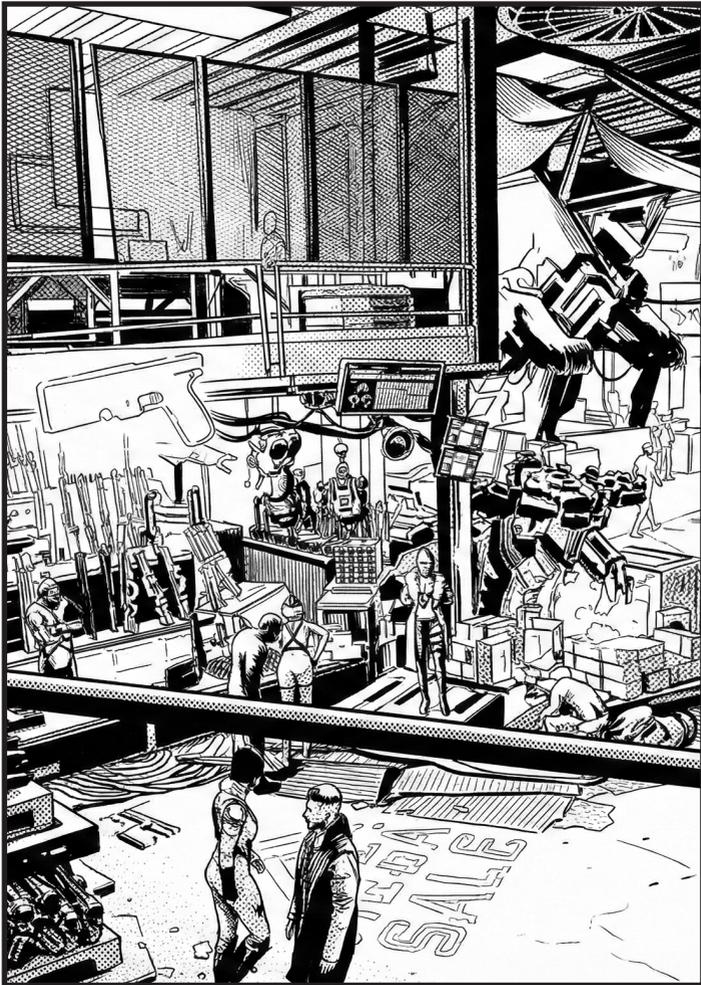


THE TECH



Role Packs are basically small summaries of role abilities, equipment, and notes I use for my own games and characters. They sum up all the relevant rules so I don't have to fiddle with the Cyberpunk Red core rulebook, famous for its... less-than-optimal layout.



SCAN ME

Don't take this as a "you won't need the rules with this" guide. I won't explain every detail or give every example. This is for players and GMs who already know how the game works.

This one is dedicated to Techies: the guys who repair, upgrade, and fabricate everything in the game.

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MAKER SKILL

The Techie's Role Ability is Maker, which works like this: Whenever a Tech increases their Maker Rank by 1, they gain 1 Rank in two different Maker Specialties of their choice.

FIELD EXPERTISE

Add your Rank in this specialty to any non-Maker skill checks for **Basic Tech**, **Cybertech**, **Electronics/Security Tech**, **Weaponstech**, or **Vehicle Tech** (Land, Sea, and Air).

Also, as long as you have at least 1 Rank here, you can spend an Action to temporarily jury-rig a broken item back to perfect working order (including full HP/SP).

The DV equals a standard repair, and you add your Field Expertise Rank to the roll. This quick fix lasts 10 minutes per Rank before the item reverts to its broken state.

You can't jury-rig the same item twice until it gets a proper, full repair.

VEHICLE & ITEM REPAIR

Restoring a damaged or destroyed target to perfect condition requires the appropriate TECH skill check. The catch for both: if you fail the roll, you realize halfway through the required time that you have to start over completely from scratch.

For Vehicles, the DV and time depend on the damage severity:

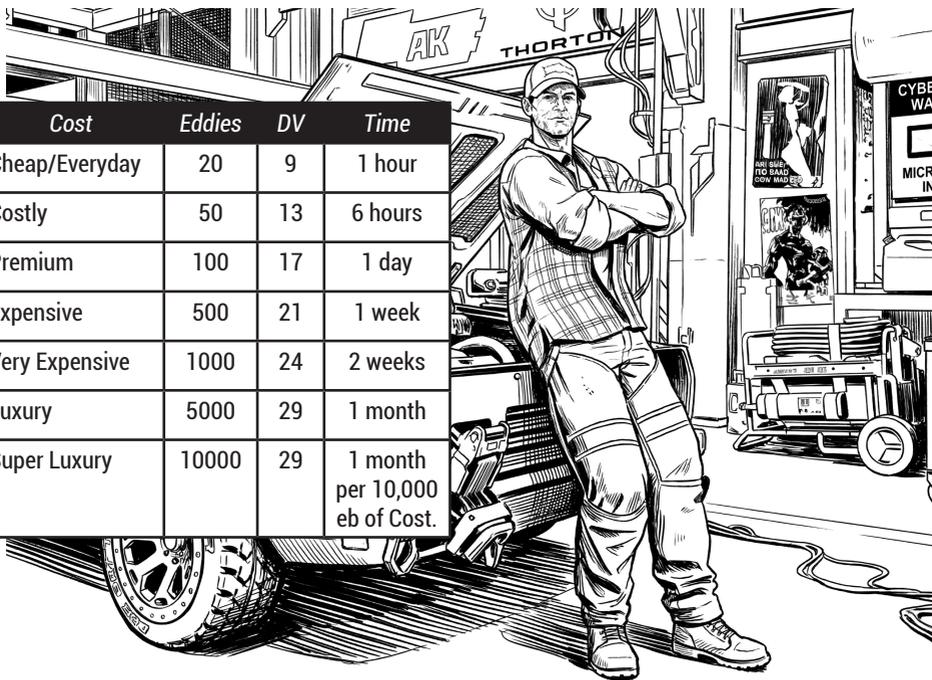
Minor Damage is DV9 (3 hours)

Major Damage is DV13 (1 day)

Destroyed is DV17 (1 week)

For Items, the DV and time scale with the item's Price Category as per the Techie Table DVs.

Cost	Eddies	DV	Time
Cheap/Everyday	20	9	1 hour
Costly	50	13	6 hours
Premium	100	17	1 day
Expensive	500	21	1 week
Very Expensive	1000	24	2 weeks
Luxury	5000	29	1 month
Super Luxury	10000	29	1 month per 10,000 eb of Cost.



MAKER SKILL

UPGRADE EXPERTISE

You can improve an item in one of the following ways. An item can only benefit from 1 upgrade total.

- Reduce Humanity Loss on non-borgware cyberware by 1d6 (only if base HL is 2d6 or more).
- Add +1 slot (options, attachments, programs, etc.) of a type the item already has.
- Simplify the item, halving the time required for any future full repairs.
- Make a normally non-concealable 1-handed weapon concealable.
- Upgrade an Average Quality weapon to Excellent Quality.
- Add 1 weapon attachment slot to an Exotic Weapon.
- Allow an Exotic Weapon to fire one specific variety of Non-Basic Ammunition.
- Increase an item's SP by +1 (only if it already had SP).
- Add a vehicle upgrade that requires Nomad Rank 1.
- Install a custom upgrade (from Invention Expertise). Requires materials matching the GM-assigned Price Category.

To upgrade, roll TECH + appropriate repair TECH Skill + Upgrade Expertise Rank.

You must purchase and consume materials matching the item's Price Category (Exception: Vehicle upgrades always count as 1,000eb / Very Expensive for this purpose). The DV and time required scale with this Price Category, as per the Techie Table DVs.

Failure: If you fail the roll, you realize halfway through that you have to start over from scratch. Fortunately, neither the item nor the materials are damaged or lost.

VEHICLE UPGRADES

ALL VEHICLES

- Bulletproof Glass: Thin (15 HP). Windows track HP individually.
- Comms Center: Console w/ Agent, 6 radios, 6 scramblers, scanner, homing tracer (6 bugs), and audio recorder.
- NOS: Use an Action to get an extra Move Action. 1 use/day per upgrade. Auto-refills from the air.
- Onboard Weapon (Flamethrower or Machine Gun).
- Seating Upgrade: +2 seats (optional sidecar). Can be rigged as parachute ejector seats.
- Smuggling Upgrade: 2 onboard Hidden Holsters + 1 large hidden space (DV17 Conceal/Reveal to find).

SPECIFIC VEHICLE TYPES

- Heavy Chassis (*All Vehicles except Bikes, Jetskis, Gyros*): +20 SDP. Tow up to 10 tons.
- Onboard Melee Weapon (*All Land/Sea*): Fixed Very Heavy Melee Weapon (front/side/back).
- Combat Plow (*All Land/Sea except Bikes/Jetskis*): Ramming deals no damage to your vehicle or passengers.
- Deployable Spike Strip (*Groundcars*): Action to deploy. Trailing wheeled vehicles need a DV17 Drive Land check or take 4d6 weak point damage (damage past SP is doubled). Refills cost 10eb.
- Housing Capacity (*Aerozep, AV-4, Cabin Cruiser, Groundcar, Yacht*): Adds living space (bed/bath/kitchen) or +1 room. Requires Heavy Chassis for Compact & High-Perf Groundcars.

MAKER SKILL

FABRICATION EXPERTISE

Build existing items or custom inventions from scratch. **Roll TECH + appropriate repair TECH Skill + Fabrication Rank.**

You must purchase materials costing one Price Category lower than the item you are building (Exception: Super Luxury items require materials equal to half their final price). The DV and time required scale with the item's Price Category, as per the Techie Table DVs.

Failure: If you fail the roll, you realize halfway through the required time that you must start over from scratch, but your materials are not lost or damaged.

Cost	Eddies	DV	Time
Cheap/Everyday	20	9	1 hour
Costly	50	13	6 hours
Premium	100	17	1 day
Expensive	500	21	1 week
Very Expensive	1000	24	2 weeks
Luxury	5000	29	1 month
Super Luxury	10000	29	1 month per 10,000 eb of Cost.

INVENTION EXPERTISE

Design blueprints for entirely new items or custom upgrades.

The Pitch:

Describe your idea (its function and how it works mechanically) to the GM. If approved, the GM writes the actual game rules for it and assigns a Price Category based on its power level (Minimum: Expensive).

The Mechanics:

Roll TECH + appropriate repair TECH Skill + Invention Rank. The DV and time required scale with the GM-assigned Price Category, as per the Techie Table DVs.

Failure:

If you fail, you realize halfway through the required time that you need to go back to the drawing board and start over.

The Result:

Success creates a blueprint, not the physical item. You (or anyone you share the blueprint with) must still use Fabrication or Upgrade Expertise to actually build it.

The Golden Rule:

The GM has the absolute right to retroactively tweak, nerf, or replace the invention's rules later if it ends up breaking game balance.



DOWNTIME

SALVAGING

Introduced in Interface Red Vol. 3 (pg. 31), salvaging is a downtime activity that lets you earn cash similar to a Hustle or hunt down specific gear you need. A salvage run takes one full week of dedicated downtime. You cannot mix it with other downtime activities like healing or hustling during those days.

Step 1:

Pick a Category. Decide if you are hunting for a specific category of gear or just grabbing whatever is available. If you want something specific, proceed to the skill check. If you are taking what you can get, roll on the Salvage Categories table to see what kind of goods you uncover.

Step 2:

The Skill Check. Roll a Basic Tech check to determine the total eurobuck value of your haul.

Roll (1d6)	Salvage Category
1	Cyberware
2	Weapons
3	General Gear
4	General GEAr
5	Armor
6	Cyberdeck and Programs

Better rolls equal more salvage. The DV changes depending on whether you picked a specific category or went with random salvage.

Step 2a:

Critical Failure. If you roll a 1 on your Basic Tech check, you don't find anything and instead walk right into a bad situation. Roll on the Perils of Salvaging table to see what disaster hits you.

Step 3:

The Payout. After the run, select items from your determined category with a combined cost up to the total value of your salvage check. Any leftover value is simply lost. The items you haul back are whole but considered Destroyed. They won't function until you fix them up using the appropriate repair Tech Skill.

Worth	Take What You Can Find	Specific Category
10eb	DV 9	DV 13
20eb	DV 13	DV 15
50eb	DV 15	DV 17
100eb	DV 17	DV 21
500eb	DV 24	DV 29
1000eb	DV 29	N/A

Roll (1d6)	Perils What Happened
1	A structure collapsed on top of you. Take 6d6 damage (reduced by armor). You also take a Critical Injury. Roll on the Critical Injuries to the Body table (see CPR page 221) to determine which.
2	You get into a firefight. Take 6d6 damage (reduced by armor).
3	You are exposed to High Level Radiation (see CPR page 181) for 1d10 rounds. A Radiation Suit negates the effect.
4	You fall 30m/yds after the ground beneath you collapses, taking 6d6 damage (reduced by armor) unless you have a Grapple Hand or Gun or are able to grab the edge (see CPR page 181).
5	You are exposed to a pocket of toxic gas (treat as a Vial of Biotoxin, see CPR page 355) for 1 round. An Anti-Smog Breathing Mask or oxygen supply negates the effect.
6	You touch a live wire and are electrocuted for 1 round (see CPR page 180).

DOWNTIME

TECH HUSTLE

Roll	What you did to make bank that week	Role 1 to 4	Role 5 to 7	Role 8 to 10
1	No jobs this week.	0eb	100eb	300eb
2	Rebuilt some tech you scavenged in the Combat Zone.	100eb	200eb	500eb
3	Helped a client break into some place or installed security systems for a client.	200eb	300eb	600eb
4	Did some modifications or repairs to some cybertech.	100eb	200eb	500eb
5	Did some modifications or repairs to some weapons.	100eb	200eb	500eb
6	Sabotaged or otherwise disabled something for a client.	100eb	200eb	500eb

