

Drones & Puppeteers



Homebrew Modular Drone guide for Cyberpunk RED

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Drones & Puppeteers– Homebrew Modular Drone guide for Cyberpunk RED

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► Acknowledgements

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Catalogue: <https://www.deviantart.com/isleeyin/art/Ninth-generation-pacesetter-of-Omar-star-1064292170>

Something for everyone

Why drones? Fair enough. They fit the world – it's a tech which can be (but isn't) widespread, and as all tech it's stands potent to make life easier just as much as make it a living hell. Drone it's a tool, it always was, but it's a well complicated one, a capable one and a formidable one. And as always folks tend to use the tools at their disposal to chase their goals to the best of their capabilities.

Drones are an extension of a person, much like a car is natural for the Nomad, a Cyberdeck is integral for a Netrunner, or a gun is essential for a Solo. It's a tool that has something for everyone. And you can always count on the one living the edge to use every tool at their disposal. Here's a thought:

▶ Do Edgerunners need drones?

Rockerboys, while not really tech oriented, use drones as mascots, or bouncers that accept no bribe and play some sick music while they are at it. A deal free advertisement? Don't mind if I do. Hell, I've seen some maniacs perform with octopus' bot playing drums in the back as accompaniment.

Of all roles, it's a **Solo** that values the machines the most. A drone engages in combat, and keep you out of the range. Best thing? Trust. They don't shoot you in the back when you walk away with your cut. Corporate often understand that value and give Solos drones as sidekicks, non-disclosure agreements.

What is better for a **Netrunner** than having their own NET Architecture? Having one with loyal servants that can be your eyes and ears. And no one can command drones at once except you. But at the moment just enjoy this takeaway your rolling ball got you from a local bodega.

While you were thinking about other roles, **Tech** already asked what will happen if they upgrade a drone (it will gain an Upgrade Slot). With a childlike sense of wonder they disassemble their new set of toys and make them better, sleeker, faster and harder to destroy for enemies.

As for their cousin – the **Medtech**, they will always have a place for an assistant that doesn't get their hands shaky when shot at. Any sort of help is welcome, most certainly one that doesn't faint in sight of a dismembered bodies. In the end it matters how many souls you saved, even if you don't have one.

Media will never turn down another camera. A Flying eye stays beyond reach of low end bouncers, catches attention on the street, and it's 360-degree live footage looks cool as hell. I've got a new Quadra 6-Pro back at my turf if you'd like to get one that really can take the heat on the action.

In their mad quest for power, the **Exec** sees drone as another asset, one that never have obsolete moral obligations, or more importantly a salary and a chart of workers' rights. Thanks to this Golden Broomba-Bot cleaning your McMansion you had just enough time for quartile report due tomorrow.

Continuously outnumbered and outgunned, the **Lawman** will accept with zero doubt any stand against ever-present chaos and destruction. Metal deputy won't have heart-warming stories to tell by the beer, but for a proper price, they are armed and loaded with enough hot lead to make a difference.

As a class that comes with some amount of paranoia granted, the **Fixer** often deals with people that should not be messed with, or even dealt with. Drones make a perfect middle man, picking up gear, dropping off payments, or serving as a proxy for setups. Drones can be bought just like loyalty.

Mighty **Nomad**, a role with the most machines at their disposal have probably formed a strong bond with their vehicle. And that's the exact reason why they understand how it feels to have a cared piece of equipment that makes a difference between life and death on the open highways and dense cities.

Ruleset

You hear that hum? That's the sound of the future — my future, our future. Drones aren't just tools, they're the rhythm of Night City's heartbeat, and I've spent years tuning into it. Every buzz, every whirr, every flicker of a sensor... I know what it means. It's a language not everyone speaks, but if you listen closely, it'll tell you all you need to know.

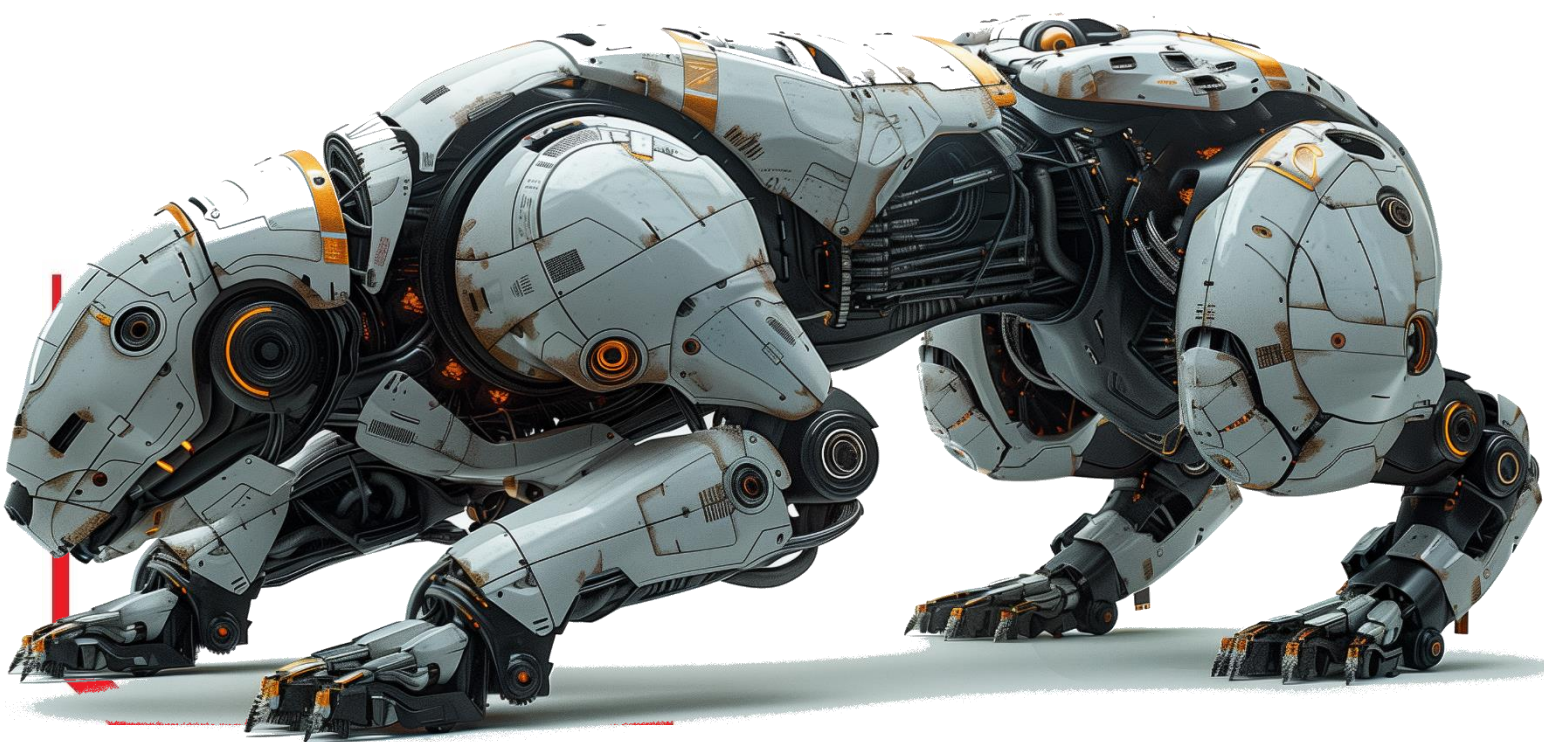
I've built a reputation on this, turning drones into something more than metal and wires. They're companions, extensions of our will. For Solos, they're the silent backup, the eyes watching the alley when no one else does. For Fixers, they're the middleman who never skim off the top. Medtechs? Don't get me started. A drone doesn't flinch when blood hits the floor, doesn't get cold feet in the middle of a Hot Zone extraction.

But here's the catch, choomba — they ain't perfect. They break, they glitch, they get fried by some netrunner looking to flex. That's where folks like me come in. I take that busted scrapheap you were ready to toss and make it sing again. Better than before, faster, meaner, with just a hint of attitude. That's the beauty of it — they evolve, just like us.

So why drones? Why now? Look around. The streets are meaner than they've ever been. Corps tighten their grip, the average Edgerunner's looking for any edge. Drones are that edge. A little distance between you and the bullets, an extra set of eyes when paranoia's creeping in, or a quiet little friend when you can't trust the breathing ones. Everyone from the bottom scroungers to the Corporates in their glass towers knows the value of a machine that doesn't hesitate, doesn't question, just does the job. And sometimes, that's all you need.

Drones are here to stay. The only question is whether you're smart enough to keep up. The city's rhythm won't wait for you to catch on.

- Kira "Queenpin" Han, also known as "Dronewright Extraordinaire".



General Drone Rules

But how exactly do they work, you know... mechanically?

▶ Because it's a Machine

Drones are not affected by **drugs, poisons, flashbangs, teargas, toxins** or **suppressive fire**.

Drones are affected by **EMP**. One or more successful hits stun the drone for a single round.

Drones can be **Disabled** by Electronics/Security skill (DV value depends on System) as an Action manually or remotely using Ghost Key. Disabled drone doesn't do anything until restarted manually as an Action, and then connected to any Agent or NET Architecture. Can't Disable Autonomous Drone.

You can aim for **weak points** (see Corebook pg. 191) very much the same as if they were a Vehicle. All drones use a **battery** that lasts for 8 hours (full shift) and recharges in a single hour from a power outlet. Battery can be replaced with a spare one in about a minute with a DV9 Basic Tech Check.

Battery cost 100eb for regular sized drones, and 500eb for drones with Heavy Duty Upgrade.

▶ Connecting Drones

All drones are capable of being remotely controlled. Only **Agent Drones** can be controlled via **Agents or NET Architecture**, all **other drones** can be controlled **only** by **NET Architecture**. Connecting to Agent Drone takes 5 minutes, connecting to NET or Autonomous Drone takes a minute.

▶ Controlling Drones

Once connected, user can use the drone to perform jobs, use weapons, move it around etc.

Controlling a drone through a **Drone Control Station** is a **Meat Action**.

Controlling a drone through a **NET Architecture** is a **NET Action**.

▶ Non Skill based tasks

All drones are capable of understanding and performing **simple voice commands** such as: follow me, move away, look at the door. Some simple tasks such as opening a door would require manipulators.

▶ Skill based tasks

Skill based tasks are typically done by a Netrunner or a Demon controlling the drone because almost every drone don't have neither Stats, nor Skills. Whoever controls the drone uses their Base + 1d10. In other words: controller uses their own skill via remote body of a drone.

Non-combat Stats or Skills can be gained only by Autonomous Drones by **AI Protocols Upgrade**, or **Skill Chipset Upgrade** respectively. Some Skill based tasks such as TECH based Skills, Brawling and Martial Arts would require manipulators.

▶ Drones in combat

Unless not directly controlled, drones **always use a Combat Number** (see Corebook pg. 158) which they do not have by default but rather obtain it by a upgrade. Even Autonomous Drones capable of acting on their own use Combat Number, because they are companions not characters.

▶ Repairing Drones

All drones are repaired using Vehicle Repair rules but with **Electronics/Security (x2)** skill.

Minor Damage: DV9, 3 Hours. Major Damage: DV13, 1 Day. Destroyed: DV17, 1 Week.

On a failed roll, halfway through the repair, you realize that you'll have to start the repair from scratch.

Creating drones

Drone Core

Constructing a drone is pretty simple. First vital choice is to decide on how much advanced your drones system ought to be. Drone Core determines the amount of possible Upgrades. Naturally higher priced Drone Cores are able to operate more Upgrades than those made for poor people.

First, and most common drone type is **Agent Drones**. Sometimes mocked as expensive toys, they are tools, usually designed for a single task. Since they are the cheapest type, they are fairly common. Agent Drones feature little to no hardware and operate on simple software that can be linked to and processed by handheld devices, hence the name. **They are operational only when linked to an Agent or a NET Architecture, and cannot act on their own.**

Second type of drone is actually a group of **NET Drones**. These machines vary in their complexity, and are usually split into three tiers depending on the advancement of their programming, and their ability to handle multiple subsystems (AKA the Upgrades). They are the workhorses of the drone industry found almost everywhere, from corporate security, through medical assistance up to stealing bureaucracy jobs. All three tiers of NET Drones vary in their possible amount of hardware and additional software, but they have one thing in common – their system reached the complexity unable to be handled by small devices, such as Agents. **They are operational only when controlled manually via NET Architecture by either Demon or a Netrunner.**

Third, and last type of drone is the **Autonomous Drone**. Most advanced of them all, they pack necessary software and hardware to sustain their on-board artificial intelligence. They are capable of independent decision making, that is limited - of course - by a set of commands. Some ethical companies even feature Three Asimov Laws preinstalled. Autonomous Drones adapt to the situation. **They are operational at all times, but can be controlled manually via NET Architecture by either Demon or a Netrunner.**

► Drone System properties and how to read them

Upgrade Slots: Number of Upgrades that the related Drone Core can handle simultaneously.

Bare Frame Cost: How many eb one might need to purchase a single drone with no preinstalled Options.

Disable: How hard it is to disable a drone by a successful Electronics/Security Tech (x2) check. This overrides original rules (see Corebook pg. 213) of Countering. Disabled drone must be restarted manually as an Action to be able to connect to any Agent or NET Architecture again. Disabled drone doesn't do anything. You cannot disable an Autonomous Drone.

Drone Core	Upgrade Slots	Bare Frame Cost	Disable
Agent Drone	2	500eb (Expensive)	DV9
NET Drone I	3	1000eb (V. Expensive)	DV13
NET Drone II	4	5000eb (Luxury)	DV17
NET Drone III	5	10'000 (S. Luxury)	DV21
Autonomous Drone	6	20'000eb (S.Luxury)	Impossible

Structural Damage Points (SDP) and Stopping Power (SP)

Structural Damage Points (SDP) are the equivalent of Hit Points (HP), but used in relation to machines, such as Vehicles, Drones, Assisted Combat Personnel Armours and other beings that aren't biological by nature. A drone that reaches 0 or less SDP is destroyed and must be repaired to be used.

Stopping Power (SP) is how much damage a drone plating can stop. Any damage that exceeds the SP is applied to SDP. When a drone is repaired, its Stopping Power (SP) is replenished to its maximum.

Newly created drone, **it always starts with a base of 20 Structural Damage Points (SDP) and no Stopping Power (SP)**. A drone can gain more Structural Damage Points (SDP) and Stopping Power (SP) by upgrades. Certain Movement Systems also affect the Structural Damage Points (SDP) values.

Movement System

Drones move around in all places. They can be made to roll, walk, climb, swim, dive, hover or fly. There's almost no limit to general Movement System of a drone. Sufficient to say, you can expect a drone to be work at any job, or go anywhere a human might do. And a few places a human wouldn't dare to enter.

When creating a drone, you choose a **free Movement System** that doesn't take any Option Slots. A drone can be upgraded to gain secondary, or even tertiary movement type. If a drone has more than Movement System - it applies all their gameplay changes simultaneously.

► Movement Systems

Movement	Basic forms	Animalistic forms	Gameplay changes
Ground	Rolling ball, Tracked, Wheeled.	Snake, Spider or even Humanoids.	4 MOVE, +10 Structural Damage Points (SDP)
Air	Helicopters, Jets, Blimps.	Oversized flying insects and Birds.	8 MOVE, -5 Structural Damage Points (SDP)
Water	Pigboats, Boats, Stream propelled engines.	Eels, Fishes and whatever can swim but cannot walk.	4 MOVE, can operate underwater at no penalty.
Turret	Implanted on solid surfaces.	Various gargoyles probably.	0 MOVE, +20 Structural Damage Points (SDP)

Upgrades

True main dish on the table, Upgrades define general capabilities, usefulness and purpose of a drone. Without any upgrades drone can only see, hear and be linked with – it's still a utility but not a great one.

When drone is bought it's typically equipped with chosen Upgrades – this represent the idea of drones having series and models, with better models having higher price than bare frames for customisation. Drones are a subject to tinkering, as folks like to swap upgrades to save on hassle of buying a new model.

Upgrading a drone with Upgrade is an Electronics/Security (x2) check that takes an hour. Alternatively you could just pay a friendly Tech to install it for you for something in between of 100-200eb. **Any upgrade can only be installed once per drone unless its description states otherwise.**

► The three tiers of Upgrades

Upgrade Rank	Upgrade Cost	Install
1	500eb (Expensive)	DV9
5	1'000eb (Very Expensive)	DV13
8	5000eb (Luxury).	DV17

► Rank 1 Upgrades (500eb Expensive)

Upgrade	Description
Basic Plating	Drone is now armoured at 11SP.
Weapon Mount	Any Ranged or Melee Weapon provided by the user is permanently installed into the Drone externally, along with any weapon attachments attached to it. Can be installed multiple times.
Popup Weapon Upgrade	A single already installed Weapon is now a Popup Weapon. This means it can be successfully concealed without a Check, and can be drawn and stowed without an Action. Can be installed multiple times. Requires Weapon Mount.
Heavy Duty	Drone is upgraded to be bigger, sturdier and stronger than it was before. Adds +15 Structural Damage Points (SDP) and sets BODY to 10. If upgraded a second time, it adds another +15 Structural Damage Points (SDP) to the drone, and sets BODY to 11
Advanced Sensors	Drone features uncommonly good sensors. Drone gains 3 Option Slots that can support both Cybereye Options, and Cyberaudio Options. All Options count as if they were paired, but must be bought separately. If upgraded a second time, it adds another 3 Option Slots.
Long Range Signal	Drone can be controlled at double range which is 50m for Agent, and 100m for NET Architecture.
Saddle	Adds a single seats on top of the drone that can be relatively comfortably used to ride on it by an average sized person. Requires Heavy Duty.
Manipulators	Drone is equipped with a two arms precise enough to perform jobs dependant on skills. Manipulator can extend up to 2m, and can carry up to 25Kg with a single Heavy Duty Upgrade, or 50kg with two Heavy Duty Upgrades.
Hidden Stash	Upgrades the drone with two on-board Hidden Holsters (see Corebook pg. 364). They can be discovered only by a DV17 Electronics/Security (x2) Check.
Stealthy	Engine and actuators are muffled to produce virtually no sound, additionally the drone is painted in inconspicuous colours. Drone adds +2 to all its stealth rolls.
Holographic projector	Drone is equipped with an expanded version of holographic projector capable of casting a roughly human sized hologram that's indistinguishable from a real thing without a successful DV13 perception check, or someone actually touching or otherwise physically interacting with the hologram. Hologram can extend up to 2 meters from the drone. Can be installed multiple times.
Basic Combat AI	Drone is retrofitted with a rudimentary combat system capable of recognising targets not meeting the premade criteria (for example people without wearing proper passes or badges). Drone gains Combat Number 10.
Animalistic Form	Rather than having a typical machine like appearance, this drone is built with an animal'esque body. It can look like any species of choice, but it should be related to its form of movement. It could possibly be mistaken for a real animal by someone with poor eyesight or within obscured vision. This upgrade must be chosen on Drone Creation, and cannot be removed.

▶ Rank 5 Upgrades (1000eb Very Expensive)

Upgrade	Description
Advanced Plating	Drone is now armoured at 13SP.
Advanced Manipulators	Drone is equipped with a two arms that each contains 3 Option Slots for Cyberarm or Cyberlimb options. The cost to purchase and install a Cyberarm option is the same cost as doing so in a Cyberarm.
Advanced Movement	Movement System is upgraded to be more nimble and fast for its size. Drone gains +4 MOVE to all its Movement Systems. If upgraded a second time, it adds another +4 MOVE again.
Bonus Movement System	Drone is equipped with second Movement System of choice in addition to the one it already has. If upgraded a second time, it adds third Movement System of choice. All gameplay changes are applied simultaneously.
Boosted Dash	Drone Movement System is rigged with thrusters allowing it to quickly dash in all directions without turning or repositioning itself. Drone can use dodge bullets using its Combat Number as a base. When controlled directly by a Demon or a Netrunner it can dodge bullets even if its controller cannot do so themselves.
Optical Camouflage	After remaining still for a minute drone creates an optical camouflage, cloaking itself. Cloaked drone can be spotted by a successful DV17 Perception Check, or without a check by Low Light/Infrared/UV or Radar/Sonar users.
Semi-Autonomous	Drone gets a software capable of understanding and executing programs. It can follow multistage commands, perform algorithmic tasks and repeatable jobs not requiring skills rolls. This software is incapable of making its own decisions.
Self-Security	Drone is equipped with means to protect itself from unnecessary harm and tinkering. Adds +4 to Drone Core Disable DV. When drone is touched, attacked or tinkered with by someone not added to its whitelist, it will zap them as if they had been hit in the body by a Stun Baton (see Corebook pg. 349).
Smart Programming	Core was programmed with a failsafe and admin privileges to ignore the uttermost moronic user input. When controlled directly by a Demon or a Netrunner it ignore critical failures (1s) its controller rolled. These rolls are still treated as 1, however. This upgrade must be chosen on Drone Creation, and cannot be removed.
Advanced Combat AI	Drone is hardwired with advanced AI properly suited to engage enemies on its own, differentiating between a friend or foe, and quickly reacting to incoming danger. Drone gains Combat Number 14. Requires Basic Combat AI.
Mimic Form	Rather than having a typical machine like appearance, this drone is built to mimic the appearance of entirely different unit such as home appliance, furniture, consumer electronics, a statue or even destroyed wreckage. Drone can transform its appearance to this immovable form and back within a 9 seconds (3 turns). While in mimic state, the drone is considered concealed or otherwise hidden and unable to move or perform any Action outside of transforming. This upgrade must be chosen on Drone Creation, and cannot be removed.

► Rank 8 Upgrades (5000eb Luxury)

Upgrade	Description
Superior Plating	Plating is lined with a single enhancement of choice. Possible choices include, but are not limited to: Fireproofing, EMP Shielding and Nanomachine regeneration. Requires any kind of Plating.
AI Protocols	Drone is retrofitted with protocols to mimic low end human capabilities. Drone gains a single stat from among INT, TECH, COOL or EMP at value of 4. If upgraded a second time, it adds second Stat at value of 4 or boosts existing Stat to 6. Autonomous Drones Only.
Skill Chipset	Drone gains the ability to support 3 skill chips at a time (see Corebook pg. 359). Those skills cannot be based on REF nor DEX (to not affect the drone Combat Number). Skill chips require their respective Stats to be mimicked by AI Protocols to work properly, and will not work if the drone hasn't got the Stat that the skill is based on. Requires AI Protocols.
Overclocked Processor	Drone main computing unit is overclocked beyond comprehension, allowing it to perform all tasks with speed impossible for official setups. Drone gains +1 to all skill checks it makes. Autonomous Drones Only.
Golden Chrome	Drone gets a sick solid gold covering worthy of top European Casinos. Adds +2 to Wardrobe & Style Skill when you are in its presence.
Particle Dome	Drone is surrounded by a swarm of electrostatic nanomachines. When activated as an Action, Drone is fully enclosed by its visible Particle Dome for next minute, after which it cannot be activated again for an hour. Particle Dome acts as a 30HP Shield (see Corebook pg. 183) that automatically interposes all attacks (in other words it acts as a cover from all sides), and doesn't require a hand to be carried. Drone can attack within the Particle Dome without damaging it.
Smart Design	This upgrade represents the fact that this model was masterfully crafted using best materials available. In result the Drone Core can sustain and operate one more subsystem that it would normally be able to. Drone gains +1 Upgrade Slot. If upgraded a second time, it adds second Upgrade Slot. This upgrade doesn't take a Upgrade Slot, must be chosen on Drone Creation, and cannot be removed.
Superior Combat AI	Drone is equipped with a military grade self-contained Combat Artificial Intelligence worthy of most eloquent five star review. It's able to adapt to the shifting battlefield situations, and will oftentimes predict the threats before meat personnel. Drone gains Combat Number 18. Requires Advanced Combat AI.
Swarm Form	Rather than having a single body, this drone is built as a swarm of many machines working together as a one entity. It automatically pass all Contortionist checks it makes, and cannot be damaged for more than 5 SDP per non explosive attack. It also cannot wield or mount Ranged Weapons. At GM discretion it could lock out the drone from upgrades they would deem incompatible with lack of solid body. This upgrade must be chosen on Drone Creation, and cannot be removed.

Oy, kid, these upgrades are the difference between scrap metal and a masterpiece. A weapon mount? That's your drone's bite.
Treat your drone like a soldier—it'll watch your back.

- Jericho "Rustwire" Kane, owner of the "Drone Wonderland" Shooting range.

Blank Drone Sheet for easy printing

Drone Core	MOVE	Movement	Battery (hours)	Disable DV	
Structural Damage Points (SDP)		Stopping Power (SP)		Combat Number	
/		/			
Stats			Skills		
INT					
TECH					
COOL					
EMP					
Upgrades Installed					
Name			Description		
Weapons Installed					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality

The Roboticist

You see them everywhere, sweeping streets, delivering packages, shooting videos. Folks run with them on daily basis, often calling them tools, utilities, or mockingly: drones. I call them friends, and this one is my BFF. Humans are uneducated, unwashed and untrusted. I'd rather stay with my machines, who never tried to betray me. What we share, it's a relationship – BFF needs me and frankly I need it too.



- Trish Merriweather, Drononymous, Ltd.

In this world people tend to double cross, shoot in the back, kick where it hurts and generally destroy each other for greed, revenge, morals or any just about any reason. In such world you've come to understanding that humans simply cannot be trusted – so you created something that can be – your best friend forever.

A piece of metal, and circuitry of outstanding emotional weight made during countless hours, days and weeks to make it work. To the point of literally memorising its blueprints. Thing is, this chrome companion is finely tuned to you, to such an extent that anyone else trying to get it work will have tremendous problems to do so. While at the same time, the two of you are able to act simultaneously almost like you were sharing your mind. Working in Tandem requires some mind games, sure, but you are getting better.

More than anyone you understand the value of a friend that will never be against you, the one you've made yourself. As for how did you get here. Well, did you start making them due to your childhood loneliness? Or maybe it was a career choice? Or are you a member of the old guard, the ones that were pushing drone tech back in the twenties, now looking for some new tricks with new NET Architectures? It doesn't matter – you've made a complex machine, and a complex bond and that's all there is. Right now the two of you go great length to make a name for both of you. And you know it'll be written in blood and oil.

► **Role Ability: BFF**
(Best Friends Forever)

The Roboticists role ability is BFF. Roboticist design, rebuild and work with their unique drone to perform feats other drone users could only dream of. As their Role Rank increases, the Roboticist gains the ability to reshape their drone to more and more forms, and as their bond gets better they have easier time to work simultaneously.



Role Ability: BFF

The Roboticist Role Ability is BFF. Roboticists excels at all fields related to drone use. They can source parts on the Black Market, understand complex blueprints to create and renew various models, and maintain their BFF to become better and better, a truly unique drone capable of working in tandem.

▶ Getting Started

Roboticist begins they journey by building their **BFF Drone**, which is an Agent Drone at the moment. Anyone besides the Roboticist attempting to directly control or disable the BFF does so at -8 penalty.

▶ Drone Constructor

The Roboticist can **Repair** and **Fabricate** drones as if they were a Tech. They cannot Tech Upgrade them however. Both the Repair and Fabricate are rolled by TECH + BFF rank +1d10.

. ▶ Drone Black Market

The Roboticist can **source drone upgrades** as if they were a Fixer.

At Rank 1 the Roboticist can source drone upgrades of Rank 1.

At Rank 5 the Roboticist can source drone upgrades of Rank 5.

At Rank 8 the Roboticist can source drone upgrades of Rank 8.

▶ Rebuild BFF

Roboticist can **Rebuild** their BFF Drone by spending a week of their downtime dismantling it and piecing it back together from the ground up. This ability allows them to swap Drone Core of their BFF and install any upgrades including ones that could only be taken on Drone creation.

At Rank 3 the Roboticist gain the ability to rebuild BFF into NET Drone I.

At Rank 5 the Roboticist gain the ability to rebuild BFF into NET Drone II.

At Rank 7 the Roboticist gain the ability to rebuild BFF into NET Drone III.

At Rank 9 the Roboticist gain the ability to rebuild BFF into Autonomous Drone.

▶ Drone NET Action

Roboticist can perform a **single NET Action** that can only be used to control Drones as if they were a Netrunner. If this NET Action is used to control the BFF they might choose to go for Split Action.

▶ Split Action

Roboticist can perform their Meat Action and their BFF Drone Action in a **single round** via **Drone Link**. Both of these Actions are initially done at -8 penalty to any rolls. Should a Roboticist multiclass into a Netrunner (or vice versa) they cannot Split Action with drones that aren't their BFF, but they still can control their BFF with one of their many NET Actions along with other drones in a single round.

At Rank 2 the Roboticist lowers their Split Action Penalty to -7.

At Rank 4 the Roboticist lowers their Split Action Penalty to -6.

At Rank 6 the Roboticist lowers their Split Action Penalty to -5.

At Rank 8 the Roboticist lowers their Split Action Penalty to -4.

▶ Outstanding Drone

At Rank 10 the **BFF** gains additional Upgrade Slot regardless of their Drone Core, +10 Structural Damage Points (SDP) and +2 Stopping Power (SP) if it has any Plating Upgrade. If the BFF doesn't have any Plating Upgrade installed it sets its Stopping Power (SP) to 7 instead.

Role-based lifepath

► What kind of Robotcist Are You?

Roll	Type
1	A nerd that fell in love with construction manual of a drone.
2	Corporate builder who sold their soul for access to newest drone models.
3	Freelance manufacturer with their own limited liability company.
4	Just does it for the fun of it.
5	The one that doesn't trust meat friends.
6	Just some dude making drones for them Black Market folks.

► What's Your Workspace Like?

Roll	Workspace
1	Jury-rigged halfway assembled frames lying everywhere.
2	It looks exactly like on the brochure. Yeah, I advertise.
3	It's a nasty mattress thrown among circuitry, scrap pieces and destroyed chassis.
4	Minimalist, utilitarian, or clean.
5	Rigged with ever-buzzing motivators of little friends that take care of your home.
6	Backdoor storage unit in a corporate warehouse.

► Who are Your Main Clients?

Roll	Who?
1	Washed up corporate rats too lazy to do their chores.
2	Local gangers that will occasionally slip you a broken frame as a protection fee.
3	Befriended Nomads who acknowledge your skills.
4	Your operations were never documented.
5	You work for yourself and your mechanical puppets.
6	Local fixers who ship your craft elsewhere.

► Who's Gunning for You?

Roll	Who?
1	A corporation you stole and redistributed drone designs from.
2	A Rival Robotcist who sees you as their Nemesis.
3	Irrational cult that sees drones as impurity that needs to be cleansed.
4	Gangers who'd like to see you as only their asset.
5	Former clients who lost something important to them after your drone malfunctioned.
6	Large manufacturer who is threatened by quality of your work.

Playing as a Roboticist

The Roboticist isn't based on some other Role, although the closest one would be probably a Tech. Their synergy with their BFF is close to one of a Nomad and their car, or maybe an Exec and their Team – anyway, the Roboticist acts in tandem in a way unlike any other Role.

Having access to basically performing as two characters at a time allows for some wonky tactics and ideas – lie down suppressive fire while BFF defuses a bomb? Sure, no problem. Observing the spot from two different angles at the same time? Be my guest. Going 200IQ and spending both actions for something that doesn't require a roll and thus ignoring the penalty? Don't mind if I do.

Remember, BFF can be rebuilding in a week of downtime – this makes it a perfect candidate to check if there are traps in this corridor, if snipers left already or if this Borg still flanking us. Granted, you lose a whatever activity you were to do in this week, but at least you don't have to bribe the HR. Going for an undercover job? Rebuild BFF to Agent Drone. Need a fire support – make it a Heavy NET one. Too suspicious? Go with Light NET and pretend it's a mechanical therapy pet.

You can make and maintain a literal army of drones for your Netrunner to use, just don't get too green with jealousy when they control more than a single one per round. Remember that you're the one that repairs them, and sources their upgrades even without a Fixer. And you're the only one that moves both Meat and Metal at the same time – you're still potent in the field, while controlling your BFF, whereas the Netrunner is toasted once they find them.

► Roboticists STATS for Starting Character (template sum: 62 –The EDGERUNNER)

Roll	INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
1	8	6	6	8	6	4	8	5	5	6
2	6	6	5	6	8	7	7	6	5	6
3	7	8	8	5	5	5	5	6	8	5
4	6	8	6	7	5	7	4	6	5	8
5	7	7	7	6	8	5	5	6	5	6
6	6	6	6	7	7	6	5	6	7	6
7	6	7	8	4	5	8	8	5	6	5
8	8	7	7	7	3	5	7	8	6	4
9	7	6	6	7	4	6	6	8	8	4
10	7	6	7	7	4	6	3	7	7	8

You want something a little personal?

A heavy machinery without a NET in your backpack? Understandable.

Got something you'll be able to custom the shit out of.

Now get in, we are going to express your You properly.

- Nathaniel “Jellybeans” to every customer ever

Typical set of skills

It's just like any other Role – focus on whatever suits you. Just remember that you need at least some amount of TECH to be able to care for your metal friends.

► Roboticists skills (template sum: 86 points – The EDGERUNNER)

Basic Skills	Level	Other Skills	Level
Athletics	2	Handgun	4
Brawling	2	Heavy Weapons (x2)	4x2
Concentration	2	Shoulder Arms	4
Conversation	2	Tactics	4
Education	2	Melee Weapon	4
Evasion	4	Basic Tech	6
First Aid	4	Resist Torture/Drugs	4
Human Perception	2	Electronics/Security (x2)	6x2
Language (Street slang)	2	Education	4
Language (Native)	4	Streetwise	4
Local Expert (Your Home)	2	Trading	2
Perception	2		
Persuasion	2		
Stealth	2		

Typical Weapons/Armour, Gear, Outfit and Cyberware

Take this if you're in a hurry or just want to go with EDGERUNNER template. Before you go with CALCULATED character creation – just remember you need at least one way to command your BFF.

► Roboticists Weapons / Armour, Gear, Outfit and Cyberware – The EDGERUNNER

Weapons / Armour	Gear	Outfit	Cyberware
Heavy Pistol	Agent	Leisurewear:	Neural Link
<i>Either</i> Assault Rifle	Carryall Bag	Footwear x2	Drone Link
<i>Or</i> Shotgun	Tech Bag	Jacket x2	
<i>Either</i> Basic Ammo x100	<i>Either</i> Computer	Bottoms x2	
<i>Or</i> Incendiary Ammo x10	<i>or</i> Disposable Phone	Mirrorshades	
Light Armour-jack BODY	Bed & Sleep bag	Top x2	
Light Armour-jack HEAD	Prepak x3		Humanity Loss:
	Radio Communicator		7 + 7 = 14
	Personal Care Pack		Totals -2 EMP

Since this is the EDGERUNNER method – this character is left with **500eb** in **cash** in their pocket, that they can spend on any weapon, armour, gear, outfit or cyberware of their choosing during character creation.

Roboticist Hustle

When they are not going for a gig, the Roboticist might want to pursue some jobs to pay the bills. A typical labour is always somewhere in between of drone manufacturing, and using drones to various extent. Some of you even go to great lengths to perform assassinations, or other illegal acts.

Drones are not limited by even the most hazardous environments lethal to humans, and often come and go with valuable cargo through dangerous territory. Hot zones, gang turfs hell even combat zone is good enough reason to put up the remote work instead of coming down there yourself. Drones aren't limited to combat, and in fact most of them aren't made for it. There's always a Drone Derby to be won, a custom drone to be made, and ever present demand on this month's popular models.

Pain and Gain every day to thrive. Bright future is right around the corner.

▶ Roboticists Hustle

Roll	What you did to make bank that week	BFF Rank 1-4	BFF Rank 5-7	BFF Rank 8-10
1	Another "found" chassis repaired no questions asked.	100eb	200eb	500eb
2	Remote construction work in the Hot Zone.	100eb	200eb	300eb
3	BFF Malfunctioned, had to get this dummy straight.	0eb	100eb	300eb
4	Some minor tinkering with various base models.	100eb	200eb	300eb
5	Some rich Corporate needed a drone ASAP. Good pay.	200eb	300eb	600eb
6	Finally assembled spare parts that lied there since ever.	100eb	200eb	500eb

Multiclassing into the Roboticist

There might exist some interesting synergies;

Solo with their ability would be *extremely lethal* if worked as a two-man squad at once (although I'd limit their Combat Awareness to their Meat – they are *Solo* not a *Tandem*) unlocking truly devastating combos, like going for acid shower with a Drone, then finishing with some heavy weapon.

Exec might like to have *another* teammate, boosting their numbers and putting GM through the apoplexy of an 8 party members. Anyway, it would be nice to not worry about their loyalty for a while. Similarly, the **Lawman** would probably make it another combat number at the table, safe for roleplay.

A **Netrunner** that can use their multiple NET Actions to command several drones within the access to a NET Architecture. Multiclassing into the Roboticist right away gives them a possibility of controlling up to four drones at the same time. This is some *Insane* possible damage output.

Medtech and **Nomad** could both benefit from remote work and split action keeping them safe in combat or in the wild, but other than that I fail to see a proper synergy of Roles for them.

Rockerboy and **Media** will need to get creative to use their BFFs in narrative and story oriented ways.

The **Fixer** can source useful (I mean Luxury) drones, they'd better just stock on cash through regular means and buy KillBot3000-Pro by their own sources – they don't need Roboticists abilities.

Techs, the gods of the setting, don't just make any drone as Roboticist do. They outstand them, and bring invention to the table. Don't forget the additional Upgrade slot only a Tech can make. Who need a Split Action when you can make autonomous drones yourself from the get go?

New items

Ah, welcome, welcome!

You've got the look of someone who knows what they need and how to use it. Step right up, edgerunner, feast your eyes. Best drone parts, real copper circuitry, and gear worthy of a Nomad blacksmith. You won't find better deals this side of the Badlands. Let's make a trade that'll keep you ahead of the game. And if you're looking for something special, well, let's just say I have connections.

Need a control station? Got it. High-capacity neuralware to outdo those corpo thugs? Right here. My stock is top-grade, no junk, only the finest for someone of your calibre.



So, what'll it be?

Gear

▶ Drone Control Station

100eb (Premium)

Briefcase loaded with electronics necessary to work with drones through radio transmissions.

A Drone Terminal capable of connecting and controlling a single NET, or Autonomous Drone at a time as if they were controlled via NET Architecture. Controlling a drone through Drone Control Station is an Meat Action that requires 2 hands. It can also be done with a single hand at -2 penalty.

▶ Bodyweight Puppeteer Suit

1000eb (V. Expensive)

Skin tight suit ridden with impact absorbing gel. It's not only comfortable but also provides protection that comes with a brand. This model features build in Drone Link with holographic HUD that processes commands to universal patchwork language based on your muscle and eye movement.

Unlike other armour, a Bodyweight Puppeteer Suit isn't bought in two pieces, and must always be worn on both your body and head location. Each location has its own SP11. When repaired, both pieces are repaired at the same time. You can't wear more than one Bodyweight Puppeteer Suit. Wearing a Bodyweight Puppeteer Suit allows you to control a Drone as if you've used a Drone Link but with Meat Action instead of NET Action.

▶ Bodyweight Adaptive Feedback Gloves

1'000eb (V. Expensive)

Really High-tech gloves embedded with haptic sensors and micro-actuators that synchronize with drone control interfaces. They give the operator real-time tactile feedback from their drones, enhancing precision control during delicate operations such as surgeries or shooting someone.

When controlling a Drone in a Bodyweight Puppeteer Suit as a Meat Action, user adds +1 to all rolls made using REF, DEX or TECH Stats.

▶ Advanced Drone Automatic Maintenance (A.D.A.M.)

10'000eb (S. Luxury)

A gift that keeps on giving, A.D.A.M. is an investment that, despite it's fairly high price, will surely pay off in no time. Station comes with integrated sensors, diagnostics computer, power tools, and its own rudimentary AI capable of detecting damage, and performing repairs using rail mounted arms.

A.D.A.M. is a cargo container sized station that can repair drones with a skill base of 10.

▶ Ghost Key Adapter

1000eb (V. Expensive)

Specifically designed to infiltrate Drone Digital Systems. Device uses frequency decryption protocols and all hardware necessary to hack all but most sophisticated Drones remotely. Shut them down first!

Allows for Disabling Net Drones remotely. You must be within effective range of a Drone and have line of sight to do so. Autonomous Drones cannot be Disabled. You can Disable Agent Drones with Ghost Key Adapter, but regular regular Breacher (see All About Agents pg. 7) will do.

Cyberware

▶ Drone Link

500eb (Expensive) 7 (2d6) Humanity Loss Neuralware Option Clinic

Make sure to always keep track of your drone, and what could be better than storing the hardware in a place it cannot be stolen? Upload commands with your mere thoughts and become a true Master!

*Neuralware Option. Can connect and control a single NET, or Autonomous Drone at a time as if they were controlled via NET Architecture. Controlling a Drone through Drone Link is a NET Action, and thus it requires no body movement and can be done only by a Netrunner. Only exception to this is a Roboticist performing their Split Action. **Requires Neural Link.***

▶ Drone Link Extra Capacity Upgrade

500eb (Expensive) 7 (2d6) Humanity Loss External Cyberware Clinic

It's possible to control more of your tinmen at a time, but using more and more of them would require you to have some high Netrunner skills. I once saw a guy that commanded like six crabs around.

*Neuralware Option. Upgrades a user's Drone Link to be able to connect and control a single additional NET, or Autonomous Drone at a time. **Can be installed multiple times and requires Drone Link.***

▶ Frequency Tuner

1000eb (V. Expensive) 14 (4d6) Humanity Loss Borgware Hospital

Cyberware of choice for professionals and edgerunners. Additional processing units check the signal back and forth instantly eliminating any interference, providing sustained connection with a drone.

*Borgware. While controlling a NET or Autonomous Drone you add +1 to any skill checks. **Requires Drone Link.***

▶ Cyberlimb Drone Compartment

500eb (Expensive) 7 (2d6) Humanity Loss Cyberlimb Option Clinic

Do you want to carry your metal friends with you at all times, but not to risk these ill looks from others who doesn't enjoy drones by them side 24/7? Well, maybe the concealment is the way to go.

Can store and conceal a single Drone that doesn't have Heavy Duty Upgrade installed.

▶ Ghost Key Module

500eb (Expensive) 7 (2d6) Humanity Loss Neuralware Option Clinic

Gutted down and therefore more compact version of handheld Ghost Key device. Instead of unnecessary hardware, it uses your brain for processing power, and Drone Link for remote attacks.

*Neuralware Option. Allows for Disabling Net Drones remotely. You must be within effective range of a Drone and have a line of sight to do so. Autonomous Drones cannot be Disabled. You can Disable Agent Drones with Ghost Key Module, but regular Breacher (see All About Agents pg. 7) will do. **Requires Drone Link.***

Weapon Attachments

▶ Smartgun Co-processor

500eb (Expensive) • Eligible: All Ranged Weapons equipped with a Smartgun Link

Smart Ammunition always trigger it's second chance regardless of how much the shot was missed.

Requires Smartgun Link.

▶ Active Camo

100eb (Premium) • Eligible: All Weapons

When actively concealing this weapon, user adds +2 to their Conceal/Reveal Object Checks. Installing or uninstalling Active Camo takes an hour.

Special Ammunition

▶ Homing Tracer Ammunition

500eb (Expensive) • Ammo Types Available: Bullets, Arrows, Slugs

When using this ammunition, whenever you deal damage to a target through their armour, you mark the target. Marked targets can be traced by a Homing Tracer Item (see Corebook pg. 354) or Cyberware (see Corebook pg. 361). Tracers are gone once the target receives any treatment.

▶ Electro-Smoke Ammunition

500eb (Expensive) • Ammo Types Available: Grenades only

When using this ammunition, you deal no damage with your attack. It obscures a 10m/yd by 10m/yd area with electrified smoke for a minute on impact. Sparking electricity is clearly visible. The typical penalty for trying to perform a task obscured by smoke is -4. Anyone within the electrified smoke must attempt to beat a DV13 Cybertech Check each round as if hit by a EMP (see Corebook pg. 345).

▶ Tranquilizer Ammunition

500eb (Expensive) • Ammo Types Available: Arrows only

When using this ammunition, you deal no damage with your attack. Anyone meat hit by your attack must instead attempt to beat a DV15 Resist Torture/Drugs Check. Anyone who fails is now Prone (see Corebook pg. 169) and Unconscious for 1 minute or until they are woken by taking damage, or by someone else using an Action that touches them. This ammunition is purchased in increments of 5 instead of 10.

▶ Thermite Incendiary Ammunition

500eb (Expensive) • Ammo Types Available: Arrows, Bullets, Slugs.

When using this ammunition, whenever you deal damage to a target through their armor, you ignite the target. Until your target spends an Action to put themselves out, they take 6 damage directly to their HP whenever they end their Turn. Multiple instances of this effect cannot stack.

Weapons

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire	Hands Required	Can it be Concealed	Cost
Double Barrelled Shotgun	Shoulder Arms	Shell/5d6	2	1	2	No	500eb (Expensive)
Alt. Fire Modes & Special Features: +5 Damage when both barrels shot * Can load all ammo							
Sawn-off	Handguns	Shell/5d6	2	1	1	No	500eb (Expensive)
Alt. Fire Modes & Special Features: +5 Damage when both barrels shot * Can load all ammunition							
Jailbroken Microwaver	Handguns	EMP	2	1	1	No	1000eb (V.Expensive)
Alt. Fire Modes & Special Features: Rechargeable Battery * AoE EMP 6x6m							
Arachno-foam Launcher	Heavy Weapons	None	6	1	2	No	500eb (Expensive)
Alt. Fire Modes & Special Features: Creates Thick Foam on hit * Can only load Arachnid Grenades							
Micromissile Launcher	Heavy Weapons	4d6	4	2	2	No	500eb (Expensive)
Alt. Fire Modes & Special Features: ROF2 * Less damage and AoE * Unique Basic Ammunition							
Amplified Shrieker	Handguns	Sonic	2	1	1	No	1000eb (V.Expensive)
Alt. Fire Modes & Special Features: Rechargeable Battery * DV17 Resist Torture/Drugs check							
Super Smart Rifle	Shoulder Arms	5d6	4	1	2	No	5000eb (Luxury)
Alt. Fire Modes & Special Features: Combines all shenanigans related to Smart Ammunition							

► Double Barrelled Shotgun / Sawn-off

500eb (Expensive)

Beloved classic is back! An old construction that proves that one might not go wrong with the classic. Two barrels provide more firepower when you need it the most, but you can shoot them separately.

Exotic Shotgun. Weapon holds 2 shots. If both barrels are fired simultaneously it deals +5 damage. Despite being an Exotic Weapon it can fire both Slugs and Shells.

Sawn-off version uses Handguns Skill instead of Shoulder Arms Skill.

► Jailbroken Microweaver

1000eb (Very Expensive)

Turns out, if you remove all power lining with a thicker wires, bypass the battery safety protocols and remove the shielding - the baseline Microwaver is capable of an area of effect attack.

An Exotic Very Heavy Pistol. Instead of dealing damage, everyone hit in a 6x6m square (centred on original target) attempt to beat a DV15 Cybertech Check each round as if hit by a EMP (see Corebook pg. 345). Ammunition is costless, as it runs off easily rechargeable (1 hour) battery packs that need to be replaced after 2 shots. Extra battery packs are 50eb (Costly).

► **Arachno-foam launcher**

Cost: 500eb (Expensive)

This device electrifies and vaporises the Arachnid Grenades fluid to change its properties, then ejects the resulting foam in one spot. In this state, the adhesive hardens in a fraction of a second.

An Exotic Grenade Launcher. Magazine holds 6 shots, and it can only fire Arachnid Grenades (see Black Chrome pg. 86). When launched in this fashion, the Arachnid Grenades explosion covers 2x2m square with Thick Foam Cover (15HP). Anyone hit by the foam is grappled by it, and cannot use their Move Action or two handed weapons, taking -2 to all Actions. Grapple ends when the foam is destroyed or one minute passes, after which the Cover crumbles to dust. Escaping the foam requires a DV15 Brawling Check that can be attempted by the target or anyone in melee range as an Action.

► **Micromissile Launcher**

Cost: 500eb (Expensive)

Preferable alternative to a grenade launcher, at least for some. Missiles engine provides better long range accuracy than usual grenade, while their small size allow for rapid salvaging, at the same time severely limiting their destructibility.

Exotic 2 ROF Rocket Launcher. Magazine holds four shots. Micromissiles deal 4d6 in 6x6m square centred where they land. This weapon uses unique ammunition which costs 50eb (costly) per micromissile. Micromissiles are only available as Basic Ammunition.

► **Amplified Shrieker**

1000eb (Very Expensive)

Some masterfully crafty Techs found a way to actually make the standard Shrieker Pistol even louder. Using profiled membrane and extensively rebuilding the power supply unit – the sound now can now rumble through their very bones.

An Exotic Very Heavy Pistol. Whenever a user fires this weapon without some form of ear protection, they suffer the Damaged Ear Critical Injury. Instead of dealing damage, on a hit it forces the target to try to beat a DV17 Resist Torture/Drugs Check. If they fail, they suffer the Damaged Ear Critical Injury. Ammunition is costless as it runs off of easily rechargeable (1 hour) battery packs that need to be replaced after 2 shots. Extra battery packs are 50eb (Costly)

► **Super Smart Rifle**

5000eb (Luxury)

Truly a sight of what's to come, this sniper rifle was so extensively rebuild, it no longer fully resembles a firearm per se. Before being fired, bullets are individually weighted, calibrated and adapted to the ongoing situation. You aren't going to find a better smart weapon. No, sir you will not.

An Excellent Quality Exotic Sniper Rifle. It comes permanently installed with Tech Upgraded Smartgun Link (+2 to hit), Smart Scope (see Golden Chrome), Sniping Scope and Infrared Night Vision Scope Weapon Attachments. The weapon must be connected (via Interface Plugs or a Subdermal Grip) in order to operate. This weapon can only use Smart Ammunition, and cannot be upgraded to use any other ammunition. Whenever this weapon misses, it always triggers a second chance regardless of how much the shot was missed, and proceeds to reroll with a base of 14, ignoring all modifiers except for LUCK.

Catalogue

Agent Drones

► Street Tech “Eagle Eye”

Popular amongst influential Ziggurat content creators. Often used as a budget option by wannabe spies. Shit’s so cheap and easy to source, it’s not actually produced by any corporation or even a taxable company – earning its name as a Street Tech. Sometimes even made from scraps, found circuitry and so on – it comes in all the colours of the rainbow.

Drone Core	MOVE	Movement	Battery (hours)	Disable DV	
Agent	8	Air	8	9	
Structural Damage Points (SDP)	Stopping Power (SP)		Combat Number		
/ 15	/ 0		None		
Stats			Skills		
INT					
TECH					
COOL					
EMP					
Upgrades Installed					
Name			Description		
Advanced Optics			MicroVideo (2), Radar Detector (1)		
Long Range Signal			50m from Agent instead of 25m.		
Weapons Installed					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality

Cost: 500eb (Frame) + 500eb (Advanced Optics) + 1000eb (MicroVideo, Radar Detector) + 500eb (Long Range Signal)

Total: 2500eb

GM Notes: A drone that has a 101 uses – strap in a grenade, duct tape a radio communicator, peek around the buildings, videotape a clue, make a Garden 360-degree post. Get creative.

► European Drone Agency “Lavalieré”

Hot European Tech from the Old World. And by hot I mean, tax evaded. An interesting design – it’s a swarm of golden dust disguising itself in a form of a lavalieré. It’s more of a fashion statement instead of anything else – drone is only able to perform sick tricks, such as swirling around the user, getting poured from hand to hand, tossed into the air and similar hocus-pocus that looks cool as hell.

Drone Core	MOVE	Movement	Battery (hours)	Disable DV	
Agent	8	Air	8	9	
Structural Damage Points (SDP)		Stopping Power (SP)		Combat Number	
/ 15		/ 0		None	
Stats			Skills		
INT					
TECH					
COOL					
EMP					
Upgrades Installed					
Name			Description		
Swarm Drone			It’s a swarm, duh.		
Golden Chrome			+ 4 Wardrobe & Style (it’s literally made of gold)		
Weapons Installed					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality

Cost: 500eb (Frame) + 5000eb (Swarm Drone) + 5000eb (Golden Chrome)

Total: 10’500eb

GM Notes: It’s a proof that not all drones are made for combat, hell this one isn’t even made as a tool. It’s an extremely high priced style bonus. For folks who like to play Style over Substance.

Tier I NET Drones

► Zonda “Street Sweeper”

You’ve seen them, I bet you did. Little Santa helpers collecting trash, swiping streets, disposing dead bodies. In ideal world every Night Corp Street brigade would’ve went with at least one, but they switched to perform with two shooters since the November of 44. Anyway, folks seem to like them, no matter their price Night Corp is buying more and more. The word is, in executive zone they like to see robots clean their trash instead of human labourers, don’t quote me on this, never been there.

Drone Core	MOVE	Movement	Battery (hours)	Disable DV	
NET I	4	Ground	8	17	
Structural Damage Points (SDP)		Stopping Power (SP)		Combat Number	
/ 30		/ 0		None	
Stats			Skills		
INT					
TECH					
COOL					
EMP					
Upgrades Installed					
Name			Description		
Manipulators			Can pick up the rubbish, garbage etc.		
Semi-Autonomous			Able to distinguish waste		
Self-Security			+4 to Disable DV, zaps non permitted tinkerers.		
Weapons Installed					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality
Stun Paneling	ND	2d6	1	ND	Standard

Cost: 1000eb (Frame) + 500eb (Manipulators) + 1000eb (Self-Security) + 1000eb (Semi-Autonomous)

Total: 3000eb

GM Notes: Just another example of a drone fitting into a world – you can remake it into something else, a fish tank cleaner for example, or a food delivery unit.

► Moscow Robotics “Turret”

One might’ve seen this one coming, but I honestly was surprised when I learned that the Soviets were able not only produce their own cyberware, their own ACPA, but their own robots. Yeah, laugh all you want, I’m the one with Turret in stock, not you. Anyway – it’s a common design for a defence drone, modular in fact, and adaptive enough that it safely braces almost anything, you’d put into the mount.

Drone Core	MOVE	Movement	Battery (hours)	Disable DV	
NET I	0	Turret	8	13	
Structural Damage Points (SDP)		Stopping Power (SP)		Combat Number	
/ 55		/ 11		None	
Stats			Skills		
INT					
TECH					
COOL					
EMP					
Upgrades Installed					
Name			Description		
Weapon Mount			Can use mounted weapons		
Basic Plating			Gain 11 SP		
Heavy Duty			+15 SDP, can brace BODY 10 weapons		
Weapons Installed					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality

Cost: 1000eb (Frame) + 500eb (Weapon Mount) + 500eb (Basic Plating) + 500eb (Heavy Duty)

Total: 2500eb (Doesn’t include any weapons)

GM Notes: A man needs a turret. It’s necessary. This piece not the most basic one (which would be an Agent drone with a Weapon Mount), it’s not really THAT cheap, as some costs are hidden – first of all, you need a controller, that means obtaining a Demon or hiring a Netrunner. Secondly, get yourself a weapon to install in its mount. It could easily double the price.

But a 55SDP and 11SP on a 2500eb unit? That’s just cheap, given how abundant weapons are. If you’re curious what’s the ultimate turret, you’ll need a Particle Dome, Advanced Plating + Superior Plating and double Heavy Duty with a Weapon Mount. That way you’ll have a monster that has a 70SDP + 30HP Shield and can lay down fire with a Borg Weapon.

Tier II NET Drones

► Nomad “Boom Ball”

Rolling ball design filled with enough explosives to shatter a vehicle – Nomads use Boom Balls as a sort of improvised explosive devices. Usual tactic is to roll as fast, and as close as possible to adversary car, camp, shack or even groups, then push the big red button unleashing a massive blast that instantly destroys its surroundings. Nomads excellent craftsmanship and jury rigged durable materials allows Boom Balls to survive the blast and make it home in time for dinner. Great combat opener.

Drone Core	MOVE	Movement	Battery (hours)	Disable DV	
NET II	12	Ground	8	17	
Structural Damage Points (SDP)		Stopping Power (SP)		Combat Number	
/ 60		/ 0		None	
Stats			Skills		
INT					
TECH					
COOL					
EMP					
Upgrades Installed					
Name			Description		
Advanced Movement (x2)			+48MOVE		
Heavy Duty (x2)			+15 SDP twice (+30 SDP total)		
Weapons Installed					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality
Big ass stack of C6	None, just press a button	10d6	1	1	Standard

Cost: 5000eb (Frame) + +1000eb (Heavy Duty x2) + 2000eb (Advanced Movement x2) + 1000eb (Big stack of C6 that deals 10d6 damage, and doesn't require a weapon mount, come on)

Total: 9000eb

GM Notes: Example of rule abuse – 10d6 is a big one – it's a single most devastating attack in the game (not counting falling) featured, I think, only in Tales of the RED. Anyway, big stockpile of C6 deals 65 damage top – so a 60SDP Drone will likely survive it. Yeah.

Down it to 8d6 if you play by the rules.

► Trauma Team “Phalanx Spider-Bot”

Trauma Team International understands the problems of street surgeon work, who often under fire, give their best to save lives. Stray bullets might not only flat-line the patient, cancelling on probable payment, but also possibly hurt the medic performing a stabilization. To battle this problem Trauma Team International forged a perfect solution – the Phalanx Bot that sets up a defensive perimeter around the busy field surgeon saving most important asset – our clients life.

Drone Core	MOVE	Movement	Battery (hours)	Disable DV	
NET II	4	Ground	8	17	
Structural Damage Points (SDP)		Stopping Power (SP)		Combat Number	
/ 40		/ 0		None	
Stats			Skills		
INT					
TECH					
COOL					
EMP					
Upgrades Installed					
Name			Description		
Manipulators			Two robotic arms		
Specialised Manipulators			Two 15 HP Popup Shields		
Semi-Autonomous			Shields a known user on command		
EMP Shielding			Invulnerable to EMP or Non-Black ICE effects		
Weapons Installed					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality

Cost: 5000eb (Frame) + 500eb (Manipulators) + 1000eb (Specialised Manipulators) +1000eb (Semi-Autonomous) + 1000eb (EMP Shielding)

Total: 8500eb

GM Notes: How about a drone that tries it’s best to protect you? Imagine the comfort of not having to carry a shield in your popup.

Tier III NET Drones

► Arasaka "R"

Probably the most generic humanoid robot used in security duties. It has a battery of a single shift, is designed to wield weapons as a human would, as opposed to most drones who use fixed mounts, and comes with zero facial expression, similar to most unnamed security wage slaves. Sales of this simply named robot are going great since its release, and it's going steady for a win in a guard duty market.

Drone Core	MOVE	Movement	Battery (hours)	Disable DV	
NET III	4	Ground	8	21	
Structural Damage Points (SDP)		Stopping Power (SP)		Combat Number	
/ 30		/ 11		14	
Stats			Skills		
INT					
TECH					
COOL					
EMP					
Upgrades Installed					
Name			Description		
Plating			Gain SP 11		
Manipulators			Uses it only to field weapons		
Basic Combat AI			Gain Combat Number 10		
Advanced Combat AI			Boost Combat Number to 14		
Semi-Autonomous			Follow patrol routes, shifts and alarm procedure		
Weapons Installed					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality
Assault Rifle	Shoulder Arms	5d6	1	25	Standard
Grenade Launcher (Under barrel)	Heavy Weapons	6d6 10x10m	1	1	Standard

Cost: 10000eb (Frame) + 500eb (Manipulators) +500eb (Plating) + 1000eb (Semi-Autonomous) +1000eb (Basic Combat AI) + 5000eb (Advanced Combat AI) + 1000eb (Assault Rifle with grenade launcher under barrel)

Total: 19'000eb

GM Notes: R (which stand for Robot) is supposed to bring in some of that "corporate dystopia" feel – R are made with intention of replacing a human. So maybe try to make them as generic as possible, and as uncanny valley levels of inhumane as you can to capture that feel of a corporate replacement.

► Firebrand “Cool-Aid”

Firefighter drone. It isn't a Brimstone FBC, but it does the job. Really crafty or terribly wealthy fire brigades can opt for it instead of risking the life (and reimbursing the possible funeral expenses) of their brigadiers, they go for a Netrunner and a couple of Cool-Aids they can pilot simultaneously. Drones does their job well – one doesn't exactly need high fire invulnerability when they can perform with three or so bodies at a time. Best thing? Netrunner has a single salary.

Drone Core	MOVE	Movement	Battery (hours)	Disable DV	
NET III	8	Air	8	21	
Structural Damage Points (SDP)		Stopping Power (SP)		Combat Number	
/ 15		/ 11		None	
Stats			Skills		
INT					
TECH					
COOL					
EMP					
Upgrades Installed					
Name			Description		
Weapon Mount			Grenade Launcher + Drum Mag loaded with CO2 grenades only.		
Long Range Signal			100m range		
Advanced Sensors			IR/LL/UV (2) + Radio Communicator (1)		
Plating			Gain SP 11		
Advanced Plating			Brimstone Coating		
Weapons Installed					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality
Grenade Launcher	Heavy Weapons	None	1	6	Standard

Cost: 10000eb (Frame) + 500eb (Weapon Mount) + 500eb (Long Range Signal) + 500eb (Advanced Sensors) + 500eb (Plating) + 5000eb (Advanced Plating) + 1000eb (Grenade Launcher with Drum Mag)

Total: 18'000eb

GM Notes: An example of how drones could fit into your everyday life. Similar how Full Body Conversions did cover a variety of typically non-combat jobs like a surgeon, firefighter or a construction worker – and showed that in this twisted world going metal could mean you're still just a workforce, nothing else. This somehow fits the idea of worker drones.

Autonomous Drones

► NUSA "R.E.P.A.I.R"

Hauling mass of tools fixed on a submersible tank. R.E.P.A.I.R. (or rather Rapid Entry Proper Artificial Intelligence Robot) is a fully autonomous drone capable of repairing NUSA military vehicles with schematics stored within its chipset. Different military branches load different skills, to no surprise a USAF R.E.P.A.I.R. won't have use for Land Vehicle Tech. Every major attack group has at least one to save on some technical works. If you see one better try to look harmless, or simply walk the other way - these bots are exclusively employed by New United States of the America and are always escorted.

Drone Core	MOVE	Movement	Battery (hours)	Disable DV	
Autonomous	4	Ground, Water	8	Impossible	
Structural Damage Points (SDP)		Stopping Power (SP)		Combat Number	
/ 30		/ 11		None	
Stats			Skills		
INT					
TECH			6		
COOL					
EMP					
Upgrades Installed					
Name			Description		
Movement System			Added Water movement		
Advanced Plating			Gains 13 SP		
Advanced Manipulators			Tech Scanner / Tool hand, Grapple Hand x2		
AI Protocols (x2)			Gain TECH 6		
Skill Chipset			Depending on military branch it'll have 3 skill chips of Excellent Quality (see Golden Chrome): Repair Land Vehicle, Repair Sea Vehicle, Repair Air Vehicle x2, Basic Tech, Weaponstech, ACPA Tech x2, Electronics/Security x2		
Weapons Installed					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality

Cost: 20'000eb (Frame) + 1000eb (Movement System) + 1000eb (Advanced Plating) +1000eb (Advanced Manipulators) + 1300eb (Options in both arms) + 10'000eb (AI Protocols) + 5000eb (Skill Chipset) + 3000eb – 15'000eb (depending on skills)

Total: 39'300eb for hardware, and 42'300eb - 54'300eb loaded with chips.

GM Notes: Replacing a Tech isn't as easy as one might think. For maximum efficiency rig it with Smart Design, add a Tech Upgraded Overclocking for a +2 bonus that would change the base to 12. Possibly upgrading the AI Protocols would end up with a base of 14, and a price skyrocketed by 25'000eb.

► Militech “Atlas Fire Support Platform”

Do your kill squads take too much time to complete their tasks? Or do you simply want to make sure it's your soldiers that have the bigger gun, not the enemies? Well look no further because Atlas model supports the heaviest of heavy weapons. Disclaimer: Loading Atlas FSP with off brand non-Militech supplied ammunition may result in termination of the user's warranty.

Drone Core	MOVE	Movement	Battery (hours)	Disable DV	
Autonomous	4	Ground	8	Impossible	
Structural Damage Points (SDP)		Stopping Power (SP)		Combat Number	
/ 60		/ 15		14	
Stats			Skills		
INT					
TECH					
COOL					
EMP					
Upgrades Installed					
Name			Description		
Weapon Mount			Can mount any weapon		
Heavy Duty (x2)			+30 SDP, Gains BODY 11		
Advanced Plating			Gains 13 SP		
Superior Plating			EMP resistant		
Base Combat AI			Gain Combat Number of 10		
Advanced Combat AI			Boost to Combat Number to 14		
Superior Combat AI			Further boost Combat Number to 18		
Smart Design (x2)			+2 Upgrade Slots (8 instead of 6)		
Weapons Installed					
Name / Type	Skill	Damage	Rate of Fire	Ammo	Quality
Tsunami Arms Helix	Autofire	2d6 (5)	1	80	Standard
Militech U-56 Cowboy	Heavy Weapons	6d6	2	4	Standard
Rhinemetall EMG-86	Heavy Weapons	5d6	1	4	Standard
Constitution Arms Hurricane Assault Weapon	Heavy Weapons	3d6	2	16	Standard

Cost: 20'000eb (Frame) + 500eb (Weapon Mount) + 1000 (2x Heavy Duty) + 1000eb (Advanced Plating) + 5000 (Superior Plating) + 500eb (Base Combat AI) + 1000eb (Advanced Combat AI) + 5000 (Superior Combat AI) + 5000eb (Borg Weapon) + 10'000eb (Smart Design x2)

Total: 49'000eb

GM Notes: Ultimate kill squad fire support. Ought to expect nothing less from a Militech. Very sturdy and hard to kill by regular means – it could easily withstand a direct rocket hit, and possibly retaliate with a deadly barrage of whatever Borg Weapon it carries.