

An aerial, high-angle view of a sprawling, futuristic city at night. The city is illuminated with vibrant neon lights in shades of cyan, magenta, and purple. The architecture is dense and modern, with numerous skyscrapers and multi-story buildings. The streets are filled with light trails from traffic, and the overall atmosphere is one of a bustling, high-tech metropolis. The sky is dark, with some faint, glowing patterns that suggest a digital or cybernetic theme.

YESTERDAY'S TOMORROW

A RETRO CYBERPUNK RPG POWERED BY THE APOCALYPSE
BY STRAS ACIMOVIC

A World of Cyberpunk

// BY STRAS ACIMOVIC

A:> INTRO.txt

Majors blinked twice to dismiss the photograph of his son. He subvocalized into his comm. "How much longer Cortez?" She didn't answer.

He spared a second to glance at his teammate. A length of fiberoptic cable ran from the wall to the jack in the side of her head. Her occasional finger twitches and the rapid eye movements told him everything he needed to know. She was hacking, and it had to be getting intense.

He looked back at the metal door to the server room. The blue flame of the cutter had almost closed the loop to its point of origin. In just a few moments, the room was going to be filled with half a dozen corporate goons only too-eager to prove their loyalty to Mega Dynamics.

Majors considered options. There would be too many for a clean fight. He could try to blind them, but the latest Mega Dynamics eye-hardware had flash suppressors.

It had just hit friends-and-family testing this month though. If the guards had been in line the day of the release he'd be outnumbered and outgunned. But if they were squeamish about spending their vacation days to recover from the surgery... That's exactly the sort of thing "proper" citizens worried about.

Majors stood up, switching his handgun to single shot mode. He targeted with his eyes, letting the servos in his arms synch to line up the shots. The silenced gun popped rapidly and the room went dark except for the twinkling starlight glow of LEDs on the servers. He put a fresh clip into his gun, and unhooked a flash grenade off his belt, checked its charge, and armed it.

"Got it!" said Cortez behind him. He glanced at her. She was grinning. Her nose was also bleeding but she didn't seem to notice. He turned back to the door as she unjacked.

"Stay close on the way out," he said, kneeling down behind a multi-million-¥€\$ server for cover.

He blinked three times to bring up the picture of his son again. The boy was incredibly pale. He studied that face, hoping it wouldn't be the last time he saw him.

He inhaled and bit down hard on a molar to trigger his adrenal pumps. His heart accelerated but his arm servos kept his hands steady. The door exploded inward. He blinked twice to dismiss the photo and he threw the flash grenade.

GAME OVERVIEW

A:> WHAT_IS_YESTERDAY'S_TOMORROW.txt

Yesterday's Tomorrow is a game about cyberpunk criminals attempting daring heists in a neon-lit 2020 future, as seen through the lens of the 1980s.

We play to find out if our crew of runners can outwit the corporations, whether they can deal with the cutting edge tech, bioware and systemic oppressions to complete their task, and whether they manage to solve their own personal problems enough to retire from the life.

This is a game inspired by classic cyberpunk books like *Neuromancer*, media like *Ghost in the Shell* and *Altered Carbon*, and retrowave music.

A:> WHAT_DO_THE_PLAYERS_DO.txt

Each player creates a cyberpunk runner and strives to bring their PC to life as an interesting, exciting, conflicted, cyberpunk mercenary who reaches beyond their current safety and means.

A:> WHAT_DO_THE_CHARACTERS_DO.txt

The runners attempt to work as a team to complete the jobs they agree to take, which may include ones they themselves bring to the group. While on the job, they look for ways to turn an extra profit, solve personal problems and dilemmas, and stick one to the corrupt megacorporations.

A:> WHAT_DOES_THE_GM_DO.txt

The Game Moderator (GM) establishes the neon-lit fictional world around the characters—especially the corrupt civilian world and the megacorporations that dominate it, and their key players, connections, vulnerabilities, opportunities, threats, and challenges. The GM plays all the non-player characters in the world by giving each one a concrete desire and preferred method of action. The GM works with the players in making the judgment calls necessary to engage the game mechanics.

A:> POWERED_BY_THE_APOCALYPSE.txt

Yesterday's Tomorrow is Powered by the Apocalypse (PbtA) and asks some familiarity with that system. If you've never played a PbtA game you may want to read a full text with in depth examples and mechanics. This text should be sufficient to play the game, but won't have more robust discussions. If you're unfamiliar, check out *Apocalypse World 2nd Ed.* by Vincent and Meg Baker or *The Sprawl* by Hamish Cameron.

BASIC RULES

B:> TAKING_AN_ACTION.exe

In the neon-lit year 2020, things are not always easy. You play competent individuals, but the Corps have their own cyber-enhanced individuals, security drones, attack programs and hirelings to get in your way.

When you attempt something risky, sum 2d6 and add the **grade** of applicable gear based on the action you're taking. (The GM will tell you the possible consequences before you roll so that you can decide if it's worth the risk or if you want to revise your action.)

- A total of 6 or less is a **miss**; things don't go well and the risk turns out badly. GM may add complications (see **hazard pay**). High chance of harm.
- A total of 7-9 is a **partial success**; you do it, but there's some cost, compromise, retribution, harm, etc.
- A total of 10 or 11 is a **full success**; you do it without complications.
- A total of 12 or more is a **critical success**; you do it perfectly to some extra benefit or advantage.

B:> SKILLS.exe

If you have an applicable skill, you can't miss. You're a pro at this. A roll of **6 or less counts as a partial success**, but with a bigger compromise or complication than a 7-9.

B:> GEAR.exe

Only gear matters to your performance—and when everyone is enhanced, the grade of gear you have matters. The more cutting edge the better.

Grades are a shorthand way of grouping gear levels.

- **Baseline: +0.** This is what a normal human is capable of, even at peak conditions.
- **Street: +1.** Enhancements that can be acquired on the market. Not the best, but make a big difference. Most are obvious. Almost all bear corporate logos and brand names.
- **Cutting Edge: +2.** Top-end stuff. Custom jobs. Million ¥€\$ gear. Bells, whistles, razors, and shielding.
- **Bleeding Edge: +3.** Seldom legal. Best of military grade. Prototype. Black market. Mad science.
- **Hampered -1.** If you're acting at a severe penalty (tied up, badly wounded in the leg while trying to run, etc.) and you have no applicable chrome to outclass or bypass the problem, you act at -1.

Grades applied from gear are most often from cyberware (also called chrome, metal, cyber, etc.), but it can also come from programs in the net, advanced weapons and other things. Think about what applies to the roll and suggest what you're rolling with. If there's a question about which gear grade is applicable to a roll, the GM has final say.

EXAMPLE

B:> EXAMPLE_1.txt

*Rachel's playing Midnight, an Infiltrator who never shows her face. She's in the vents splicing a security bypass on a grate above the server room. Midnight has no applicable cyberware and Rachel rolls 2d6 (3,1) for a total of 4. Midnight has the Jury-rig **skill**, so the total counts as a 7 result—**partial success**. The bypass works, but triggers a short someone will soon come to check on. Midnight drops down, opens the back of a server and plugs in her Hacker's remote connection. The GM explains that the risk here is Midnight might get spotted before the download is done. The Hacker rolls for a total of 8—another **partial success**. A security guard enters and sweeps his flashlight across the room. This time Midnight has some cyberware to help. She activates her **cutting edge (+2)** camo skin. She rolls to hide (3+5, and +2 for the skin) and gets a 10. The GM describes the guard looking around carefully. Even inches from her face, he doesn't spot Midnight. The guard shrugs, and comms that it must be a glitch as he leaves.*

GM ROLLS

B:> DIE_OF_FATE.exe

Sometimes the GM will roll **the die of fate** (a single d6) to see how the situation is established. Low numbers are ill-fortune for the players, high numbers are good fortune (or at least not misery), with the scale appropriately getting better or worse from one to six.

The die of fate might be rolled to establish the weather, indicate a random NPC's general attitude, or to determine if a patrolling guard or an ICE program appears. The GM may also roll the die of fate if the PCs take some action for which sheer chance is the only factor in the outcome.

B:> DAMAGE.exe

When you take a hit, the GM will tell you what to roll (usually 1d6). Subtract that from your hit points (hp), or rez (in the net). When you hit opponents, roll your damage, and the GM will subtract it from your opponent's hp/rez.

CHARACTER CREATION

C:> CREATION_SUMMARY.exe

You might be a decent person driven to the fringes by corporate-controlled society. Or you might be born in the slums, outside of the approved order with no ident chip. Whatever the reason, the world doesn't approve of you, and you give it the finger.

To make a runner—a cyber punk—you'll do a couple things:

- **Roll 2d6 six times.** If you're making a new character after one has retired or died, roll seven times. This will tell you the resources you have to buy gear, programs and the like. And as we all know, you're only as good as your chrome.
- **Choose a role.** There are seven roles to choose from. Each has a skill they start with and a selection of abilities.
- **Mark your role skill, and pick one more.** You're on the job because it needs someone of your role, but your role isn't all that defines you.
- **Pick two role abilities.** Read your role abilities, pick two to have.
- **Go shopping.** Put that cred to good use. Get some gear. I hear Macrotech has a sale on those new cyber-arms they manufacture.
- **Roll hp.** See rightmost column.
- **Be ready to answer your character questions.** Before each run the GM will ask you three key questions.
 - ◆ Why does this job need this type of runner? *Is the target on the move so a Wheeljack is required? Is there a prototype smart-tank so it needs a Banger?*
 - ◆ There are tons of runners of your type. Why are you the specific person contracted for this job?
 - ◆ Why can't you stop running?
- Think up a **name, pronouns, look** and fashion, and your **street handle**.

C:> RESOURCES.exe

When you roll for resources at the start you interpret your results as follows:

- A result of 6- grants **100 ¥€\$**. ¥€\$ is the universal world currency minted in the late 2000's. This is pocket change. Useful for buying programs, ammo, and weapons.
- A total of 7-9 grants **street change**; It's equivalent to a dozen K or so dollars in the olden times. Don't break it down to ¥€\$, or you might as well stop running. Get yourself some street grade (+1) gear.
- A total of 10 or 11 grants **serious cash**. This was several hundreds of thousands in the olden days. You could live for months or years on this, but get yourself some cutting edge (+2) gear instead.
- A total of 12 grants you a credstick with lots of **zeroes**. You could retire on this. But remember why you run—get some bleeding edge (+3) tech installed. If you do, tell the GM who is after you, or who you owe (big time) for this piece of tech. It's the kind of stuff you can't find on the open market.

C:> SKILLS.txt

- **Study.** Alertness. Studying someone. Searching an area.
- **Broker.** Making deals. Signing contracts. Bargaining.
- **Deception.** Lying. Fast talk. Impersonation.
- **Drive.** Anything with wheels, treads or jets.
- **Jury-rig.** Splicing, patching, and dealing with physical engineering. Might fix the mechanical bits of cyberware.
- **Medicine.** First aid. Medical treatments. Surgery.
- **Parkour.** Running. Jumping. Climbing. Swimming.
- **Stealth.** Sneaking. Slight of hand.
- **Tactics.** Making plans. Coordination. Leadership.

HP

C:> HIT_POINTS.exe

You start with **1 Hit Die (HD)** by default.

To **roll your hp**: roll 1 + HD d6 and keep a number of dice equal to your HD.

At the start of each run roll your hp.

When you're hit with Stims, re-roll hp. Using Stims more than once a day is dangerous.

If someone takes the time to patch you up with a Med Kit, re-roll hp and add 1d to the roll (but still only keep HD number of dice).

If you hit zero hp, you are **critical**. You can't act without help. Hope someone has Stims, or a Patcher is on hand.

Below zero hp? If you are at your HD in negatives but no lower—you're still critical! If you are lower in the negatives than your total HD it's time to start looking at the promising career of a different runner.

EXAMPLE

C:> HP_EXAMPLE.txt

Flash Neon has survived a few scrapes thanks to her street grade (+1) Bone Lacing. She has 2 Hit Dice (1 by default, +1 for a grade of Bone Lacing). She gets ready for a run so she rolls her hp. She picks up 3 dice and rolls: 2,3,4. She keeps HD (2) dice (3, 4) for a total of 7 hp.

During the run, Flash is shot for 9 damage. Flash Neon is now at -2 hp. She's critical (not dead) because she has 2HD (and is thus critical at -2, but dead at -3 hp).

YESTERDAY'S TOMORROW

CHARACTER CREATION

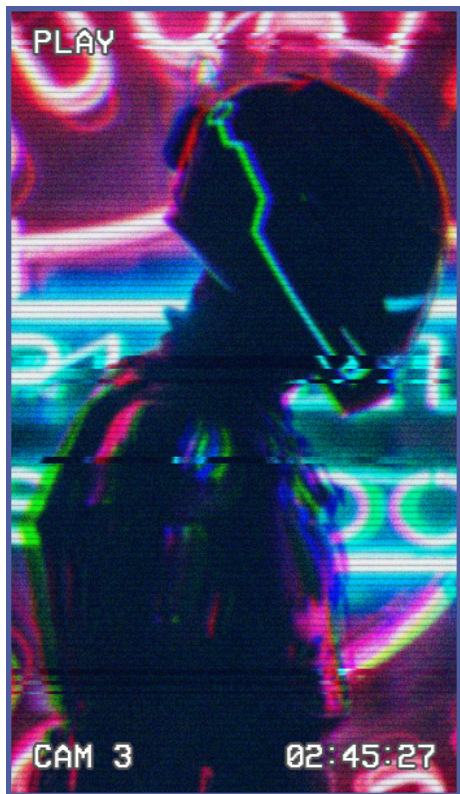
ROLES

C:> WHAT_ARE_ROLES.txt

When a team is assembled for a run, they are chosen based on the kinds of problems that need to be addressed and the sorts of people who can handle them (see character questions, C1).

This is your rep and title on the street. This is what you're known to be able to do.

Custom roles: To make a custom role, pick a title, two abilities, and a skill.



ROLE: BANGER

COMPLEXITY: LOW

More chrome than flesh and as deadly as the edge of a monofilament katana. You're the muscle, and good at it.

Play a Banger if you want to describe cool slo-mo action sequences, face bullets without flinching, and tell stories about being more machine than human.

Banger Skill: Parkour.

Banger Abilities:

- **Badass.** +1 damage always. Start with a free Big-Ass Gun.
- **Unbreakable.** +6 hp. Always.
- **Tough.** +1 armor. +1 melee damage.
- **Killer.** When using Ammo, it's not used up on a damage roll of 5 to 6.

C:> BANGER_GEAR.txt

Bangers do best with a mix of mid-range cyberware (for targeting, armor, and hp) and ¥€\$ (for guns, ammo, blades, and stims).

Suggested Cyberware: Bone Lacing, Cyber Limbs, Dermal Plating, Eye Augs, Augmented Reflexes.

Suggested Gear: Guns, Grenades, Ammo, Stims, Armor, more Guns, bigger Guns.

Suggested Handles: Laser Nova. Grim Zero. Venom. *Powerful names.* Violent names. Predators. Weapons.

ROLE: FIXER

COMPLEXITY: MEDIUM

Smooth talker who can get you what you need, when you need it.

Play a Fixer if you want to talk your way out of trouble, win trust, and equip your crew.

Fixer Skill: Deception.

Fixer Abilities:

- **Contacts.** You can find things that you need. Costumes, Employee ID Badges, etc. The GM will tell you if you need to pay.
- **Bolthole.** Before the run, name a place and pick 2: [well defended] [hidden] [well stocked] [easy access].
- **Fence.** At the end of each run, add 1 white payoff die to both the job and you personally.
- **Reputation.** When you first meet someone important (your call) tell the GM that they've heard of you, and what they might know.

C:> FIXER_GEAR.txt

Fixers don't have specific gear they need and can do well with any setup.

Suggested Cyberware: Voice mods, Cybereyes, Phermone Farms.

Suggested Gear: Holo Projectors.

Suggested Handles: Sydney Dallas. Roman Ortiz. Sasha Blaze. *Normal names.* Taxpayer names.

ROLE: HACKER

COMPLEXITY: HIGH

Like a wizard, with a code incantation you open locks, turn aside cameras, and slay digital dragons.

Play a Hacker if you want to confront threats in a digital landscape and handle technological problems.

Hacker Skill: Jury-Rig.

Hacker Abilities:

- **Efficient Coder.** You may slot 2 additional programs. Start with free 1 program.
- **Console Cowboy.** Always go first in the Net, except when facing Black ICE. Start with 2 free programs.
- **Flatline.** When you roll HD, roll an extra and set it aside. ICE and Jack-out damage comes off this HP first.
- **Grep.** When you sift the Net for info on a target (the GM will tell you how long it takes), you always come back with something useful.

C:> HACKER_GEAR.txt

Hackers want lots of ¥€\$ (programs) and 1 good piece of cyberware (Jack).

Suggested Cyberware: Jack.

Suggested Gear: Programs, more programs, and even more programs.

Suggested Handles: Neon Chrome. Dixie Flatline. Null Vector. *Techy names.* Digital/Net words.

ROLE: INFILTRATOR

COMPLEXITY: LOW

A ghost, with the skills to get in anywhere and bring the team along.

Play an Infiltrator if you want to describe tense stealth sequences and tell stories about thieves.

Infiltrator Skill: Stealth.

Infiltrator Abilities:

- **Sniper.** +2 damage when firing while hidden or unseen.
- **Lightning Quick.** You go first, even if they have Augmented Reflexes.
- **Crack.** You can always attempt to pop a lock, jam a device, or jury-rig damaged circuitry.
- **Lucky.** Turn a miss into a 7-9 three times per run. Can work on others.

C:>INFILTRATOR_GEAR.txt

Infiltrators do best with a mix of mid-range cyberware (for stealth suits, grapnel hands, etc.) and ¥€\$ (for lockpicks, weapons, etc).

Suggested Cyberware: Camo Skin, Cybereyes, Cyphercrack.

Suggested Gear: Holo Projector, Box Kit, Climbing Kit. Stims and a weapon. Nightvision Goggles (if you don't have Eyes).

Suggested Handles: Black Cat. Fox. Sevens. Shades. *Sly names. Lucky names. Sneaky animals.*

ROLE: OVERWATCH

COMPLEXITY: HIGH

A chess player and calculator. Often offscreen, always felt.

Play an Overwatch if you want to mastermind from behind the scenes.

Overwatch Skill: Tactics.

Overwatch Abilities:

- **Commander.** Three times per run you may add +2 to someone's roll after you see the results.
- **Foresight.** You have a 200 ¥€\$ budget per run. Spend from it at any time and let a runner know what you gave them before the mission.
- **Mastermind.** Twice per run, ask the GM your enemies' tactics and plans. They must answer truthfully.
- **Planning.** Whenever you meet an important NPC, state that you have a dossier on them. The GM will provide you with relevant info and details as appropriate.

C:>OVERWATCH_GEAR.txt

Overwatch players don't have a recommended stat blend.

Suggested Cyberware: Cybereyes. Jammers. Tailored Phremones.

Suggested Gear: Comms.

Suggested Handles: Checkmate. Jaguar Chrome. Merlin. *Keen-eyed animal names. Smart names.*

ROLE: PATCHER

COMPLEXITY: MEDIUM

Keeps the runners up, knows the science, not necessarily chromed yet.

Play a Patcher if you want to stabilize your team when they're in a bad way.

Patcher Skill: Medicine.

Patcher Abilities:

- **Drugs.** You can buy a Chem Kit (3 charges per grade). When you Juice someone, mark off a charge and name a task. Someone Juiced can roll +Chem Kit grade once while performing the task you named.
- **Healer.** Start with a Med Kit. When patching someone with a Med Kit add 2 dice instead of 1 to their HP roll. All runners with you are treated as critical up to an additional 2 hp.
- **Combat Medic:** While tending to someone, both of you get 1 armor.
- **Civilian.** Roll +1 when diving for cover. As long as all you do is cower behind cover, gain +2 armor.

C:>PATCHER_GEAR.txt

Patchers want a chunk of ¥€\$ (for stim packs and med kits).

Suggested Cyberware: Chem Reservoir.

Suggested Gear: Extra Stims. Med Kits.

Suggested Handles: Sawbones. Doc. Whitecoat. *Old Medical Terms.*

ROLE: WHEELJACK

COMPLEXITY: HIGH

Get people in, get them out, use drones to do your dirty work.

Play an Wheeljack if you want to have cool robots and cars.

Wheeljack Skill: Drive.

Wheeljack Abilities:

- **Getaway.** Pick 2 tags: [fast] [large] [maneuverable] [inconspicuous] [tank]. You have a vehicle that fits those tags. You can always roll + tags (as a grade) when driving.
- **Best Friend.** When you take a hit, you can junk a small or larger drone to take the hit for you.
- **Scans.** When scouting with drones, you always spot the enemy before they spot you.
- **This Army.** Pick two to start with: [any drone] [three tiny drones] [two small drones]

C:>WHEELJACK_GEAR.txt

Wheeljacks need lots of grades for drone AI, and one high grade for their own jack (when directly controlling).

Suggested Cyberware: Jack.

Suggested Gear: Drones, programs to run the drones.

Suggested Handles: Legion. Blitz. Nickle Brigade. *Clever names. Names that suggest many. Collective Nouns.*

THE RUN

The game is focused on heist-like jobs called **runs**. When you sit down to play it's assumed that a client has assembled a team of people competent, foolish, or desperate enough to cross the powerful megacorps—our runners. Each player in turn will answer questions to help the GM customize and set up the mission. You don't have to play the same character on each run. The group of runners doesn't have to like or know each other very well—but you do have to coordinate and act as a team. If you want to focus on the lives of the runners outside of the missions you may have to make moves beyond just the core mechanic—to help focus, flesh out, and handle situations outside of the fast paced, danger filled scope of the missions.

STARTING THE RUN

P:> RUN_START.exe

Gather 4-5 players, one of whom is going to be the GM. You'll need sheets of paper, writing implements and six-sided dice in at least 3 colors. You will probably want extra printouts of gear (G1 and G2), basic rules (B1), and character creation (C1 and C2) for folks to reference—particularly if they're making new runners.

P:> START_QUESTIONS.exe

Each player needs to answer three questions at the start of the run:

- **Why does this job need this type of runner?** *So if you're playing a Banger, are you on the team because there's a new prototype AI tank guarding the megacorp grounds? Is it because the chip you're stealing is protected by a combat cyborg?*
- There are tons of runners of your type. **Why are you the specific person contracted for this job?** *Did you use to work for this megacorp? Is that combat cyborg a fellow soldier from your old unit, and you hope to tell him the truth about that corp?*
- **Why can't you stop running?** *Nobody picks this life willingly. Why did you say yes to the job? Are you trying to get a big credstick to buy experimental treatment for a loved one? Were you framed by the corps and are looking for proof of your innocence? Were you double crossed by this specific corp?*

OBSTACLES

P:> DIFFICULTY.exe

Jobs are rated in **payoff** dice. Each job starts with 1 die (GMs choice). When each player answers their starting questions, they add 1 die to the **job pool** to represent the obstacle they were hired to handle. So if there are 4 runners there should be 5 payoff dice at the start.

For each die, the GM will add a complication during the run: locked doors, firewalled systems, better guards. When overcome, move the die from the **job pool** to the **payoff pool**. The run is not over till all the dice are moved like this. Resolve any remaining fictional questions and end the run.

There are 3 grades of dice: **white**, **red**, and **black**.

- **White** dice represent easy problems. Routine servers. Lab techs that can spot odd runners in the hallways. Simple cameras.
- **Red** dice represent difficult problems. Nasty ICE. Well-armed guards with some cyberware. Drones.
- **Black** dice represent deadly problems. ICE that bypasses safeties to attack the brain. Tanks immune to small arms fire. Assassins so deadly, nobody that's faced them has lived to tell the tale.

If you don't actually have dice in these colors, feel free to swap them for whatever is on hand, but the difference between them should be clear.

ADVANCEMENT

P:> PAYOFF.exe

When you're done with a run, roll all the dice in your **payoff** pool in order—white, then red, then black. Let the surviving runners split them up however they like (by consensus or gunplay). Remember that the only way to advance is to upgrade. Spend that cred if you want to keep running.

■ White Dice:

- ◆ On a **1, 2, or 3**: Gain 100 ¥€\$
- ◆ On a **4**: Gain some **street change**.
- ◆ **6**: Remove the die and add a red die to the payoff pool.

■ Red Dice:

- ◆ On a **1, 2, or 3**: Gain some **street change**.
- ◆ On a **4 or 5**: Gain some **serious cash**.
- ◆ **6**: Remove the die and add a black die to the payoff pool.

■ Black Dice:

- ◆ On a **1, 2, or 3**: Gain some **serious cash**.
- ◆ On a **4 or 5**: Gain a credstick with lots of **zeroes** and some strings attached or pissed off scary people looking for you. Best lay low for a bit.
- ◆ **6**: A credstick with lots of **zeroes**. No strings.

P:> CASHING_OUT.exe

When you get your cut, if you have anything at street change or higher and you've found an answer to your third question, you can choose to retire. Street change buys a crappy home in a crappy neighborhood with an unfulfilling day job. Serious cash will buy a quiet suburban life in a corp sector. Zeroes gets you jets, fast cars, and serious enemies gunning for you.

OPPORTUNITIES

Runners are always looking for ways to get a little extra scratch from a job. Here's a few ways to do that:

- **Hazard Pay:** On a 6- result, the GM may add a die to the job pool. This turns into payoff as normal.
- **Entrepreneurship:** If someone snags something worth real creds on the job (not pencils, or a corp-stamped pistol), feel free to give them a payoff die to represent the prize just for them.
- **Side Jobs [optional]:** If the runners want to do the additional legwork, tell them about a red or black die **side job** opportunity they can do while on corp grounds. Add 1 to 3 dice (GMs choice) of the aforementioned color to the job pool—more opportunity means better security. If they finish the side job, add an additional reward die (of said color) to the payoff pool.



- **During the Job**
 - ◆ When an obstacle is overcome, the GM moves an appropriate obstacle die to the payoff pool.
- **After the Job**
 - ◆ **Count the money.** Roll all the dice and figure out what they're worth.
 - ◆ **Divide the cut.** Let the runners decide who gets which piece of the payout. Individual payout dice results can't be split.

PAYOFF



ENDING THE GAME

P:> END_OF_GAME.exe

Once the payoff dice are rolled and distributed, ask the players if their runners are retiring, if they will keep running or if they're laying low.

If they choose to retire: Let a player narrate an epilogue while everyone else asks questions. *Have they solved the fundamental question that drove them? Can they stay out of the life? Where might they end up in a few years?* Have them get rid of their sheet.

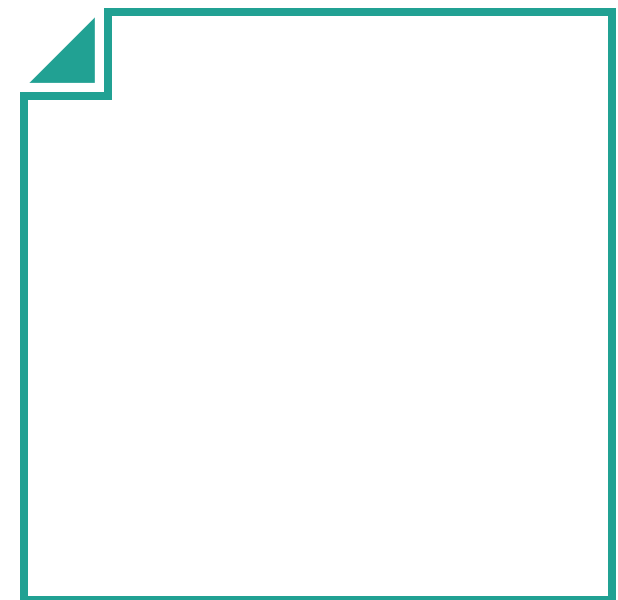
If they keep running: Have them buy upgrades—gotta keep that edge in the life. If they want to play the same character they can hang onto the sheet.

If they're laying low: Have the player spend the payoff they earned, sign the sheet and give it to the GM. They won't appear in the next run, but someone may pursue their fortunes again in the future.



OBSTACLES

- **Before the Job**
 - ◆ Start with 1d chosen by the GM.
 - ◆ Each player adds 1d (their choice) when they answer their starting questions.
- **During the Job**
 - ◆ Place dice here for Hazard Pay.
- **Ending the Job**
 - ◆ When all obstacle dice are gone, narrate how the job ends.



YESTERDAY'S TOMORROW

GEAR

GEAR

"No way to upgrade... 'cept to upgrade." —Delta Chrome, Banger

Any time you have creds burning a hole in your pocket, it's time to take a look at your gear. Gear is the only way to get better at what you do, and you **do** have a reason to keep running, right friend? Remember that gear is purchased either with ¥€\$ (pocket change), or bigger piles of cash (which equate to a grade—see Basic Rules//Gear and Advancement//Payoff). The cost determines how effective a piece of gear is when you have to roll. Each section will delineate the type of gear that's accessible, its legality, and how to procure it.

DRONES

"Why work, when tiny robots can do it for you?" —Flash Neon, Wheeljack

Drones are robots of various shapes and sizes used for a variety of tasks (spying, guarding, combat, exploration, assistance, etc.). They are controlled in one of two ways: manual control (where a drone operator is jacked in to the drone) and autonomous function (where the drone is run by a program). In street lingo operating a drone remotely (aka piloting it) is called Hi-Jacking whereas autmated control is called a Low-Jack. Things marked * require a permit, while things marked ** are illegal.

B:> CONTROLLED_DRONES.exe

Anyone with a Jack (see Cyberware) and an Operate program (see Hacking) can run a drone manually. When being operated, the controller rolls + Jack cyberware grade. Wireless connection is common, but subject to detection, jamming, distance limitations, and hacks.

B:> AUTOMATED_DRONES.exe

When the operator is disconnected, a Drone program takes over. Drone programs are ranked in grades. When there's a question of how well the drone does at a risky or dangerous action roll + Drone program grade. A base drone comes with a pocket change (+0) program.

Drone programs are fairly simple AI designed to perform specific tasks on specific hardware, so they aren't hot-swappable (in the sense that a Crawler Drone program can't be loaded into a Barker Drone and expected to work). They come with a small set of commands. If the drone pilot isn't forcibly disconnected (say by a Jammer) they can set any of the pre-programmed commands (for example tell a Barker to protect a place). Most drones can take voice commands. If there is a question of what an uncontrolled drone does in a situation, consult their programming and treat it as if it were an instinct or drive.

B:> SAMPLE_DRONES.txt

Here are some drones you could possibly acquire.

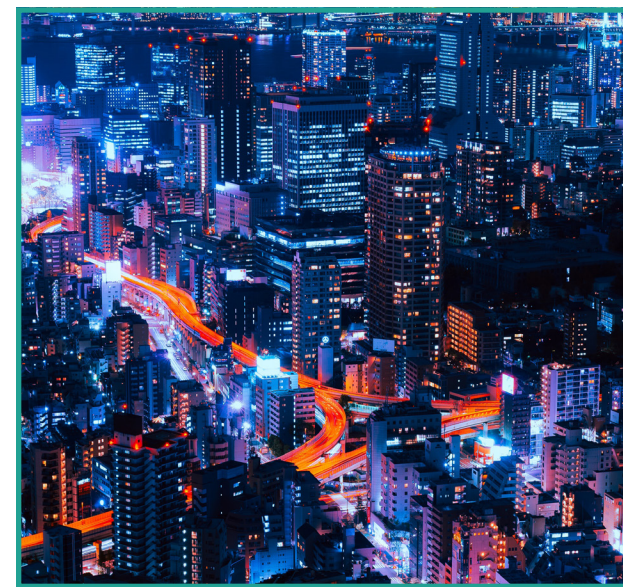
- **Backpack:** Small. Can ride on someone's back or arms. Has spider-like limbs. Has tools and storage space. **Programmed:** To follow. To cut. To short-circuit. To repair. To cling and stay still. **Stats:** 4 hp. **Cost:** 250 ¥€\$
- **Barker*:** Medium dog-sized. Can fight. Has a gun mount (buy weapon separately). **Programmed:** To defend (person/place). To attack. To self-repair. **Stats:** 6 hp. 1 armor. **Cost:** 1000 ¥€\$
- **Crawler*:** Tiny. Fits in the palm of a hand. Onboard camera and mic. **Programmed:** To hide. To observe. **Stats:** 1 hp. **Cost:** 500 ¥€\$
- **Hopper:** Small. Has circular propellers and a camera. Room for a small payload (stims, a wireless node, extra ammo). Can be modified for a small gun mount* (300 ¥€\$) **Programmed:** To survive. To escape. **Stats:** 4 hp. **Cost:** 250 ¥€\$
- **One-Eyed-Jack**:** Tiny. Crawls. Has a wireless repeater. **Programmed:** To find a network plug and Jack-in. **Stats:** 1 hp. **Cost:** 250 ¥€\$

VEHICLES

"Vroom, Vroom, Zoom." —Flash Neon

Vehicles are bought in grades. Normal street vehicles (a sweet red bike, a black-windowed car) are street grade (+1). Anything hover or submersible runs at least serious cash (+2). Anything with mounted hardpoints, or that can take drone pilots takes lots of zeroes (+3).

You can add tags or fictional benefits by spending additional money to upgrade your vehicle. The price may change depending on what your base vehicle costs (nitrous for a car might just be a street grade +1 boost, but afterburners for a gunboat are probably significantly more). Talk to your GM and table and agree on something appropriate. As a rule of thumb, cosmetic changes (sweet decals, neon lines) cost a few hundred ¥€\$. Legal vehicle systems are street change. Any vehicle mounted guns are at least serious cash (+2), and frequently require additional power systems to be installed first. Armor can vary, depending on how much it docks your speed.



YESTERDAY'S TOMORROW

GEAR

CYBERWARE

"In a fight, only your chrome matters!" —Trick, Gang Member

Unless otherwise noted, cyberware is only bought with grades. Talk about what the implant and recovery process is like when you add new chrome. **Note:** The list below is not final. Talk to your table and add your own. Modular voice-box that lets you sound like anyone you record? Sure. Want sweet cyberlegs? Think about what can they do. Attach to ceilings, rotate backwards for faster speed? Pick one per grade.

- **Augmented reflexes:** If there is a question of who goes first, it's you. (ties resolved by cyberware grade).
- **Blood/Platelet Factory:** Built right into your marrow. Pick one per grade: [+1 hp per hit die] [filter toxins in blood] [auto-stabilize at 0 hp or less]
- **Bionic Arms:** Polymer muscle strands. Can be all metal. Pick one per grade: [grapple hand] [hidden blades] [toolkit]
- **Bone Lacing:** Metal-laced bones. Adds 1 hit die, per grade.
- **Camo Skin:** Optical invisibility. Tends to short out in water... or bullets.
- **Chem Reservoir:** Choose 1 per grade. Can choose each more than once. [holds 1 Stim] [holds 1 Chem Kit charge (see Patcher)] [preset release trigger]
- **Cybears:** Pick one per grade: [directional mic] [stress analysis] [noise filtering]
- **Cybeyes:** Pick one per grade: [IR/UV] [low light] [retina duplication] [targetting] [telescopic] [recording + Black Box functionality]
- **Cyphercrack:** Breaks door and safe codes. Might take some time.
- **Dermal Plating:** Kevlar-weave skin. Subdermal plates. +1 armor per grade.
- **Digital Tatoos/Fiberoptic Hair:** You look totally crash. Style is important. Cosmetic only. 50-100 ¥€\$ per.
- **Hidden Compartment:** Small pocket. Hard to find. Holds a knife or data drive.
- **Jack:** Implanted in the skull. Lets you operate drones and electronics, and jack-in to hack. Holds 2 programs per grade. Gives you 1 rez die per grade.
- **Jammer:** Short out enemy signals and communications in a nearby area. Can fry devices that accept a signal, but this may damage the cyberware.
- **MemSoft:** Neural interface to plug in memories and specific knowledge. Want to pilot the new Eizenkrant chopper? Vet 14th century French art? Speak Brazillian Portugese? Go EVA on a satellite without training? MemSoft. Interface comes with one. Extras run 50-250 ¥€\$ based on rarity.
- **Moldable Face:** Just like clay. You can save a couple presets.
- **O2 Supply:** For when they try to smoke you out. Holds an hour reserve.
- **Prehensile Tail:** Can have a blade at the end of it. Attached to back or spine.
- **Phermone Farm:** Will only work in proximity. Pick 1 type per grade: [calm] [fear] [confusion] [honesty] [attraction]

EQUIPMENT

"...or the size of your gun." —Delta Chrome, Banger

Equipment is bought for ¥€\$ unless specified. This is not an exhaustive list (just common questions players ask). Ask your GM for anything not on it. **Note:** Anything with a * requires a permit. The Law can and will hassle you and check. Anything marked ** is seriously illegal. Civvies may run screaming, corp security will shoot first and ask questions later. Cops won't bother asking questions.

- **Ammo:** Carry up to 6. Spend an ammo to spray an area, or to re-roll one damage die from a gun by throwing more bullets at your problem. **Cost:** 10 ¥€\$.
- **Body Armor:** Wear it. Grants +1 armor. **Cost:** 100 ¥€\$.
- **Crossbow:** Can't use Ammo to re-roll. Comes with a quiver. Silent. **Damage:** 1d6. **Cost:** 30 ¥€\$.
- **Exo Suit*:** Power suit. Grants +2 armor. Not subtle. Has built-in comms. **Cost:** serious cash (+2 grade).
- **Gun*:** Fired using a single hand. Loud. **Damage:** 1d6+1. **Cost:** 30 ¥€\$.
- **Big-Ass Gun**:** Takes two hands. Can shoot through thin walls. Very Loud. **Damage:** 1d6+2. **Cost:** 70 ¥€\$.
- **Grenade**:** Damages anything not behind cover in an area. Super loud. **Damage:** 2d6 +2. **Cost:** 30 ¥€\$ per.
- **Katana:** Who knows why these are popular. Corps don't care but are happy to assure you they're superior to any other sword. **Damage:** 1d6+1 **Cost:** 20 ¥€\$.
- **Knife:** You can have a knife. Or two, Or three. It's ok. Blades are cheap. **Damage:** 1d6. **Cost:** Don't worry about it.
- **Med Kit:** A well-stocked Med Kit. **Uses:** 3. **Cost:** 100 ¥€\$.
- **Monofilament Whip**:** Ignores armor. **Damage:** 1d6+2. **Cost:** serious cash (+2).
- **Stim Pack:** Stabilizes critical patients. Dulls pain. Disinfects. Dangerous if used more than once per day. **Cost:** 30 ¥€\$ per. You want some.
- **Holo Projector:** Projects a simple disguise on top of your features. **Cost:** 300 ¥€\$.
- **Programs:** See Hacking section for list. **Cost:** 100 ¥€\$ per.

Because Bangers will always ask—yes, you can gratuitously overspend and use payout grades to add mods to a weapons/armor. Pick up to your grade in mods. This may affect legality. Here's a list of possible mods you can apply to your equipment:

- **Armor:** [color changing] [oxygen supply] [self-repairing] [thermal insulation]
- **Blade:** [made by famed craftsman] [monofilament**—ignore armor] [unbreakable]
- **Exo Suit:** [airtight] [electrified**] [jetpack] [strength assist]
- **Guns:** [additional ammo types] [biometric lock] [collapsible*] [shoot around corners]

YESTERDAY'S TOMORROW

HACKING

HACKING

"You haven't lived till a bad hard-out stops your heart." —Wicked Jack, Hacker

Almost everything in the world is run by computers of varying sizes (from something small enough to be implanted, to room-sized server racks), all networked together for ease of use and access. That said, security can be serious. Encryption, ICE (complex programs defending the network), and jacked-in counter-hackers all patrol the grids. Most systems are cut-off from the Net, but most devices have ports you can physically jack into for updates... and in the case of Hackers, for exploiting them and bypassing the strongest security at the Net-based connections.

JACKING-IN

"I'm in." —Wicked Jack, Hacker

H:> HACK_START.exe

To hack, one needs access to systems. This is usually done via a Jack, which gives hackers a place to run their hyper-complex hacking programs, and also helps project the appropriate interfaces into their vision and respond to their subvocalized commands faster than typing could keep up.

When you jack-in, tell the GM what programs you have slotted and roll your your Jack grade in d6 to set your rez.

A Jack (see Cyberware) has program slots equal to twice its grade. So a street grade (+1) Jack has only 2 program slots. Programs (equipment, see the next page) are bought separately for ¥€\$. You can slot a program up to 3 times—these affect rolls in the Net.

Rez (a slang term for resolution, how strong your presence is in the Net) is your hp in the Net—get to 0 and you're forcefully jacked-out. You start with rez equal to your Jack grade in d6.

EXAMPLE



C:> JACK-IN_EXAMPLE.txt

Wicked Jack the Hacker runs a cutting edge (+2) Jack and the Efficient Coder ability. When he jacks-in he has 6 slots (4 from the Jack grade, and 2 from the ability), and 2d6 rez. He slots 3 Stealth, 2 Backdoor, and 1 Decrypt program. He rolls for rez and rolls a 6 and 2 for a total of 8 rez.

ICE

"If it's Black, brace for hard-out." —Bobby-O

ICE (intrusion countermeasures electronics) are complex programs that fight off intruders. Hackers group them into colors. White ICE (common code gates) mostly just raises alarms. Red ICE deals with intruders (tracking, tracing). Black ICE is rare, but is designed to kill hackers.

HOW TO HACK

"For my money? A Hacker's only as good as their Stealth programs." —Bobby-O, Hacker

H:> RUN_HACK.exe

The Net is divided into Nodes. A single Node is usually a server of some sort that controls a few subsystems.

An example network of common nodes might include:

- **Data Node.** Might hold all the data for the research department. Connects to the terminals in the cubicles.
- **Systems Node.** The server that controls all the doors and elevators for a section of a building. The system usually has only basic commands (open, close), which are logged. An Operate program can let you do some funky tricks (ex: speed up elevators).
- **Admin Node.** Contains usernames and passwords. Controls employee logins and IDs.
- **Security Node.** Usually stands between less and more secure branches. Often where SysOps load into.

Once you're on a node you can always ask the GM what other nodes are connected to it. **When you try to access a node** (connect and transfer to it virtually), roll + your slotted Stealth programs.

When you first connect to a system, the GM will create an Alert clock to reflect how close the system is to flagging intrusion and alerting security. When the system is in low alert, common complications might be taking more time than anticipated, or raising the alert level. Once the system is in full alert, expect nodes to be completely cut off, as well as SysOps (counter-hackers who eliminate and repair intrusions) and additional ICE to load in.

Nodes often have watchdog ICE, and regular users logged in (such as day laborers).

Using Attack programs to de-rez ice will scramble its memory, while corp hackers may take a while to re-load back into the system (and their systems may be fried).

Data is stored in memory using Download programs. Getting de-rezzed will burn any data you're carrying. Taking rez damage can lose some.

You might get **traced**. Each Trace consequence lands 1 trace on your system. Get more than your Jack grade and the system knows your physical location.

If you spike back-doors open when you have access to a Node, you can always log back into it directly as long as you can jack-in to the network.

JACKING-OUT

"Well this Jack is toast." —Bobby-O

Usually you can **jack-out** and sever your connection—no problem. You can disconnect from a system and be done. Some ICE and counter hackers can **spike**, however. If you're spiked, you have to **hard-out**—physically sever the link. Getting to 0 rez (or lower) forces a disconnect called a de-rez. Treat this as a hard-out.

When you hard-out take d6 damage, minus 1 for every program slot you burn until it can be repaired. Fixing a Jack is complex. Even jacks with ejectable boards take more time than is available on most missions to repair.

YESTERDAY'S TOMORROW

HACKING

PROGRAMS

"Only way to keep up is to get new code." —Bobby-0, Hacker

A Hacker is only as good as their programs. Each program runs 100 ¥€\$ unless otherwise specified. You can slot a type of program a max of 3 times. **Note:** Anything with a * is a slap on the wrist illegal. The Law can and will hassle you and check. Anything marked ** is get dragged off to lockup illegal to have (much less run).

- **Attack*:** Each slot gives you a grade to attack programs, firewalls, and ICE, and also adds +1 rez damage on a hit.
- **Armor:** Each slot reduces rez damage by 1 when you're hit while jacked in.
- **CrackerJack**:** Adds grades to jack-out quickly. Gives 1 armor per slot against hard-out damage.
- **Decrypt:** Allows you to break system and file encryption. Slots add grades when you need to roll to do so quickly.
- **Download:** Sets up data storage on your Jack. In the case of truly immense data stores, you may need additional slots. Adds grades when you're trying to download files quickly.
- **Ghost*:** Adds +1 per slot to Trace cap.
- **ICEbreaker**:** Does an extra 1d6 rez damage per slot against a specific type of ICE [code gate] [guardian] [black]. You have to buy multiple copies of the program to account for each ICE type.
- **Operate:** It lets you interface with machines and run their pre-built in commands. Good for cameras, elevators, doors, and even basic vehicle piloting. Extra slots let you control additional drones and machines at a time (one per).
- **Stealth*:** Each slot gives you a grade to jump from Node to Node or do something without raising an alarm. Hacker bread and butter program.
- **Spike**:** Each slot gives a grade to create a back door. Back doors allow you to log into that node without having to traverse back to it.
- **Trace:** Each slot gives you a grade when trying to find the physical location of something connected to the same Node as you. Mostly useful for tracing the body location of a counter-hacker, but can be handy for finding where a specific door is in a building. Jacking-out clears all Trace.

Because Hackers will ask: yes, you can buy AI/ICE. They're bought with grades (not ¥€\$). Like drones they focus on their programming to the exclusion of all else (one command per grade).

- **ICE:** Runs on your Jack's home node. Used to defend from nosy counter-hackers. **ICE Drives:** [to defend] [to alert] [to rip apart intruders]
- **AI**:** An AI is not self aware like in the stories, but a learning program that can continue hacking while you're in meatspace, it's not subtle and raises alerts quickly. **AI Drives:** [to crack] [to attack] [to watch and alert]

EXAMPLE

H: > ALL_THE_HACKING_PUT_TOGETHER.txt

Sam is the GM for this game of Yesterday's Tomorrow. Alice is playing Wicked Jack the Hacker. Her team is on the 48th floor of the Dynamic Rise Inc (DRI) building. She hides in an empty cubicle and runs a wire from the Jack in her skull into the terminal and loads in with 6 rez, and runs 3 Stealth, 2 Spike, one Operate program.

"What Nodes can I access from this terminal?" asks Alice.

"Just the Data Node for this department" says Sam. "You're behind their firewall so there isn't even scary ICE watching it."

Sam draws a clock with 6 segments. "This is the system Alert level," Sam says, "we'll tick it up if you raise flags."

"Is accessing this Node risky?" asks Alice. Sam shakes her head no. "OK, I jump there. Now what can I access?"

"An Admin Node. The rest of the systems for this middle set of floors are firewalled off behind it. There's some white ICE blocking access and asking for credentials." Sam pushes forward a white die to indicate low-level security.

"Credentials? Pshh. I give it a wrong password and then decrypt what it's actually looking for."

"Before you roll," says Sam following the rules, "I have to tell you that it'll probably Trace you and raise the Alert level. You cool with that?"

Alice nods and rolls 2d6 (she has no Decrypt) and gets a 7. Wicked Jack gets the access, but takes 1 trace and Sam ticks the Alert level up by one.

Sam puts the white die into payout, and adds a red die to the obstacle pool.

"This Node is hot," says Sam. There's red ICE watching everything going on here. You're seeing an Operations Node access, and an Admin Node connected to here."

"I'll keep my Stealth programs on maximum, hiding in the data streams pretending to be some innocent program. Let's get to that Ops Node. I assume that's Stealth? What happens if I roll poorly?"

"Red ICE could attack and start raising that alarm quickly. This is an Admin Node so a SysOps could load in."

Alice nods and picks up the dice. She rolls +3 and gets a 9. Sam ticks up Alert by 1.

"OK, you're in the Ops Node, but you realize that Red ICE spotted something and is loading in after you."

"Ah, but I'm a Console Cowboy. I go first in the Net. I'll Spike this node so I can get back here, and try to jack-out before that ICE engages." Sam nods, and Alice picks up the dice. She rolls + Spike (2) and gets a 10! The Red ICE scans the node, but Wicked Jack is out safe. Phew!

VERIFIED IDENT CARD

NAME **¥€\$**

HANDLE **STREET CHANGE**

PRONOUNS **SERIOUS CASH**

LOOK **LOTS O' ZEROES**

HP

HIT DICE



- ### ROLE
- BANGER
 - FIXER
 - HACKER
 - INFILTRATOR
 - OVERWATCH
 - PATCHER
 - WHEELJACK

- ### SKILLS
- BROKER
 - DECEPTION
 - DRIVE
 - JURY-RIG
 - MEDICINE
 - PARKOUR
 - STEALTH
 - STUDY
 - TACTICS

- ### ABILITIES
- | | |
|--------------------------------------|--------------------------------------|
| <input type="checkbox"/> BADASS | <input type="checkbox"/> DRUGS |
| <input type="checkbox"/> KILLER | <input type="checkbox"/> HEALER |
| <input type="checkbox"/> TOUGH | <input type="checkbox"/> COMBAT MD |
| <input type="checkbox"/> UNBREAKABLE | <input type="checkbox"/> CIVILIAN |
| <input type="checkbox"/> EFFICIENT | <input type="checkbox"/> GETAWAY |
| <input type="checkbox"/> GREP | <input type="checkbox"/> BEST FRIEND |
| <input type="checkbox"/> FLATLINE | <input type="checkbox"/> SCANS |
| <input type="checkbox"/> COWBOY | <input type="checkbox"/> THIS ARMY |
| <input type="checkbox"/> CONSOLE | <input type="checkbox"/> FORESIGHT |
| <input type="checkbox"/> FENCE | <input type="checkbox"/> PLANNING |
| <input type="checkbox"/> CONTACTS | <input type="checkbox"/> COMMAND |
| <input type="checkbox"/> REPUTATION | <input type="checkbox"/> MASTERMIND |
| <input type="checkbox"/> SNIPING | <input type="checkbox"/> |
| <input type="checkbox"/> LIGHTNING | <input type="checkbox"/> |
| <input type="checkbox"/> CRACK | <input type="checkbox"/> |
| <input type="checkbox"/> 8 LIVES | <input type="checkbox"/> |

GRADE

CYBERWARE

CYBERWARE

CYBERWARE

CYBERWARE

CYBERWARE

CYBERWARE

GEAR

HACKING

PROGRAMS

REZ

DRONES

VEHICLES

SOLO PAYOUT

ROLE-SPECIFIC CHECKS [opt]

RUNNER CHECKS [opt]

- Survive 3 runs.
- Survive 5 runs.
- Take a red die in payoff.
- Finish a red die side job.
- Finish a black die side job.
- Solo a white obstacle.
- Solo a red obstacle.
- Solo a black obstacle.
- Upgrade a piece of your cyberware.

WHY CAN'T YOU STOP RUNNING?

PORTRAIT



NOTES

ROLE OF THE GM

If you think of your game of **Yesterday's Tomorrow** as a cyberpunk TV show, the GM is the director. They don't control the main actors but they frame the scenes, portray anyone who's not the main character as necessary, and help interpret the rolls by tying them to the fiction. As the GM, your job is to listen carefully to the player's answers to their starting questions, design a run based on said answers, and help bind everything together into one coherent narrative. This is an important job! Thanks for agreeing to do it. Note that it isn't the GMs job to ensure people "have fun". That's the job of the whole table together. The GM has an important part—there is no show or movie without the director after all! But everyone discusses the fiction and works together to adhere to the rules.

GM GOALS

R:> PRE_GAME_PREP.exe

Gather 3-5 players (one will be the GM). You'll need sheets of paper, writing implements and six-sided dice in 3 colors. Print the rules. Make extra printouts of gear (G1, G2), basic rules (B1), and character creation (C1, C2) for folks to reference—particularly for making new runners.

R:> YOUR_JOB.exe

These 4 goals are tasks the GM performs during the game:

- **Play to find out what happens.** Seriously, if you do nothing else, be excited to be surprised. You're not the author of a novel, but a fan of the TV show enacted by your friends. The worst thing to do is try to railroad things. Let the story go where it wants.
- **Convey the fictional world honestly.** Have NPCs act on their emotions/drives. Paint the world in neon and chrome. Follow the consequences of actions and costs. Don't pull punches because players are "protagonists".
- **Keep the tone.** Remind people of the setting elements you agreed on. Keep the tone of the world and the session consistent.
- **Keep the pace.** Cut to the action. If a scene drags, cut away. Cut to runners already in trouble. Use obstacle dice for pacing. Don't add dice as things are wrapping up, but do so when early in the run.

SETTING AND TONE

R:> SETTING_DIALS.exe

Before play, discuss the setting together. This game has some preconceptions. Unless you agree to set the dials to a different set of assumptions they are as follows:

- **The world is run by Megacorporations.** *Countries exist, but the people buying the votes are the Corps. Disparity between the rich and the poor is vast. Population density is high, and cities sprawl.*
- **The world is wired.** *Wireless tech exists but is not preferred/efficient. Cybernetics are common. Some jobs will hire based on your chrome. Nanotech is nonexistent. There are many space stations, and outposts on the moon, but no FTL technology. Hover cars exist but are the domain of the rich.*
- **The future is chrome.** *The style of the world is retrofuturistic. There are fiberoptic tattoos, jackets with glow collars. Cybernetcs are often bulky.*
- **Tech causes as many problems as it solves.** *Corps run on profit. Life is cheap. People are disposable. The only way to stand up to Corps is with chrome.*
- **You're runners in São Paulo, Brazil.** *At the center of the city is the space elevator, which lifts goods to the orbital stations. The main language is Portugese. There are corporate districts with skyrisers that rise through the clouds. The slums sprawl for miles into the local jungle. 27M wildly diverse people live here.*

CONSEQUENCES

Always remember that consequences should follow the fiction. People shouldn't be surprised when something happens even if they roll poorly. Of course a guard might spot you—you're in a restricted area. Damage should be applied if there are weapons aimed at you.

Though you're supposed to discuss consequences **before** players roll, folks often get caught up in the moment and pick up dice—that's ok. Apply consequences as appropriate after the roll.

Here's a list of consequences to apply:

- **Use up resources.** *Their gun is now out of Ammo. The drone has to stay here to keep the door ajar or you can't get out. Your Medkit is shot clean through.*
- **Defer danger.** This manifests in a few ways:
 - ◆ **Introduce fiction.** *The ex-military cyborg head of security arrives at the building.*
 - ◆ **Create a clock** (see next page) detailing trouble and tick it now. If one already exists, tick it.
 - ◆ **Hazard pay.** *When the players facing an obstacle roll a 6-, you may introduce another obstacle die of the same or lesser quality.*
- **Offer an opportunity.** Remember those start-of mission questions? Tie them in: *This Corp might be researching medicine for your sick son ... but you'll need to hit an extra data center.* It's ok to also just show something shiny and see if the players bite.
- **Complicate their lives now.** Bring an obstacle into the scene right now.
- **Apply damage or fictional conditions.** Apply damage as appropriate. You can also (sparingly) inflict a fictional consequence. Being drunk may not do damage, but it might give you -1 to certain rolls. Always be clear about which types of rolls, and how one can clear the condition.

CLOCKS

Sometimes problems manifest over time. A single guard seeing something weird doesn't mean the building immediately goes on lockdown. Clocks represent fiction and circumstance.

For example: All missions should start with an "Alert" clock drawn to represent the alertness and alarm level of both the physical and digital corporate guards.



ALERT CLOCK

If an Infiltrator leads a group across the grounds, the possible consequences might be ticks on this clock. When ICE detects a Hacker—the same.

You can apply clocks whenever they seem relevant. After the "Alert" clock is full, perhaps there is an 8-tick "Surrounded" clock.

When you tick a clock, you're applying a fictional consequence that changes the world. If an alert clock is at 1 or 2 ticks, the guards might be lackadaisical, taking smoke breaks and chatting. At 3-4, you might see them actively looking into rooms and patrolling hallways in a hurry. In related fashion, actions might add more than one tick. Gunfire (even in a closed room) probably raises the clock by more than one tick on a failure. If a clock doesn't seem applicable anymore (the runners blow up the top of a building, which can be seen burning from far off) go ahead and remove it.

Clock can apply to lots of things. *Taking too many Stim Packs? How many is too many. Perhaps you have to roll (taking a risky action) when you've had a few already. Roll well, and you're lucky today. But eventually, you're addicted. Don't have one on the job and you might get the shakes.* It's okay to leave clocks on character sheets as consequences that might lead into the future, and similarly it's okay to scrub them when they don't seem relevant to the story anymore.

GM BEST PRACTICES

R: > PRINCIPLES.txt

When pursuing your goals or choosing consequences, stick to these Principles. They will help guide your decision making.

- **Be a fan of the characters.** Present the world honestly—things are stacked against runners—but don't make yourself their enemy. Be interested in the characters, and root for their victories.
- **Always follow the fiction.** The starting questions will seed ideas. The mission will set stakes. The obstacles pace the game. Rolls will snowball. You don't need to "manage" anything. Just let player decisions matter, and hold the fiction together.
- **Cover it in neon and chrome.** Bring the retrowave future to life. Add a bit of style to most objects. Name the Corp that produces a thing. That isn't just a Jack: that's a Nimishi Automatics 9-series Black Jack—faster than anything on the street, lit up with orange LEDs shaped into serpents.
- **Flex cyber.** Show the raw power of a cyberarm. Or the inhuman speed of augmented reflexes.
- **Show the reliability of flesh.** Show how chrome can break, and the toll it can take on the body too. How no amount of cybernetics replaces human kindness and will to keep fighting.
- **Address the players.** "Hey Alice, do you want to zoom in on this, or should we just say it happens?" "Hey Dwayne, did you want to do this fast or quiet?"
- **Address the characters.** "Hey Delta Chrome, are you kicking down that door?" "So Flash Neon, want to steal that corp goon's sweet, sweet ride?"
- **Show the disparity of wealth.** Show how the wealthy wastefully spend their absurd riches. Show how the underprivileged survive and the cost of technology's advances.

B: > BEST_PRACTICES.txt

Here are some best practices to follow:

- **Ask questions.** If you're unsure how the players do something—ask them. Don't let them off easy. "I'm outside of society because it's the only thing I know how to do" isn't a good enough.
- **Bring up character feelings and thoughts.** Pause the action and ask them what's going through their heads. Who are they thinking of before they go into a fight?
- **Gloss over the boring bits.** It's okay to jump to the action and accelerate past a few routine locks. Focus on the bigger encounters (use the obstacles).
- **Don't make the runners look incompetent.** They wouldn't be hired. Frame failure as "if only this hadn't gone wrong" or "what you didn't realise..."
- **Don't say no unless you have to.** Convey the world honestly. If something is impossible or off-tone, say so. But integrate ideas whenever possible.

B: > NON_RUNNERS.txt

When runners meet someone important give them a name, a few traits, a want, and a preferred method of action. Use these to inform their actions in the fiction. Here's a few examples.

- **Haze Voltaic** [*Favela Hacker, swears like a sailor, glowing tattoos, addicted to rainsmoke*].
Wants: Competition. **Method:** Get in your face.
- **Dwayne Samuels** [*Corp Security Goon, clean cut, quotes famous people, nervous eye twitch*].
Wants: Promotion. **Method:** Seek to please.
- **Alanna Winterborn** [*heiress, aggressive, haute couture dresses, good judge of character*].
Wants: Respect. **Method:** Throw money at it.

YESTERDAY'S TOMORROW

GM WORKSHEET



NAME: _____
NOTES: _____



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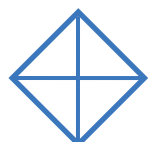
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NOTES

GM TOOLS

R: > [GM_GOALS.txt](#)

- Play to find out what happens.
- Convey the fictional world honestly.
- Keep the tone.
- Keep the pace.

R: > [CONSEQUENCES.txt](#)

- Use up resources.
- Defer danger.
 - ◆ Introduce fiction.
 - ◆ Create or tick a clock.
 - ◆ Hazard pay.
- Offer opportunity.
- Complicate their lives now.
- Apply damage or fictional conditions.

R: > [PRINCIPLES.txt](#)

- Be a fan of the characters.
- Always follow the fiction.
- Cover it in neon and chrome.
- Flex cyber.
- Show the reliability of flesh.
- Address the players.
- Address the characters.
- Show the disparity of wealth.

R: > [BEST_PRACTICES.txt](#)

- Ask questions.
- Bring up character feelings and thoughts.
- Gloss over the boring bits.
- Don't make runners look incompetent.
- Don't say no unless you have to.

NPC TRAITS

	1-2	3-4	5-6
1	Greedy	Ambitious	Heroic
2	Loyal	Unhappy	Arrogant
3	Reliable	Cowardly	Bored
4	Jealous	Driven	Fame Seeking
5	Curious	Scheming	Angry
6	Lazy	Compassionate	Joker

R:> FIRST_NAMES.txt

João, Maria, Carlos, Adriana, Luiz, Patricia, Marcos, Ana, Hana, Haru, Akari, Riku, Yui, Asahi, Hinata, Sofia, Ania, Natalia, Vera, Alexey, Nikolai, Konstantin, Ivan, Roman.

R:> LAST_NAMES.txt

Foxwell. Slayton. Basset. Zahra. Jadin. Helsing. Ramirez. Alessandro. Sangvi. Ferreira. Santos. Silva. Andrade. Carvalho. Popov. Lebedev. Kuznetsov. Morozov. Ito. Tanaka. Nakamura. Ishikawa. Murakami. Nakayama.

R:> STREET_HANDLES.txt

Hunter. Rad-Wraith. Wicked Falcon. Saint. Dante. Gothic Alice. Corrupt Zero. Binary Ghost. Quantum Angel. Nexus-Zeta. Deviant Goddess. Grim Lady. Edge. Rogue Jack. Bit. Strange Wizard. Gold Mirage. Chrome Glitch. Crimson Zero. Nemesis. Cryptic Drive. Morgana.

R:> CORP_NAMES.txt

New NIC Nanotech. STA Global. Mars Multinational. Cy Corp Consolidated. Diamond Precision Inc (DPI). Translunar Dynamic. Deep Orbit Financial. Zeus Macrotech (ZMT). Shu-Tanaka Inc. New Tech Multinational. Basset-Volieva Consolidated. CDS Advanced Industrial. ASA Unlimited. OmaGen Global. WMO Systems. Gordyenko-Kova Engineering.

OPPOSITION

There's not an exhaustive list of everything that can be a threat here. Here are a few guidelines to help stat opposition on the fly to be something appropriate:

- **HP.** Non-combatants usually have 3 hp. Guards, and combat-capable drones have 6. Tougher opponents have 10 hp, and big nasties have 20. Same goes for rez in the net. Adjust up or down if they have extra training or have been lax.
- **Damage.** Most opponents do 1d6 damage base, +1 with light weapons, +2 with big/heavy ones. +1 extra damage if it's a soldier/warrior trained in combat. If there's heavy artillery (explosives, vehicle mounted guns) add +1d6. If you're using the **Optional Magic Rules:** Magic attacks do +1d6 damage and may bypass armor (spells do for example but a werewolf's claws wouldn't). Add +2d6 instead if the attack is particularly suited (electricity against drones).

RED LEVEL THREATS

Red level obstacles are usually for better secured areas, and present a fair challenge. A single die represents no more than 2 of the following (ex: A heavy chain gun, with a single elite guard monitoring it from a security room nearby), or a mix of red and white threats (ex: an Elite Guard in spec-ops armor, backed up by a Guard Drone. A Guardian ICE watching over a secure Code Gate).

- **Elite Guard:** 8 hp. 2 armor. 1d6+2 damage.
- **Auto-Targetting Chain-gun:** 6 hp. 2 armor. 2d6+1 damage.
- **Guardian ICE (Net):** 8 rez. 2 armor. 1d6+2 rez-damage
Programming: to tag, to trace, to raise alarm
- **SysOps (Net):** 10 rez. 1 armor. 2d6+1 rez-damage.

WHITE LEVEL THREATS

White obstacles are not too difficult to bypass for an experienced runner and mostly pose a problem insofar as they may raise an alarm or notify stronger forces. A single white die represents a small number (a lab with 4 civilian lab-techs and 2 security guards) of the following:

- **Civilian:** 3 hp. 1d6 damage (if armed).
- **Guard Dog:** 3 hp. 1d6+1 damage. Good nose.
- **Guard Drone:** 3 hp. 2 armor. 1d6+1 damage.
- **Security Guard:** 6 hp. 1 armor. 1d6+1 damage.
- **Programmer (Net):** 3 rez. Ticks the Alarm clock when de-rezzed.
- **Code Gate ICE (Net):** 3 rez. 1 rez-armor. 1d6-2 rez-damage. **Programming:** to bar passage, to raise alert, to seal back-doors

BLACK LEVEL THREATS

Black level threats are serious problems even for experienced runners and each die represents a single one. Feel free to mix them with red or white threats, but add job dice appropriately.

- **Military Grade Combat Drone:** 10 hp. 2 armor. 2d6+2 damage. Heavy weapons and sensor arrays. May have optical camouflage.
- **Vat-grown Ninja:** Always goes first. 20 hp. 3d6+2 damage. Genetically engineered. Fanatically loyal.
- **Black ICE:** 20 rez. Auto-Spikes (prevents Jack-out except by hard-out). 1d6 damage or 2d6+2 rez-damage. **Programming:** to kill intruders.
- **AI-controlled Spider Tank:** 20 hp. 3 armor. 1d6+3 damage (chain gun). 2d6+2 damage (grenades/rockets). Significant sensor arrays. Can climb walls and leap. Not small.

Hex in the Cyber: Magic [Optional Rules]

OPTIONAL RULES

M: > DID_YOU_SAY_MAGIC?.txt

Some folks like mixing a bit of magic in their cyberpunk. If you want to do that, here are some optional rules and assumptions. Be aware that this changes the genre significantly, so discuss assumptions and how magic works in the world with your table before play.



SETTING AND TONE

M: > NEW_SETTING_DIALS.exe

Even more so than the base assumptions, talk with your table about these preconceptions and setting elements. Unless you agree to set these dials to a different set of assumptions (a few are suggested) they are as follows:

- **Magic re-appeared in 2001.** *One day it just started working. Magic genes activated. Kids changed. Now trolls, goblins, and elves walk alongside other people. [Alt: Magic is new. It's just being researched. A tall tale more than a well known fact]*
- **Places of power are fought over.** *Biggest corps own the biggest nodes. How else do you get the best ritual research?*
- **Magic is studied as a science.** *Corporate mages forge Charms, and Hex Battalions are common in armies. [Alt: Magic is illegal and the supernatural is hunted]*
- **Magic foes are uncommon but not unheard of.** *It's all pretty new, but one corp might be hexing up werewolves. [Alt: Magic is rare and hard to control. Only the streets dabble in it as an edge.]*

MAGIC RULES

M: > THE_ASTRAL.txt

Magic is tied to the Astral plane. It is the playground of spirits (they are visible here). Living things are solid, spells appear as glowing tracers, and unwarded objects can be passed through as if they were ghostly. When you project here, being lost and separated from your body is a serious danger.

The Astral is corrupt and hazy near places of death or heavy industrialization. One might take drain damage just for Astrally Projecting in a toxic dump site, or near the site of a massive battle. **Corruption** is a measure of how warped and contaminated Astral space is. By default it is 0 in the pristine wild, 1 on the streets, 2 on the mean streets, and 3 near places of horrific deeds that scar the mystical tapestry with agony and death.

M: > SPIRITS.exe

Spirits are entities that exist in the Astral. Nobody is clear on what forms them, though more appear near places of power (nexus nodes). A spirit has a name, appearance, and two domains of power (secrets, fear, the badlands, electricity, shadows etc.) it can manipulate in the real world.

- **Summoning:** You must know a spirit's true name to summon it. Summoning doesn't guarantee a good disposition, but works at any distance. Spirits can travel through the Astral at significant speed.
- **Command:** Commanding a spirit is dangerous. It may perform one or two actions for you, or turn on you should you fail. Banishing is a form of command, (dissipating the spirit back into the object or realm that spawned it). In general this includes influence over a domain they have.
- **Binding:** If a spirit is bound, it will perform a task or service it is bound to to the best of its ability. Typically spirits can only be bound for a total of three tasks or one lunar month of service—whichever comes first. Bindings that break these rules require significant research, rare components, or the agreement of the spirit (the GM decides). They also always require a stated method that frees the spirit (if someone were to cry on its behalf, if someone were to speak its true name elsewhere, etc.).
- **Manifestation:** Spirits can't physically manifest on their own. Some Shamans allow a spirit to enter their body and affect it, or else strong rituals or charms must be used to achieve this effect.

YESTERDAY'S TOMORROW

OPTIONAL: MAGIC

SPELLS

To cast a spell you must know the spell and roll + charm grade (since casting magic is always considered a risky action). Casting spells always causes you to suffer **drain**—damage your body suffers for channeling raw Astral energy. Apply **drain** as damage that ignores armor. Drain does **d6+corruption** hp damage (see "the Astral"). Take one drain less (-1) for each of the following:

- **Ritual:** Performing an uninterrupted ritual to safely build up and channel the power for at least 10 minutes.
- **Sacrifice:** A willing (this can be a fellow runner) or unconscious person who can take 2 drain damage.
- **Sympathetic Link:** An object of significance tied to the target of your spell which is consumed during the casting.
- **Gear:** An appropriate Charm or Juice (see: equipment)

Ongoing effects must be sustained (marked with *). A caster takes -1 to any roll requiring focus or concentration for each spell being sustained.

Countering magic is a roll + counterspell charm grade. Suffer drain as normal casting.

CHARMS

"Drink spirits, not Spirits" —graffiti by Trinket, Street Shaman

Charms are built from components (pieces of manifested spirits, materials mined at nodes, etc). Corp charms often overlay spell trceries in metal, and can be implanted into arms etc. but street grade charms held in bags bound by sinew are not unheard of. Cost is in grades (same as cyberware).

- **Banishing Charm:** Add +1 per grade to banish spirits, or counter spirit magic. Attuned to 1 spirit domain per grade.
- **Binding Charm:** Add +1 per grade to bind a spirit. Once bound, the spirit can be summoned once per day per Binding Charm grade to cast a spell, or take all drain damage once for you. If it suffers drain this way, it is freed from the charm immediately.
- **Weapon Charm:** Always in the shape of a melee weapon. Strikes spirits and Astral constructs. Adds grade to damage.
- **Counterspell Charm:** Adds +1 per grade to counter spells of other casters, and reduces drain by 1 per grade when counterspelling.
- **Force Charm:** Used by Adepts to store power. Grants 1 focus die per grade.
- **Spell Matrix Charm:** Attuned to a specific spell within. Adds grade to cast and subtracts grade from drain for that specific spell.
- **Sustaining Charm:** Sustains 1 spell per grade for the wielder.

GRIMOIRE

"Drink spirits, not Spirits" —graffiti by Trinket, Street Shaman

Here's a list of some spells that are widely available. Researching new spells takes significant time, serious cash (+2) or more, and may require the aid of other arcane Adepts, appropriate domain spirits and specific components at the GM's whim.

- **Astral Spear:** Weave a deadly spear of ghostly Astral energy that bypasses unwarded material. Take +1 hp drain for every additional target.
Damage: 2d6 **Cost:** street change (+1)
- **Astral Blade:** Generate a ghostly blade of Astral energy that bypasses unwarded material (like armor).
Damage: 1d6+1 **Cost:** street change (+1)
- **Astral Projection*:** Separate your body and spirit. Your body remains unconscious while you journey the Astral plane in spirit form.
Cost: street change (+1)
- **Astral Wings*:** Allows for slow-falling, or massive skyward leaps.
Cost: street change (+1)
- **Alarm*:** Warns you who or what breached a magical perimeter you traced while casting on an area or door.
Cost: street change (+1)
- **Heal:** Allow someone to re-roll hp. If healing yourself, roll 1 die less.
Cost: serious cash (+2)
- **Illusion*:** Make illusions affecting two senses. 7-9, there is something off about the illusion. 10-11, Looks like the real deal. 12+, it will sustain itself.
Cost: street change (+1)
- **Sandman*:** Put people and animals to sleep. Doesn't work if they're full of adrenaline (fighting, afraid, etc). +1 hp drain per target.
Cost: street change (+1)
- **Telekinesis*:** Lift and throw objects or people. Trying to lift exceptionally heavy things (car, bookshelf, etc.) causes an extra 1d6 of drain.
Cost: serious cash (+2)
- **Quicksilver*:** Adds spell charm grade to dexterity and speed related actions.
Cost: street change (+1)

MAGIC EQUIPMENT

- **Blood Charm:** Statuette of patron god, spirit, saint. Shatters when used. Re-roll drain damage.
Cost: 100 ¥€\$
- **Dream Juice:** Potent drugs mixed with the caster's own blood. Drunk or injected. -2 drain damage on next spell cast. Wildly addictive.
Cost: 30 ¥€\$
- **Seal:** Wards drawn with special inks. Usually hung on armor. Grants 1 armor vs spells and astral attacks.
Cost: 300 ¥€\$
- **Warding Ink:** Wards a small box, wall or door for a month. It becomes solid in the Astral realm.
Cost: 100 ¥€\$. Anything longer term costs more.

YESTERDAY'S TOMORROW

OPTIONAL: MAGIC

NEW ROLES

Included are three new runner roles: the Shaman, the Hexer, and the Adept.

For whatever reason, magic tends to short-circuit advanced tech. So these new roles should stick to Charms and gear, but avoid cybernetics when possible (consequences on using magical abilities should include cybernetics turning off for the run).

M:> ADEPT_FORCE_DICE.exe

Adepts don't have easy ways to add grades to rolls, but their magic compensates. They start each run with a pool of dice called **power dice** equal to the combined grades of Force and Weapon Charms they carry. When using a focus (see Adept Abilities) they may add power dice to their roll (up to max grade of Charm owned) and keep the top 2 dice as their result.

Rachel plays Anya Quick, an Adept. She has a cutting edge (+2) Force Charm, and a street grade (+1) Weapon Charm and second Force Charm—she starts each run with 4 power dice. Facing an angry spirit, she attacks with blurring speed (Power Control). She spends 2 force dice and rolls 4 dice total (4, 1, 2, 6) for a total of 10. Full success!

NEW MAGIC SKILLS

- **Astral Sight.** Seeing into astral space, noticing spells and ward trceries. **Note:** Unlike most skills, actually required to even attempt this.
- **Lore.** Identifying spells, charms, spirits, and magical creatures.

ROLE: SHAMAN

COMPLEXITY: HIGH

Spirit binder who uses elementals of glass, electricity and steel.

Play a Shaman if you want to deal with Astral threats and use the right spirits to solve a variety of problems.

Shaman Skill: Lore.

Shaman Abilities:

- **Command.** You can try to command any spirit, not just ones you know the true name of.
- **Sight.** You've got an eye in the Astral. You sense incoming mystic threats, and can recognize casters on sight. Grants Astral Sight (skill).
- **Journeyman.** Start knowing the names of 2 Spirits (define them). Start with 2 spells, your choice.
- **Rider.** You can carry a spirit within you and cast effects using its domains. It whispers to you and can ask favors for use of its powers.

C:> SHAMAN_GEAR.txt

Shamans don't have specific gear they need, and can do well with any setup.

Suggested Charms: Binding Charm. Banishing Charm. Weapon Charm.

Suggested Gear: Seals. Dream Juice.

Suggested Handles: Thunder Song. Blaze Wicked. Glass Roar. *Elemental names. City-part names.*

ROLE: HEXER

COMPLEXITY: MEDIUM

A spellslinger able to spot spells and keep their team safe from them. A wicked good caster.

Play a Hexer if you want to sling spells fast and duel other casters.

Hexer Skill: Astral Sight.

Hexer Abilities:

- **Scarred.** You have mystic scars carved into your physical and Astral form. You can sustain 2 spells without taking penalties. Start with 2 spells.
- **Battle Wizard.** Damage spells do +2 damage. Start with 2 spells and a street grade (+1) Weapon Charm.
- **CounterHex.** Eat some spells or take a counterspell skill (unique) or reduce counter drain. All good ideas.
- **Hardened.** When you roll drain, reduce each drain die result by 2.

C:> HEXER_GEAR.txt

Hexers want a few mid-level charms, and street change to burn on spells.

Suggested Charms: Spell Matrix. Counterspell.

Suggested Gear: Blood Charms. Stims.

Suggested Handles: Professor Wicked. Pandora. Sapphire Orpheus. *Pretentious Names. Unlucky names.*

ROLE: ADEPT

COMPLEXITY: MEDIUM

A runner who pumps magic through their own body for superhuman feats.

Play an Adept if you want to define your own specialties and push limits.

Adept Skill: Any (you pick).

Adept Abilities:

- **Power Focus.** At the start of a run choose 2: [unearthly grace] [furious speed] [mighty force] [flesh of iron]. When using your focus, you may spend power dice on any roll.
- **Precision Focus.** At the start of a run choose 2: [seducing voice] [appearance of desire] [ears that know lies] [bloodhound nose]. When using your focus, you may spend power dice on any roll.
- **Adaptation Training.** Change your choices for any focus with a few minutes of meditation, or by spending one power die.
- **Force Training.** You can add power dice to damage (+1d6 per), or spend them to add armor (+1d6 per) against incoming damage.

C:> ADEPT_GEAR.txt

Suggested Charms: As many force and weapon charms as you can grab.

Suggested Handles: Worldbreaker. Fire Dancer. Blade Six. *Numbered Names. Mysterious names.*

Runner [Optional Rules] Advancement

OPTIONAL RULES

Yesterday's Tomorrow is intended for fast pick up and play with a bunch of different runners. If you want a specific skill, make a new runner with it. However, character attachment is common, and folks like pursuing the story of one runner over time. For those folks here are optional rules for runner advancement.

RUNNER ADVANCEMENT

At the end of a run, check if you completed one of the following. Mark it on your sheet. You can only earn 1 runner advancement check (in addition to a role-advancement check) per run. When you have 3 checks marked, gain a skill. When you have all checks marked gain a final skill:

- Survive 3 runs.
- Survive 5 runs.
- Take a red die in the payoff split.
- Succeed at a red die side job.
- Succeed at a black die side job.
- Upgrade a piece of cyberware (increase its grade with payout).
- Overcome a white obstacle solo.
- Overcome a red obstacle solo.
- Overcome a black obstacle solo.

ROLE ADVANCEMENT

At the end of a run, check if you completed any of the following for your role. You can only earn 1 role-specific check per run (in addition to any runner advancement checks).

When you have 2 checks marked, gain a 3rd ability from your role. If all checks are marked, you can switch to a new role.

To switch, swap a skill you have for your new role skill (so a Banger might swap parkour for medicine, if they're becoming a Patcher). You may also trade one old ability for another of your new role. You can then gain new checks in your new role as normal. Enjoy!

Alice plays Flash Neon, a Wheeljack. She's been the social face of the group for a while now, so with all 5 checks marked and her drones scrapped in the last job, she decides to become a Fixer. She needs to swap a skill for Deception, but since she previously got Deception using runner advancement, she's set. She trades "This Army" for "Reputation," and changes her handle to Neon Diamond. Ready for the next run!

ROLE-SPECIFIC ADVANCEMENT CHECKS

M: > BANGER_CHECKS.txt

- Exit a fight with 1 hp left.
- Buy a gun using grades.
- Survive a fight with a black threat.
- Drop 10 corp goons solo.
- Take a bullet for someone else.
- Roll max damage when using ammo.

M: > FIXER_CHECKS.txt

- Meet a mark without being recognized.
- Negotiate a higher payoff.
- Procure the perfect item for a run.
- Impersonate a well-known figure.
- Bribe someone successfully.
- Procure a side-job for the group.

M: > HACKER_CHECKS.txt

- Survive a hard-out.
- Snag extra lucrative data.
- Upgrade your Jack.
- Survive an encounter with Black ICE.
- Best a corporate SysOP.
- Pull off a run untraced in the Net.

M: > INFILTRATOR_CHECKS.txt

- Finish a run without being seen.
- Lead your whole team around a fight.
- Single-shot someone from stealth.
- Overcome a foe without raising alarm.
- Bypass a red or higher security system.
- Steal an ID off of someone.

M: > OVERWATCH_CHECKS.txt

- No one drops below 1 hp on the run.
- Finish a run with no one taking damage.
- Get your own hands dirty on a mission.
- Help someone crit.
- Help your team bypass a red threat.
- Help your team bypass a black threat.

M: > PATCHER_CHECKS.txt

- Bring a patient back from critical.
- Treat a patient mid-firefight.
- Use drugs to push someone's limits.
- A patient ends up over starting hp.
- Harm nobody during a run.
- Treat someone not on your crew.

M: > WHEELJACK_CHECKS.txt

- Pick your team up under fire.
- Have a drone take a hit for someone.
- You lost a drone or vehicle.
- Drone defeats an opponent.
- Drone solves a problem on its own.
- Use grades/¥€\$ to buy drones.

M: > ADEPT_CHECKS.txt

- Physically defeat a cybered opponent.
- Your Focus was the perfect tool.
- Enemy underestimates you.
- Use a Force die to get a critical success.
- You miss despite using Force dice.
- You swapped for better suited Focus.

M: > HEXER_CHECKS.txt

- Sustain more than 3 spells.
- Take 0 drain when casting.
- Defeat a corp wizard in a duel.
- Counter a spell aimed at a teammate.
- Go critical from drain and survive.
- Defeat a mystical black threat.

M: > SHAMAN_CHECKS.txt

- Banish a hostile spirit.
- Overcome a red threat using a spirit.
- Overcome a black threat using a spirit.
- Learn a new spirit's true name.
- Defeat a corp wizard in a duel.
- Face a threat in the Astral and win.

YESTERDAY'S TOMORROW

NOTES

FAQs AND ADVICE

Z:> FAQ.txt

Some common things I've been asked while playtesting.

- **Why not just play X?** This works for my home group. We like zero-prep pick up and play one-shot games for off weeks or if someone doesn't show up. If you want to play something with low overhead give this a spin. Play what you like.
- **What if I don't want to have cybernetics?** Not that kind of game. This is the cyber in cyberpunk.
- **What if I want to play a full body conversion?** Not that kind of game... though talk to your table about buying piecemeal upgrades that give you specific boosts akin to Adam in Deus Ex: Human Revolution.
- **What if I work for Corps?** Not that kind of game. This is the punk in cyberpunk.
- **What about non-jobs?** This is designed to replicate the type of books (like Neuromancer and Count Zero) which focus on the mission driven aspect of classic cyberpunk. The rules (see the core mechanic) still works outside of jobs, though there is no GMing advice on how to set that up. If you want a cyberpunk game focused less on jobs check out *Tears and Kisses in the Rain*. I like it a lot!
- **Where's the art from?** I made it! I took some photos from unsplash.com (a royalty free photo site) and photoshopped them. Special credit to Pawel Norbert, Peri Stojnic, Denis Nevozhai for the original photos. Check out their photography!
- **Whats your favorite tunes for this game?** I really like Dance with the Dead—specifically *Near Dark*, *Out of Body*, *Send the Signal*, and *Into the Abyss*. Also check out Kavinsky's *Out Run*, *The Midnight* by Crystalline, Waveshaper's *Station Nova*, Scandroid's *Scandroid* album, and the Lazer Ryders soundtrack.

Z:> GAME_ADVICE.txt

These aren't rules—just some practices I've adopted when running the game:

- **How do you make good hacking networks?** Don't overcomplicate it. It's not about verasimilitude, just make 2-3 nodes for a network. Don't have too many networks per run.
- **How do you avoid the "hacker" problem?** Don't create hacking puzzles that gate off everything—for example a door that only a hacker can open. Generally add pressure (guards are coming, you only have 5 minutes after you enter a room to hack a system) and cross cut between the hacker who is working in realtime, and the action around them. Also remember that networks are often airgapped (no direct line)—which puts the very squishy hackers in the thick of things. It's fun.
- **I have a driver! What do I do?** Keep the target moving. Perhaps the job is done while running parallel to a convoy. That's exciting. Maybe someone (wastelands gang, rival corp) is also hitting the thing. Watch *Fury Road* for ideas.
- **I'm Overwatch. In what situation am I rolling with Tactics?** There's no simple answer. That's why the class is labeled hard. It's on you to come up with out-of-the-box thinking. I've seen some interesting plays but nothing that can be easily replicated (very mission and context dependent). It's on the player to leverage this, but I promise it can be done.

Fonts Used

Exo 2, Futura PT, VCR OSD Mono, RElapse, AgencyFB

CREDITS

SPECIAL_THANKS.txt

To **Jamie** who told me this was her favorite game.

Phil Lewis and his lovely wife who were the first to believe in this game many years ago.

To **Lauren and Judd** who remind me why I keep making games.

To **Dylan Boates** who reads all my drafts at odd hours, and pings me for updates with excitement.

John LL who proofread this, and told me why my original version was unreadable. Sorry bud T_T

John Harper and the Bakers who graciously let the rest of us play with their toys.

To **Nunch** who let me run this at his house.

To **Paul Riddle** who apparently convinced his home group to play this before it was done.

Thank you all so much for not letting me give up.

Yesterday's Tomorrow Release Version 1.0
January 2020 — Written by Stras Acimovic

Based on *World of Dungeons* by John Harper.

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