

A Simple System – Cyberpunk

These are the rules that differ for playing a cyberpunk variant of A Simple System. You can be anything of course, but this system is designed with an eye to being operatives operating outside the law. Who's law? Mega-corp? Merc-Cop? Government? All of the above? You're the kind of person who gets the things that need to be done, done, no matter the consequences.

Pools

There is no magic in Cyberpunk (unless you just really want there to be I suppose), so the spellcaster pool is replaced with the Hacking Pool. This skill has its most effects in Cyberspace but has a number of other uses as well.

There are less warrior traditions than in fantasy (though some still exist!), so martial is no longer a pool. Instead the pool is Lowlife. This pool covers all aspects of life on the street, and things of a physical nature.

In place of skilled the third pool is High Tech. This can be used to represent a working knowledge of robotics, how to work on a hovercar, or something like how to get the most out of your cybernetics.

Cybernetic Implants

You can permanently give up 2 points from your pool to have a cybernetic implant. You are limited to two implants per level (each costs 2 pool points). These can range from something like a bionic eye, Cyberspace hardline implant, laser finger, or robotic leg. More complex, elaborate implants may require more than 2 points, at the DMs discretion.

Triggering the utility of an implant is free.

Cyberspace

The second world. Anyone can access it through any number of terminals. Most folks have a

terminal in their home, but for those who don't there are always public, rentable terminals. Some lucky few even have hardline implants, that allow them to jack directly in without a terminal.

Broadly speaking, death in Cyberspace does not equate to death in the real world...unless that death is caused by bio-feedback. This typically only occurs when dealing (or rather, failing to adequately deal) with corporate/government levels of anti-hacking tech.

A Sample Character

Bob decides he wants to make a sort of private detective. He's tempted to go with the High Tech pool, thinking his guy uses a lot of tech in his job, but in the end decides to go with Low Life. For his second specialty he chooses Private Detective. That's his job, and he figures it should give him a fair selection of bonuses.

For his other three specialties he picks: First, Yakuza Connections. His thinking is that his character operates in an area generally controlled by Yakuza, and when he was younger, he flirted with joining. Second, Lock Technology. He's no techno-jock, but the nature of his job has made him an expert on Locks and the opening there of. Lastly, he picks Smoker. He tells the DM that his character is always smoking, the ultimate in chain smoking, and always has a half full pack of smokes and a match book with him. It's a little underpowered probably, but it gives a lot of character, and who knows, it could pay off big at the right moment.

Last, after talking it over with the DM he decides to get an implant. He gives up two of his pool points to have a cybernetic finger with a built in lock picking device. He decides that his early flirtation with the Yakuza ended with him losing a finger, and over time he replaced it with something more useful.