Give your character a **Slick Street Name**, like Molly Millions, FastJack, Armitage, Backspace, or Maddox.

You have: A weapon of your choice; two gadgets, tools, or augments of your choice; and clothing to fit your role.

Next pick a Goal, choose one of these or create one of your own: **Get Rich & Famous, Waste Bad Guys, Find Truths, Solve Mysteries, Live & Die Free, Follow Your Honor Code, Fight The Man, Prove Yourself,** or **Keep Being Awesome** (you've nothing to prove!).

CREATE THE TEAM

As a group, pick two strengths for your team:

Well armed, Well Armored, Superior Chromeware, Secret Safehouse, Widely Connected, Good Transport (armored van, helicopter, etc)**, Trustworthy Fixer**.

Also, pick one problem:

Perpetually Broke (Never seem to have much money on hand), **Infamous** (A powerful group or person wants you dead or alive, probably dead), **Outsiders** (you're not from around here), **Favors Due** (you owe a debt mere money can't repay to someone you wish you didn't)

Finally, take a **Bond** with the player on your left. Pick one or make one up: "____ owes me their life", "____ saved my life", "____ owes me money", "____ hired me", "____ tried to kill me ", "____ is an old Friend.", "____ stole my lover." "____ can't be trusted.", "____ needs protecting.", "____ needs my mentorship.", "I trust ____ the most", "____ and I never speak of that one job.", "____ needs to lighten up.", "____ is gonna get us all killed."

CHROME & PUNKS

A bare-bones, cyberpunk RPG
Based on Lasers & Feelings by John Harper

The Year is 20XX. It is the Future. Amidst the dirty sprawl and neon-bathed shadows of the Corporate Megacities, street mercenaries known as "Runners" undertake illegal covert missions.

ROLLING THE DICE

When you do something risky, roll **1d10** to find out how it goes. Roll **+1d** if you're **prepared** and **+1d** if you're an **expert**. (The GM will tell 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 **Chrome** (science, logic, reason), you want to roll **under** your number.

▲ If you're using **Punk** (rapport, intuition, 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, then you are a **Chrome Punk!** 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 is the best way for us to ___?

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

Helping: If you want to help someone else who is rolling, say how you try to help and roll. If you succeed, give them **+1d** (max of +1d of help per roll).

GM: RUN THE GAME

Play to find out how they complete the Run. Introduce the Run by showing signs of its challenging badness. Before a run does something to the characters, show signs that it is about to happen, then ask them what they do.

"The CorpCop reaches for his pistol. What do you do?"

Call for a roll when the situation seems uncertain. Don't pre-plan outcomes-let the dice fall where they may. Use failures to push the action forwards. The situation always changes after a roll, for good or ill. Only roll when failure might be interesting!

Ask questions and build on the answers.

"Have any of you encountered this street gang before? What happened?" "What did this Fixer do once that makes you not trust him?" "What just exploded and why?"

GM: CREATE A CYBERPUNK ADVENTURE

Make something up or roll or choose on the tables below:

#1	The Run is to...	#4	The Location Is....
1~3	Destroy / Sabotage / Kill	1~3	Some Corporate Offices
4~7	Retrieve / Steal / Extract	4	A Production Facility
8~9	Investigate	5	A Public Place
10	Protect / Escort	6~7	An Urban Hell Hole
#2	**The Target Is...**	8	A Research Lab
1~2	A Key Individual	10	Mobile (Ship, Train, etc)
3~4	Some Secure Datafiles	**#5**	**The Catch Is...**
5~6	A Prototype Product	1	A Third Party is Involved
7~8	Illegal Contraband	2	Minimal Bloodshed Req.
9	A Valuable Item	3	Employer Doublecross
10	The Location Itself	4	Time is Critically Short
#3	**The Opposition Is...**	5	Rare Equipment Needed
1~3	A Major Megacorp	6	Security was Increased
4~5	A Lesser Megacorp	7	Bad Intel / Team lied to
6~7	A Street Gang	8	Target is Being Moved
8~9	A Criminal Syndicate	9	Roll Twice!
10	A Secret Society	10	There is No Surprise!