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*Cyberpunk The Roleplaying Game Of The Dark Future*

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## RHETT OSBORNE

*Entromancy* Michael R. Fletcher  
 Cyberpunk Red Jumpstart

**Cyberpunk Skirmish Rules** Bloomsbury Publishing

Explore a world never before seen... where deities and spirits are as real as the nature that surrounds us, and technology and magic exist together. Where most of the faces are dark, yet aren't constrained to one corner of the globe. Let your imagination run wild, in the beautiful and exhilarating world of Tikor. Welcome to Tikor is a 304-page guidebook that serves as an illustrated introduction to the world of Swordsfall, Brandon Dixon's Afropunk role-playing game. As an art book, it's filled with original full-color art featuring people and places from Tikor. The book also acts as a systems neutral book for those looking for a setting for their RPG, or for those who want to run Swordsfall in their own system of choice. Explorers can learn about Tikor's rich lore, landscapes, and advanced equipment and technology, as well as discover various deities and cultures, from the tension between the rival nations of Garuda and Vinyata, to the God-King Hawken's suspiciously wealthy kingdom, to the monstrous inhabitants of the land known as the Ebon Cascade. For those interested in a diverse book of lore and gorgeous artwork, or those looking to set up a game of their own in a unique world, this book provides the perfect solution.

**Rockerboy** Dark Horse Comics

-- The book that was confiscated by the Secret Service because they thought it contained hacking secrets! (It doesn't) -- Nominated for the Origins Award for Best Roleplaying Supplement.

*Welcome to Tikor* Macmillan

Written by Bartosz Szybor (Witcher: Fading Memories, Jim Henson's The Storyteller: Sirens), art by Giannis Milonogiannis (Prophet, Ronin Island, Old City Blues, G.I. Joe), and colors by Roman Titov (Angel) comes a sci-fi pulp noir based on the hit video game Cyberpunk 2077! A hardboiled journalist bent on taking down the corrupt corporations of Night City finally gets his chance to do it. Drunk, cynical, and stubborn journalist Thompson is working hard to wake up the populace--keeping their eyes and ears closed to the filth and corruption of corporate-run Night City is a choice and he's going to blow their self-prescribed diversions to pieces. Somebody nuked the headquarters of a major corporation. Rumor has it, it was the infamous Johnny Silverhands. The streets are buzzing that he's dead and his body remains at the bottom of the nuked tower. His job: find the body. But is he dead or is it just hearsay? The streets of Night City talk and a corporate downfall is just the beginning.

**Alien RPG** Dark Horse Comics

A 36 page introduction to role-playing the Witcher TRPG

*Haunted West* Open Road Media

A starter box for the Cyberpunk RPG line. Everything you need to play the game.

**The Complete Official Guide** R Talsorian Games

Entromancy is a tabletop roleplaying game set in San Francisco in the late 21st century. In our world, a quarter of the earth's power now runs on ceridium, a newly discovered element that has had the unintended consequence of spawning a new race of people, and several forms of magic that were once thought to have been forgotten. In Entromancy, you'll take the role of a character in a futuristic, technology-driven, magic-rich world complete with espionage, spellcasting, hacking, and engaging action sequences. Cyberpunk Fantasy Roleplaying. Enter a futuristic, magic-rich world where technology is ever-present and several forms of forgotten magics have resurfaced -- for better and worse. Unique Characters. Choose from five diverse races and five unique classes -- from the dual-pistol wielding Revolutionary to the magic-savvy Technomancer -- to create your character and begin your story. Progress your character by taking on challenging missions and eventually embracing one of five brutally powerful destinies. d20 Mechanics. Experience a streamlined

gameplay system based on the Fifth Edition of the world's most popular roleplaying game, simultaneously allowing for exciting action and storytelling while providing for a great deal of depth. Action Gameplay. Get into the game quickly with easy onboarding for new players and engage in action-packed gameplay with spellcasting, hacking, cybernetics, and much more. Faction-Based Espionage. Increase your standing with Entromancy's three competing factions of NIGHT, Aurichome, and the Unaligned, while attempting to make your mark on a world that has become fractured after years of population explosion, socio-economic tension, and magic-based warfare.

**Those Dark Places** Steve Jackson Games

Retropunk is a cyberpunk, tabletop roleplaying game where the players embody characters in a futuristic hybrid reality-where the digital and physical have merged. Everyone experiences a world beyond augmented reality through their neurochip, tech implanted at birth. The player characters hacked their neurochips to traverse this hybrid reality without being monitored by the system. [Entromancy Lulu.com](http://Entromancy.Lulu.com)

NEW YORK TIMES bestseller • 2005: Welcome to NoCal and SoCal, the uneasy sister-states of what used to be California. The millennium has come and gone, leaving in its wake only stunned survivors. In Los Angeles, Berry Rydell is a former armed-response rentacop now working for a bounty hunter. Chevette Washington is a bicycle messenger turned pickpocket who impulsively snatches a pair of innocent-looking sunglasses. But these are no ordinary shades. What you can see through these high-tech specs can make you rich—or get you killed. Now Berry and Chevette are on the run, zeroing in on the digitalized heart of DatAmerica, where pure information is the greatest high. And a mind can be a terrible thing to crash. . . . Praise for Virtual Light “Both exhilarating and terrifying . . . Although considered the master of 'cyberpunk' science fiction, William Gibson is also one fine suspense writer.”—People “A stunner . . . A terrifically stylish burst of kick-butt imagination.”—Entertainment Weekly “Convincing . . . frightening . . . Virtual Light is written with a sense of craft, a sense of humor and a sense of the ultimate seriousness of the problems it explores.”—Chicago Tribune “In the emerging pop culture of the information age, Gibson is the brightest star.”—The San Diego Union-Tribune

*Dream Park* Free League Publishing

Witcher TRPG referee screen and booklet

[Cyberpunk Red Jumpstart](http://Cyberpunk.Red.Jumpstart) Dark Horse Comics

Short stories labeled "Mirroshade," "Neuromanatic," "Cyberpunk," etc. by such authors as Greg Bear, Pat Cadigan, William Gibson, Rudy Rucker, Lewis Shiner, John Shirley and others.

*Ghosts of Tomorrow* Night Shade

Dive deeper into the world of Cyberpunk 2077! Nadia, an assistant EMT for a privately-owned business known as Trauma Team International, is the sole survivor of a failed rescue mission turned shootout. After she agrees to continue work for an upcoming extraction mission, Nadia discovers that her new extraction subject is Apex--the man who's responsible for Nadia's former team members' deaths. A hundred floors high in a skyscraper filled with members of Apex's rival gang, Nadia and her team must complete the extraction. Cullen Bunn (Harrow County, Uncanny X-Men) and Christopher Mooneyham (Predator, Nightwing) introduce an all-original series based on CD Projekt Red's brand-new game Cyberpunk 2077! Collects Cyberpunk 2077 #1-4.

**Cyberpunk, the Roleplaying Game of the Dark Future** Dark Horse Comics

Do you play Dungeons and Dragons or Pathfinder? Are you spending hours on GM prep? Well, no longer. Cut down game master prep time with 25 1D100 fantasy random tables. Find items for a cell, a wine cellar, a dead orc, and more. Also, exciting random encounters for different terrains. Plus food and drink. Some of the tables in the book: Inn Names Names of Knightly Orders Desert Encounters Forest Locations Road Encounters Items in a Cell Items in a Chest Items on a Dead Orc Jewelry Items in a Wagon Items in a Wine Cellar Beers Thieves Guild Quests Dungeon Health Side Effects Get The Book of Random Tables and The Book of Random Tables 2

[Beta.Red](http://Beta.Red) Bloomsbury Publishing

A tabletop roleplaying game book core rulebook consisting of the complete rules to play the Beta Red roleplaying game

Mirrorshades Cyberpunk Red JumpstartA starter box for the Cyberpunk RPG line. Everything you need to play the game.Cyberpunk RedThe Roleplaying Game of the Dark FutureCyberpunk, the Roleplaying Game of the Dark Future2.0.2.0., Version 2.01

Two scavengers veer paths in their pursuit of happiness through the streets of Night City. Tasha and Mirek make a living for themselves stealing cyberware and indulging in parties and braindances. Tasha is rowdy and wild--she seeks to up her street cred to become the most famous gangster in the city. Mirek, on the other hand, is a calm introvert--he longs for something more--meaning, belonging, warmth. He soon finds hope in an unexpected braindance. As he and Tasha chase their dreams, their paths begin to deviate. Where will they find the happiness they've been searching for? Does it even exist to be found? One thing they can both agree on, in a place like Night City--you run, you fight, you change, or you die. Written by Bartosz Szybor (CD PROJEKT RED writer and narrative manager, Witcher: Fading Memories)) with art by Filipe Andrade (Old Man Logan, Rocket Raccoon & Groot) and Alessio Fioriniello (Paris Fashion Slam) comes a tale about the demanding life of Night City--where lives are lost, dreams are shattered, and hope is found in what remains. 2.0.2.0., Version 2.01 Lulu.com

Minimalist Cyberpunk Action Roleplaying This game exists because of a question: As World of Dungeons is to Dungeon World, what would the World of Dungeons equivalent of The Veil be? Rather than playing an old(er) school, rules-light, version of Dungeons & Dragons, the "retro" version of cyberpunk in the roleplaying game space is the game line: Cyberpunk; chiefly Cyberpunk 2020. 'Punks who rebel against megacorporations rather than delve into dungeons to find treasure. Veil 2020 is my answer. A few stand out features of Veil 2020: A simple roll procedure that facilitates the player contributing to the stakes of each roll 3 simple classes that enable players to make cyberpunk archetypes they are familiar with, as well as tailor a new kind of character within a class that fits A simple economy system that focuses the player characters. Hurt the megacorps and make money? The money you make is also your XP. Spend your time doing what matters and get rewarded for it An incredible layout job from Lu quade that is designed to be evocative of old-school Cyberpunk 2020 layout, but updated with modern sensibilities and a synthwave/retrowave aesthetic 16 pieces of wicked cyberpunk artwork from Sadia Bies, Fabio Comin, and Jonny Gray Gurps Cyberpunk Routledge

Hyper-reality. The area between the thriving mass of humanity known as the Sprawl and the digital refuge of Cyberspace. This is your playground. As a Showrunner, you can see and manipulate the flow of digital data through the real world - for you, reality is limitless. Welcome to Reality's Edge, a skirmish wargame set in a dystopian cyberpunk future, where players take on the roles of Showrunners - mercenary hackers who lead small teams of trusted operatives and disposable freelancers. Funded by shadow backers, the Showrunners accept jobs from faceless clients for profit, glory, and better chrome... always better chrome. Battles take place in the concrete jungle known as the Sprawl, but Showrunners must remain wary of the threat posed by Cyberspace. Hacking is pivotal to the game, with data nodes, robots, machines, and even enemy chrome presenting potential targets for a cunning Console Cowboy. In an ongoing campaign, each skirmish offers you the opportunity to earn experience and equipment, from advanced weaponry and synthetics to cyber-implants, biological enhancements, clones, and much more. This is a world obsessed with

whether something can be done, not whether it should.

**When Gravity Fails** Piggyback

An insightful, captivatingly designed, full-color book that transports readers to the futuristic megalopolis of Night City--the epicenter of the vibrant new action-RPG from CD Projekt Red. Step into the year 2077, a world dotted with dystopian metropolises where violence, oppression, and cyberware implants aren't just common--they're necessary tools to get ahead. Delve into incisive lore to discover how the economic decline of the United States created a crippling dependence on devious corporations and birthed the Free State of California. Explore the various districts, gangs, and history of Night City. Learn all there is to know about the technology of tomorrow and research the cybernetics, weapons, and vehicles of Cyberpunk 2077. Dark Horse Books and CD Projekt Red present The World of Cyberpunk 2077--an extensive examination of the rich lore of Cyberpunk 2077. This intricately assembled tome contains everything you need to know about the history, characters, and world of the long-awaited follow-up from the creators of The Witcher video game series.

A Cyberpunk Fantasy RPG Lulu.com

Space is a hell of a thing but you need to be sure that this is what you want. Like, what you really want. The idea of space exploration to further the frontiers of mankind is noble, but let's not kid ourselves - it's really all about furthering the profit margins. There's money to be made and out there is the place to make it, but you hear all kinds of stories... equipment malfunctions, strange discoveries, crewmembers going insane... You'll be out there in the reaches, alone, for months or years, breathing recycled air and drinking recycled water, with nothing but a few feet of metal and shielding between you and certain death. Are you sure this is what you want? - Crew Orientation Briefing \*\*\* Those Dark Places is a rules-light, story-focused roleplaying game about the darker side of space exploration and the people who travel the stars in claustrophobic, dangerous conditions. Starships, stations, and outposts aren't havens of safety with clean, brightly lit corridors - they're potential deathtraps, funded by budget-conscious corporate interests and running on stale, recycled air and water. The stars may be the future of humanity, but they are also home to horrors and terror the human mind cannot comprehend.

**Cyberpunk 2077 Volume 1: Trauma Team** Catalyst Game Labs

Corporia is a 208-page tabletop role-playing game of genre-bending fiction and futuristic urban fantasy. In Corporia, you take on the roles of reborn Knights of the Round Table or their supernaturally-powered allies, fighting an invisible war for justice in the struggle between otherworldly Chaos magics and the oppressive Order of the ruling mega-corporations! Corporia is 'knights in shining Armani.' It's what happens when you mix Camelot with a spoonful of Torchwood, add a pinch of cyberpunk, a dash of Joss Whedon's Angel, and a sprinkling of Shadowrun. If you enjoy these, you're going to love Corporia. Highlights One simple, unified game mechanic for all abilities, including fighting, spellcasting, and hacking! All characters can join the Hacker in virtual conflicts; no one gets left out! Spellcasters can cast whatever they can imagine, limited only by their skill rank in any of eight schools of magic - and all 64 sample spells can be easily modified at will! Four personality traits (three public, one private) keep situations interesting and provide points for permanent and temporary improvements, supplementing the core dice mechanics without becoming the main aspects of the rules! Metal melee weapons are more effective against monsters than firearms, keeping swords and daggers relevant even in a future of X-Calibre energy pistols and glowing raypiers! An innovative, modern design style in a book full of page-turning concepts!

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