JUMPSTART KIT RULE BOOK

1. THE VIEW FROM THE EDGE
   An introduction to Cyberpunk.
   page 2

2. SOUL AND THE NEW MACHINE
   Meet your Edgerunner.
   page 6

3. LIFEPATH
   Bringing your Character to life.
   page 14

4. PUTTING THE CYBER INTO THE PUNK
   All about cyberware.
   page 18

5. GETTING IT DONE
   How to play the game.
   page 23

6. NETRUNNING IN THE AGE OF THE RED
   Plugging your brain into cyberspace.
   page 29

7. THURSDAY NIGHT THROWDOWN
   What to do when a fight breaks out.
   page 37

JUMPSTART KIT CAST AND CREW

Writing and Design: Mike Pondsmith, David Ackerman, J Gray, James Hutt, and Cody Pondsmith

Business Management: Lisa Pondsmith

Project Management: Cody Pondsmith and Mike Pondsmith

Art Direction: Jaye Kovach

Covers: Anselm Zielonka

Illustration: R Baga, Neil Branquinho, Alexander Dudar, Hélio Frazão, Maksym Harahulin, Adrian Marc, Eddie Mendoza, Angelina Stroganova, Sebastian Szmyd, and Anselm Zielonka

Cartography: Matt Francella

Map Elements: Michael K. Tumey of Gamer Printshop

Layout and Page Design: J Gray, Jaye Kovach, and Cody Pondsmith

Proofing and Editing: David Ackerman, J Gray, James Hutt, Cody Pondsmith, Lisa Pondsmith, Mike Pondsmith, and Jessica Ross

Product Consultation: Aron Tarbuck

Playtesting: The thousands of Players of Cyberpunk over the years. Thank you all!

Dedicated to the amazing people of R. Talsorian Games, past and present. Together, we make the future.
MEET YOUR EDGERUNNER!

To play Cyberpunk Red you'll need a Character. Pick one from the sheets that came with the Jumpstart Kit. The information below will tell you how to read the sheet. Any part marked with a red diamond means you need to do a little extra work to customize the Character and make them your own.

**Basic Info**
Character name, Role, and portrait.

**Hits**
This is where you'll keep track of damage your Character has taken. To figure out your starting Hits and Death Save value, see the table on page 11.

**Armor**
Every Character begins the game with armor, which protects them from damage. See page 41 for more information.

**Cyberware**
A list of what cyberware your Character has installed in their body and rules about how they're used in game. See page 18 for more information.

**Gear**
Important items your Character starts the game with. Does not include armor and weapons.

**Lifepath**
Information about your Character’s history, personality, and goals. Go to page 14 and either choose for each category or randomly roll your Lifepath.

Remember, this Character is yours to play! You’re always free to change the name, gender, or appearance to match your vision. Be the Edgerunner you want to be as you wander the Streets of Night City!

---

**Statistics**
Your Statistics as described on page 10. You’ve got six possible sets. Choose a set or roll 1d6 to randomly pick your Character’s Statistics.

**Skills**
Your Skills, described on page 12.

**Weapons**
Your Character’s weapons. Some might be carried, others could be cybernetically implanted. See page 38.
Thursday Night Throwdown (TNTD) is a modification of Cyberpunk’s original weapons combat system (Friday Night Firefight, or FNFF) for using modern, futuristic and archaic firearms in Cyberpunk adventures. Unlike FNFF, which is designed to exhaustively (and realistically) cover all major elements of weapons combat, TNTD has been modified to create an easier to use format, allowing Players to experience firefight action without resorting to lots of detail. TNTD also covers melee weapons and hand to hand combat as well, all in a simpler system that allows you to use strategy over firepower.

Like all of our resolution systems in this Jumpstart, TNTD works on the basic principle of using a Stat + Skill +1d10 Check to beat a Difficulty Value (or DV). We’ll start by delving into Ranged Combat first.

**Ranged Combat**

Ranged combat occurs whenever you are using a weapon that requires hand–eye coordination to “fire” a projectile (or beam) at a target. Generally, this means guns of some sort (the typical weapon you will find the well–heeled Cyberpunk on the Street carrying).
# Welcome to the Time of the Red
An introduction to world of Cyberpunk.

**Page 2**

# Dark Future Countdown
A Cyberpunk timeline.

**Page 8**

# Night City 2.0
A tour of the city of the Dark Future.

**Page 13**

# Everyday Things
A taste of the Cyberpunk life.

**Page 22**

# Running Cyberpunk Red
Advice for the Gamemaster.

**Page 31**

# Adventure: The Apartment
A full, ready to run adventure.

**Page 38**

# Screamsheets
News articles and one page adventures.

**Page 45**

---

**Jumpstart Kit Cast and Crew**

**Writing and Design:** Mike Pondsmith, David Ackerman, J Gray, James Hutt, and Cody Pondsmith

**Business Management:** Lisa Pondsmith

**Project Management:** Cody Pondsmith and Mike Pondsmith

**Art Direction:** Jaye Kovach

**Covers:** Anselm Zielonka

**Illustration:** R Bago, Neel Branquinho, Alexander Dudar, Hélio Frazão, Maksym Harahulin, Adrian Marc, Eddie Mendoza, Angelina Stroganova, Sebastian Szmyd, and Anselm Zielonka

**Cartography:** Matt Francella

**Map Elements:** Michael K. Tumey of Gamer Printshop

**Layout and Page Design:** J Gray, Jaye Kovach, and Cody Pondsmith

**Proofing and Editing:** David Ackerman, J Gray, James Hutt, Cody Pondsmith, Lisa Pondsmith, Mike Pondsmith, and Jessica Ross

**Product Consultation:** Aron Tarbuck

**Playtesting:** The thousands of Players of Cyberpunk over the years. Thank you all!

---

Dedicated to the amazing people of R. Talsorian Games, past and present. Together, we make the future.
1990—1993

- A secret ‘coup’ launched by “The Gang of Four,” a coalition of government agencies, effectively ends federal democracy in the US. Many states begin ignoring federal authority, declaring themselves “free states”.

- Start of First Central American Conflict. American Imperial ambitions, justified as part of the war on Communism and narcotics, kills hundreds of thousands. American veterans return home dismembered and maimed, driving the demand for cyberware.

- Breakup of Soviet state. From this point, the USSR begins a new era of rapprochement with Western Europe; by the 2000’s, the “Neo–Soviets” are the Eurotheater’s most powerful allies.

- Eurospace agency launches Hermes spaceplane.

- CHOHOH² developed by Biotechnica.

- First arcology built on ruins of Jersey City. Sixteen “arcos” begin construction over the next five years, until the collapse of 1997, leaving the huge structures half completed, filled with squatters and homeless.

- The Treaty of 1992 establishes the European Economic Community. A common currency unit (the Eurodollar) is established.

- The US Drug Enforcement Agency (DEA) develops and spreads several designer plagues worldwide, targeting coca and opium plants. Governments of Chile, Ecuador, and Afghanistan collapse.

- A savage drug war breaks out between Eurocorp–backed drug dealers and DEA all over the Americas.

- First use of high energy laser lift arrays. Simple mass driver established in Canary Islands by Eurospace Agency.

- First TRC biologic interface chips developed in Munich, United Germany.

- AV–4 aerodyne assault vehicle developed to deal with increasing riots in US urban zones.

- In retaliation for US attacks on Bogotá, Colombian drug lords detonate small tactical nuclear device in New York. 15,000 killed.
A spokesperson for Biotechnica announced today that the upcoming release of their designer drug Securicine has been delayed for a month. The company assured customers that pre-orders will be honored in the order they were received and the delay has been caused purely by a shipping issue caused by high demand for the drug. When Biotechnica revealed the project to the public early last year, they touted it as a “revolutionary all-day prevention against disease, poison, and pain, designed for your unique physiology.” Since their announcement, a representative from Militech at their Night City regional office has commented on the status of their order: “Despite the delay, we stand behind our trusted business partner Biotechnica. Securicine performed well during our internal tests, and we look forward to receiving our order as soon as possible.”

NIGHT CITY SECURITY ADVISORY

Combat Zone Worse Than Usual
by J.E. Munroe

The freaks and murderers of the Combat Zone have been out in force lately. After three weeks of a sustained increase in the rate of killings, we began to suspect something new may be going on in the Zone. We drew straws to decide which intrepid reporter to send to uncover the truth. I drew the short straw. A new street drug, known as “Emerald City” seems to be the culprit. It appears a new player is pushing it, but I was unable to get specifics due to my abundance of self-preservation instinct. I don’t get paid enough to do this shit. Nobody is editing this anyway. Watch this see print. Those on the drug seem to feel no pain and display increased aggression, often directed at things only they can see. While researching for this report, I saw a booster throw a grenade at a screamsheet box behind him because it was “following” him, and then walk off with shrapnel sticking out of his back. My advice is to try to stay out of the combat zone a little more than you usually do for a while. These types of things have a way of sorting themselves out—violently.
CONTAINS (ALMOST) EVERYTHING YOU NEED TO PLAY, RIGHT OUT OF THE DIGITAL BOX!

* THE RULE AND LORE BOOKS TO GUIDE YOU THROUGH THE DARK FUTURE.
* SIX PREGENERATED BUT CUSTOMIZABLE CHARACTERS.
* AN EZ REFERENCE GUIDE TO MINIMIZE RULE LOOKUP.
* FOUR MAPS AND A SET OF STANDEES.

ALL YOU NEED TO SUPPLY IS IMAGINATION, A FEW CHOOMBAS, AND SOME DICE.