

CYBERPUNK ELEMENTS

A Netbook by Pythagoras (<http://www.hardpoints.de>)

1 Concept

This document presents tables with elements for cyberpunk adventures. Use your dice to add some genre-specific elements to your adventures.

2 Locations

Randomly determine the place where an adventure occurs. These places can be in different conditions and have different owners.

Place

Roll 2d6, multiplying one die by 10.

11	Office building
12	Laboratory
13	Research Base
14	Military Installation
15	Factory
16	Restaurant
21	Club
22	Dam
23	Power Plant
24	Agri dome
25	Arcology
26	Mech Hangar
31	Satellite / Habitat
32	Meat Puppet Brothel
33	Casino
34	Convenience Store
35	Maglev Station
36	Virtual Reality of A (roll again)
41	Hospital
42	A combination of A and B
43	Server Farm
44	Shopping Mall
45	Food Vat
46	Amusement Park
51	Prison
52	Mining Complex
53	:Listening Post

54	Training Facility
55	Hotel
56	Sewers
61	Wilderness
62	Agri Factory
63	Ship
64	A that used to be a B
65	Cold Storage
66	Automated Container Harbour

Condition

Roll a d20 to get a condition.

1	Under construction
2	Derelict
3	Abandoned
4	Contaminated
5	Pristine
6	Remote
7	Elaborate
8	Spartan
9	Obsolete
10	High-Tech
11	Organic
12	Comfortable
13	Stylish
14	Retro-Design
15	Foreign
16	Seems like A but is B
17	Is both A and B
18	Camouflaged
19	Underground
20	Recently was A but is now B

Owner

Roll a d20 to get an owner.

1	Military
2	Government
3	Corporation
4	Rebels
5	Posthuman Faction
6	Organized Crime

7	Gang
8	Hackers
9	Trust-Fund
10	Complex legal entity no longer understood by its creators
11	Media Celebrity
12	Fringe Cult
13	Mercenaries
14	University
15	Joint ownership of A and B
16	Soon taken over by A from B
17	Contested between A and B
18	No owner
19	Recently taken over by A from B
20	Seems like A but is really B

3 Person

Job

Roll a d20 to get a job.

1	Hacker
2	Infiltrator
3	Negotiator
4	Designer
5	Researcher
6	Soldier
7	Pilot
8	Entertainer
9	Worker
10	Politician
11	Drone Operator
12	Smuggler
13	Broker
14	Merchant
15	Guinea Pig
16	Retired
17	Advisor / Consultant
18	Dual training
19	Parasite
20	Leader

Affiliation

Roll a d20 to get an affiliation.

1	Yakuza
2	Fringe Cult
3	Corporation
4	Government Agency

5	Foreign Military
6	Military
7	Mercenary Outfit
8	Renegade (formerly of A)
9	Agent of A infiltrating B
10	Believes to work for A but is really controlled by B
11	AI pawn
12	Posthuman Faction
13	Radical Political Organization
14	Fringe Cult
15	Organized Crime
16	Luddites
17	Gang
18	Law Enforcement
19	Private Security Firm
20	Terrorist Group

Special Trait

Roll a d20 to get a trait.

1	Recording of Dead Person
2	Clone
3	Simulacrum
4	Hybrid
5	Heavily cybered
6	Exotic cyberware
7	Eccentric Phobia (Germs, Virtual Reality, Artificial Beings, Technology)
8	Desire (Kinky Sex, Immortality, New Body)
9	Addiction (VR, Drugs, Enhancements)
10	AI
11	Has shed one of the basic human needs (sleep, food, air)
12	Inhuman
13	Beliefs (Singularity, Political or Religious Ideology)
14	Foreigner
15	Sub-Culture Body Modifications
16	Ethnic Body Modifications
17	Extensive Plastic Surgery
18	Animalistic Features
19	Seemingly Supernatural Feature
20	Two traits combined.