Game System

Dices to **roll** for:
- **Not confronted action**: 2d10.
- **Confronted action:** (Combat, chase...). 1d10 + 1 rival dice for each opponent.
- **Assist another PC**: The assistant throw 1d10, and adds his/her Hit/Miss to those of the assisted PC.

Die roll Result:
- ≤ Challenge → Miss (-1)
- ≥ 10 – Feature → Hit (+1)

Go all out:
After a not as succesfull test as the PC wanted, A PC can indicate that "*Goall out*" and roll an extra 1d12 for each point s/he has in the Feature (not counting advantagess) that s/he has used for the test. The Hits & Misses obtained on these d12 are added to the test Outcome. For each Miss obtained on one of these d12, s/he loses 1 point from the Feature until s/he can rest.

Positional advantage:
High ground, cover, occultation, unstable terrain, surprise... Any advantageous position or circumstance (not due to a character's characteristics) grants a PC 1 advantage, or 1 disadvantage if his/her opponent has it.

> **Outcome** of a Combat turn:
> Each Miss, the PC suffers the damage of an opponent (GM choice). Each Hit, the opponent (PC choice) suffers PC damage.

> **Outcome** of a regular action (confronted or not):
> - ≥ +2 → Critical Success (faster, better...) / + 1 → Success
> - 0 → Failure or Success with consequence (much time, draws attention, damage...)
> - –1 → Failure / ≤ –2 → Fumble (a mess; it may affect someone else...)
>
> Ex: The PC wants to open a server, he has 1 at Network and 1 advantage because a tool (2 in total in the Feature for the test, with 8 or more, is a Hit), GM indicates that the Challenge is 3. The PC throw 2d10, gets a 4 & 9. One Hit (the 9) y 0 Miss (4 is more than 3), Success.

Game elements:
Features:
Each PC has 6 Features, which can have a score between 0 and 2: (0 – Beginner / 1 – Initiated / 2 – Expert).

- **Athletics**: Everything related to strength and agility, including close combat...
- **Mind**: Using your brain, analysing clues, knowledge, avoiding being deceived, or maintaining control...
- **Network**: Everything related to the virtual world, the internet, telecommunications...
- **Hands**: Everything related to the use of skill and precision, operating machinery, driving, repairing, or shooting...
- **Charisma**: Whatever involves interacting with other intelligent beings, deceiving, seducing, leading ...
- **Senses**: Everything that involves the use of the senses, seeing, hearing, smelling, tasting, sensing...

Advantages: The PC adds 1 to the Feature for that test (adding everything, feature would never be greater than 4).
Disadvantages: The PC subtract 1 to the Feature for that test (in total, feature would never be lower than 0).

Background
Technician, Thief, Hacker, Soldier, Assassin, Manager, Artist, Salesman, Deliverer, Driver... Consider what your character does for a living. Whenever s/he does something related to his/her background, the PC gains 1 advantage (adds 1 to his/her Feature).

Bonds
Each PC must write his/her personal bond (Positive, Negative, Neutral) with rest of the PCs & tell how s/he met his/her left PC.

When a PC assists another, a **positive** bond allows him/her to roll with 1 advantage, while a **negative** bond causes him/her to roll with 1 disadvantage. If a positive bond character is defeated, the PC loses 1 humanity point.

Mutations
Wider spectrum vision (IR and UV), more efficient musculature, gills for breathing underwater, hypnotic gaze, more fingers, more eyes, resistant skin... These are just a few examples. Imagine your own mutations for PCs and NPCs.
Mutations are useful for PCs: they can add one Hit (+1) (only one) to the Outcome of a test (before rolling) in which their mutation can be useful. Using them makes them feel less human (each Hit added to a test temporarily subtracts one point of humanity to the PC).

Cyberimplants
Mechanical hand, mechanical legs, hydraulic arm, thrusters, brain-network hub, weapons or body tools... Imagine which cyberimplant could be useful for your character. A cyberimplant can be an improvement, endurance or equipment implant.
An Improvement implant provides '"Improvements"' in a test where it is useful (Ex: steady mechanical hand, shooting).
- The better the cyberimplant, the more improvements it provides (Basic: 1 improvement / Good: 2 improvements / Professional: 3 improvements / Military: 4 improvements). For each improvement, one single die (of those rolled in the test) can be raised by one die category (1d4 to 1d6 / 1d6 to 1d8 / 1d8 to 1d10 / 1d10 to 1d12 / 1d12 to 1d20).
- An Improvement Cyberimplant can also be an Equipment Cyberimplant, replacing an improvement with a light weapon or tool (the equipment replaces an improvement, so the maximum is now 3 improvements).
- Rolling a 1 on an improved die means temporarily losing 1 humanity point.

Endurance Cyberimplants provide more Endurance (from 1, basic, to 4, military).
Equipment Cyberimplants are like a light weapon or tool (equipment) that the PC always carries with him/her.

Endurance
The damage a PC can withstand before being defeated (knocked unconscious, captured, or killed): equal to 4 + Athletics.

Humanity
Mutations and cyberimplants affect the human mind, making people less empathetic and more likely to lose control. A PC has (maximum) 10 humanity points, minus 1 for each cyberimplant or mutation.
The use of mutations and cyberimplants can cause a PC to temporarily lose humanity points. These points are recovered at a rate of 1 per hour, regardless of whether the PC is resting or not.

Lose control
When a PC has 0 Humanity points left, s/he loses control and must make a Mind test. Depending on the Outcome:

> Critical Success → +1 Humanity point / Success → Catatonic / Failure → Run away / Fumble: Attack nearest PC or NPC

The effects of Success, Failure, and Fumble last until, 1 hour later, the PC recovers 1 point of Humanity.

Rest and Recovery
For every **4 hours** of rest, a PC recovers 1 point of Endurance or 1 point of Feature (to be chosen).

Equipment
Tools or Weapons can **give 1 advantage** (add +1 to the Feature) in a test where they are useful.

(D = Damage)	Unarmed	Melee weapon		Ranged Weapon	
		Light	Heavy	Light	Heavy
Close Combat	- / D 1	Advantage / D 2	Advantage / D 3	- / D 2	Disadvantage / D 3
Ranged Combat	Disadvantage / D 1	- / D 2	- / D 3	Advantage / D 1	Advantage / D 3

Drugs: Some substances can provide a 1 advantage in a Feature for 1d4 hours. As a consequence, PC loses as many humanity points as the effect lasts, and no humanity can be recovered while the effect lasts.

Money: Money is everything in a **Cyberpunk** dystopia. If something exists, it can be bought, even if it's a life. This booklet does not include price lists (that's for the settings). As a guide, light weapons and tools are widespread, cheap and easy to obtain, but a heavy ranged weapon can cost a lot of **credits** (even 10 times more than a light one). **Cyberimplants** can have up to 4 levels, with each level of improvement costing 10 times more than the previous one. A **Mutation** costs as much as a military-grade cyberimplant, or more.

Opponents

A **Neon Knights** opponent is mechanically defined by **4 characteristics** (which take into account their Features, background, equipment, Cyberimplants, Mutations, or any other special characteristics):

- **Challenge**: From 1 to 5, the higher number, the more able to defeat the PC (more chance of **Miss** for the PC)
  - It may have different challenges for different types of confronted tests.
- **Rival dice**: The kind of die to roll when a PC faces the opponent, indicating how difficult it is to score a **hit** against the opponent. It is usually **1d10**. If the opponent is difficult to defeat, it can be **1d8** or lower.
- **Number of dices:** If a creature can act multiple times in a turn (many arms, very fast, very large, invisible, or any other special characteristic), the PC **must** add **more than 1 Rival dice** to his/her test. Since the opponent cannot add less than one die, if the creature could act fewer times, its die can be upgraded (d10 to d12...).
- **Endurance**: Damage (D) that the opponent can withstand before being defeated.
  - **Minion**: 1 D / **Foreman**: 3 D / **Boss**: 5 D or more.

If there is more than one opponent, add each rival's dice and **the Challenge** level is the higher one.

Ex: A **Cyborg** could have **Challenge 4** in Combat, **2d8** (d8, the dice, & 2, number of dices) & Endurance **8**.
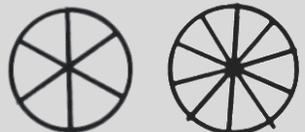
Name:_____ Background:_____

Overview:_____

Bonds:_____

_____

Athletics:
Mind:
Network:
Hands:
Charisma:
Senses:

Endurance Humanity

Mutations

Equipment

Cyberimplants

Weapon	Feat	Damage
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neon Knights
rpg
cyberpunk

Neon Knights – rpg Cyberpunk is a role-playing game designed for playing adventures in a dystopian future dominated by **Corporations'** money.

Cyberpunk settings are often ruthless, dark and decadent, but they are also usually bursting with technology that can seem like magic. The **characters (PCs)** will have to fight to survive another day on the streets of a megacity, which will be interpreted by the **Game Master (GM)**.

If you need some references, you can watch sagas such as Blade Runner, Alien, A. Carbon, Robocop, Ghost in the shell…

Create a PC (use the PC sheet)

Distribute **6 points among the Features** (max 2 per Feature), calculate the **Endurance** (4 +Athletics), choose a **background** and write a PC **Overview**. After the presentations, write your **Bonds** with the other PCs.

Choose as many **Level 1 Cyberimplants & Mutations** as you want. Your **humanity** is 10 minus 1 for each **Cyberimplant** or **Mutation**.

Unless the GM says otherwise, PCs start out with **1 light weapon** and **1 tool**. As for **Money**, it depends on what the GM indicates at the beginning of the adventure.