

NO PLACE LIKE HOME

DATA

This crew of edgerunners, known as the Cyber6, first appeared in the story *Black Dog* by Mike Pondsmith. You can read it in the *Cyberpunk RED* core rulebook.

The last boosterganger fell, cybereye sparking thanks to the arrow pierced through his skull.

"Nice shot, Zora!" Kepler shouted as she holstered her pistol, "That's the last of them. Everyone good? Check in and let us know!"

"I'm good, luv." Pneumo replied from where he kept overwatch with his rifle.

"Same." Lilayah called out from behind a barricade.

"Patching up Damien," Zora responded, "He's banged up, but he'll survive."

"That's most of us," Kepler said, "Just leaves Trace. Trace? You still with us?"

Trace Santiago glanced up from where he squatted next to a smoking hole in a small building.

"Place has good bones. Sturdy but easy to repair." Trace mumbled as he ran his fingers across the edge of a plasticrete stud jutting out from the broken wall.

"And you're such an expert on buildings because ..." Kepler asked as she walked over to assure herself of Trace's well-being. He had a habit of ignoring injuries when he focused on a thought ... or a story.

Trace glanced up at her and grinned, "Worked some construction crews as a teen. Helping out the family."

Kepler smiled in return, "Course you did. Just like I picked fruit with mine."

Trace and Kepler bumped fists. They grew up in different clans and on different sides of the continent, but their shared heritage as nomads bound them together.

"Hey, Zora! Lilayah!" Trace yelled as he stood up, "Didn't you two mention you needed new digs?"

Zora checked the wrapping on Damien's bandages before replying. The team tech would need a check-up from his rippdoc, but he'd keep his arm.

"What? You want us to rent the place with the hole in it?" she asked.

"That one," Trace said, then motioned to the rest of the block, "Or one of the dozen others just like it on this block."

Woodchipper, a Santo Domingo fixer with ties to the Aldecaldo clan, had hired their crew to clear out an infestation of Iron Sight streetrats muscling in on her turf.

The gig hadn't been difficult. Beyond Damien's arm, the worst that happened was an errant grenade blew open a hole in one of the many free-standing garages populating the area.

"Each of these units has two rooms," Trace explained, "A spacious garage and an open space with an attached bathroom. Could be a bedroom, a lounge, a workshop. Whatever. Kepler and Pneumo park their rig in the garage and camp there. You and Lilayah spruce up the other room and use it as an apartment. Solid idea, right?"

Lilayah peered through the hole, trying to imagine the possibilities.

"I do need a new place," the rockerboy mused, "My neighbors keep leaving me nasty notes about the noise. I don't move, and they might leave me nasty bombs instead."

"I suppose there could be worse landlords than a seven-foot-tall nomad who throws block parties once a month." Zoya mused.

"Great!" Trace said, smiling, "I'll call Woodchipper and negotiate a deal. This is going to be preem!"

WHAT IS A HEADQUARTERS?

A **Headquarters** is a space controlled by a crew, representing the center of their operations. It's their base. Their hangout. Their zone. It's where they can catch up, spend time together, and plan their next move. As the crew goes through jobs together, this space grows with them through Headquarters (HQ) Improvements and Upgrades, granting benefits. Benefits, of course, that can be taken away if they aren't defended. You aren't ever really safe in Night City. If a crew loses access to their Headquarters, they lose those benefits and must regain access or risk them vanishing entirely.

Failing to pay rent is a good way to lose access to a HQ.

If the HQ is destroyed, the crew must start over from scratch. All the associated benefits are gone.

To build a Headquarters, a crew must first earn and spend Headquarters Improvement Points (HQ IP).

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To learn more about Woodchipper and her monthly block parties, check out *Black Chrome*.

EARNING HEADQUARTERS IP (HQ IP)

Whenever a crew receives Improvement Points from the Group column after completing a mission, they also receive an equal amount of Headquarters Improvement Points (HQ IP).

These points do not go to any specific Edgerunner but are instead spent on Headquarters (HQ) Improvements and Upgrades.

Example: *The Mighty Mighty Trio, an edgerunning crew/chromatic ska band, finishes their first Mission together. The Gamemaster awards 40 Improvement Points to every member of the Crew for completing the job. The GM also awards 40 HQ IP to the Crew as a whole.*

YOUR VERY OWN HQ

A crew can designate any space that they have some measure of control over as their Headquarters once they have enough HQ IP to purchase at least one HQ Improvement. This space can be one they own, rent, or gain via the goodwill of a patron. If members of the crew are going to live in the HQ, they must still pay Housing Costs (SEE CP:R PAGE 378) equivalent to the space and luxuries provided.

Example: *After receiving 40 HQ IP, the Mighty Mighty Trio agree to pool their resources and rent a Two-Bedroom Apartment. They also agree to spend the 40 HQ IP they received during their first Mission to buy the Garage Upgrade. This space, christened the Mighty Mighty Manor, becomes their Headquarters.*

HQ IMPROVEMENTS AND UPGRADES

An **HQ Improvement** enhances the Headquarters in some way, providing a benefit to its crew. Each Improvement can only be purchased once per HQ.

Each Improvement can be **Upgraded** once (unless otherwise noted), further enhancing its benefit. Spending HQ IP should always be a team decision and not made by any single Player.

HEADQUARTERS IMPROVEMENTS

When purchasing HQ Improvements and Upgrades, select from the following.

▶ EVIDENCE WALL

Improvement Cost: 40 HQ IP

With access to an Evidence Wall, Lawmen and Medias gain a +2 bonus to Composition, Criminology, Cryptography, Deduction, Education, Forgery, Library Search, and Photograph/Film Checks as they apply to ongoing investigations.

Upgrade Cost: 40 HQ IP

When the Evidence Wall is upgraded, the bonus increases to +3 for Lawmen. The bonus for Medias remains at +2 but their Credibility Rank temporarily increases by 1 for the purposes of Believability when they publish a story they've worked on with the help of the Evidence Wall.

▶ GARAGE

Improvement Cost: 40 HQ IP

A Garage comes with a Compact Groundcar that is owned by the crew. The car can be improved by purchasing and installing Vehicle Upgrades, but it cannot be sold. It cannot benefit from a Nomad's Moto Role Ability.

If the car is Destroyed Beyond Repair, this Improvement (and the Upgrade, if also purchased) is lost. Any HQ IP spent on it is not refunded, and the Improvement must be purchased again to obtain a new vehicle.

Upgrade Cost: 40 HQ IP

When the Garage is upgraded, Nomads gain an additional benefit. Assuming all of a Nomad's vehicles are at full HP and in working condition, they can spend one week of downtime to re-spec the choices they made with their Moto Role Ability to date, swapping out Vehicle Upgrades or even entire Vehicles as desired.

▶ LOCKUP

Improvement Cost: 40 HQ IP

A Lockup is a soundproof place where a crew can drag off a single character and keep them prisoner. When imprisoned in a Lockup, the character cannot escape unless they have BODY 13 or higher to break through the barriers holding them.

However, others can certainly come looking for them, so be warned.

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► Upgrade Cost: 40 HQ IP

When Lockup is upgraded, up to three characters can be kept in separate cells. In addition, Lawmen gain a +2 bonus to Interrogation Checks when questioning a prisoner who has spent at least one day in the Lockup.

► LOUNGE

Improvement Cost: 40 HQ IP

During in-person meetings held in a Lounge, Fixers in the crew gain a +2 bonus to Bribery, Bureaucracy, Business, Conversation, Human Perception, Persuasion, and Trading Checks.

Upgrade Cost: 40 HQ IP

When a Lounge is upgraded, Fixers and Medias gain a +2 to all Checks made to set-up an in-person meeting with anyone the GM determines falls under their Contacts and Clients (Fixers) or Access/Sources (Medias).

► MEDBAY

Improvement Cost: 40 HQ IP

With access to a Medbay, members of the crew naturally heal as if their BODY was 2 points higher. Medtech crew members using a Medbay gain a +2 bonus to First Aid, Paramedic, and Surgery Skills Checks.

Upgrade Cost: 40 HQ IP

When a Medbay is upgraded, a Medtech crew member can use Science (Chemistry) to Upgrade, Fabricate, and Invent Street Drugs as if they were a Tech using the Maker Role Ability (SEE CP:R PAGE 148).

Consider the Medtech's Upgrade, Fabrication, or Invention Expertise to be equal to their Medical Tech Skill Level for this purpose.

► MORALE BOOST

Improvement Cost: 40 HQ IP

A Morale Boost is any improvement that improves the wellbeing of the crew and makes it more comfortable or improves its amenities. This represents your crew personalizing their space for fun rather than for reasons of utility.

This improvement is broad enough to cover most recreational and decorative upgrades, including arcade games, liquor cabinets, ping-pong tables, pool tables, saunas, home theaters, murals, basketball courts, claw-foot bathtubs, and antique fishnet leg lamps.

This Improvement reduces stress and, as a result, lowers the monthly Lifestyle Cost for all members of the crew by 50eb.

Upgrade Cost: 40 HQ IP

Morale Boost can be upgraded up to 10 times, each time providing a new benefit. See the Morale Boost Upgrade table ON PAGE 5 for more information.

► RENT REDUCTION

Improvement Cost: 40 HQ IP

The Rent Reduction Improvement gives edgerunners who live in their HQ a break on the rent. Treat the cost of the rent as if it were one category lower on the Real Estate table (SEE CP:R PAGE 378), skipping any row listed as "Given to you by a Corp." The cost of rent for a Cube Hotel room drops to 100eb per month. Rent Reduction cannot be applied to a HQ with no monthly rent cost.

Upgrade Cost: 40 HQ IP

Each time the Rent Reduction Improvement is upgraded, add another bed (and possibly another room with the GM's permission) to the HQ. This adds space for additional tenants without increasing the housing cost. Rent Reduction can be Upgraded multiple times but not past the point where the original number of beds is doubled.

For example, a Cargo Container cannot have more than two beds (one Upgrade), while a Two-Bedroom Apartment can have up to four beds (two Upgrades).

► SERVER ROOM

Improvement Cost: 40 HQ IP

The Headquarters now has a NET Architecture. Using Home Security 2045 (SEE CP:R PAGE 217) and 20,000eb, create the perfect home defense for your crew. The only stipulation is that you won't be able to resell or remove anything bought with this eb later and that you can't keep any unspent funds.

MORALE BOOST UPGRADE

Morale Boost Upgrade #	Benefit
1	At the beginning of every month, each crew member can restore 1d6/2 Humanity, up to their Maximum Humanity as determined by their installed Cyberware.
2	Members of the crew naturally heal as if their BODY was 1 point higher. This stacks with the bonus provided by the Medbay Improvement.
3	The crew (including Exec Improved Team Members) increases their LUCK by 1. This is one of the only ways for an NPC to be given a Luck pool.
4	At the beginning of every month, each crew member can restore 1d6 Humanity, up to their Maximum Humanity, as determined by their installed cyberware. This replaces the benefit gained at the first Morale Boost Upgrade.
5	Fixer crew members gain a +2 to Trading Checks when negotiating to increase the pay per person for a job. Non-Fixer members of the crew can now haggle to increase pay per person per job by 20% as if they were a Fixer with Operator Rank 5, though they do not gain any bonus to their Trading Check.
6	While Hustling (see CP:R page 381), members of the crew can roll twice on the appropriate Hustle table and take whichever outcome they prefer.
7	The crew (including Exec Improved Team Members) increases their LUCK by an additional 1.
8	When Hustling (see CP:R page 381), members of the crew can roll twice on the appropriate Hustle table and gain the income from both rolls. This replaces the benefit gained at the sixth Morale Boost Upgrade.
9	At the beginning of every month, each crew member can roll 1d6 twice and take the highest result. They then add this number to their Humanity, raising it (up to their Maximum Humanity, as determined by their installed cyberware). This replaces the benefit gained at the fourth Morale Boost Upgrade.
10	Choose Your Own: Work with the GM to create a unique Morale Boost Benefit designed around the specific circumstances of your crew.

Upgrade Cost: 40 HQ IP

When a Server Room is upgraded, a Netrunner crew member can use Electronics/Security Tech to Upgrade, Fabricate, and Invent Cyberdecks, Cyberdeck Hardware, and Cyberdeck Programs as if they were a Tech using the Maker Role Ability (SEE CP:R PAGE 148). Consider the Netrunner's Upgrade, Fabrication, or Invention Expertise to be equal to their Interface Rank for this purpose.

STUDIO

Improvement Cost: 40 HQ IP

While inside the Studio, a Rockerboy crew member gains a +2 bonus to their Acting, Composition, Play Instrument, Paint/Draw/Sculpt, and Photograph/Film Checks.

Upgrade Cost: 40 HQ IP

When the Studio is upgraded, Rockerboy crew members can spend one week of downtime to refine a particular artistic project and gain a +2 on the Acting, Composition, Play Instrument, Paint/Draw/Sculpt, and/or Photograph/Film Checks needed to create it. If they fail the Check, they can try again later, spending another week with an additional +2 stacked atop the already existing bonus. The Rockerboy can continue this pattern and stack bonuses until their project is completed, they abandon the project, or they roll a 1 (Fumble Recovery does not help if they also happen to be a Solo) on one of the Checks needed, in which case the bonuses from this refinement process vanish in a poof of frustration.

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SEE CP:R means check the appropriate page in the **Cyberpunk RED** core rulebook.

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Ever wonder how Silverhand wrote *Chippin' In*, or Eurodyne completed *Second Conflict*? Hard work and long swaths of studio time. Art has the potential to change the world, often in unexpected ways. Legendary (DV29) art *always* does. You won't know how until it happens.

GMs are encouraged to consider the existence of such an art project for both narrative and mechanical purposes during play.

Example: *Forty wants to lay down a killer track for her next album – her magnum opus. The GM rules she will need to succeed at three different DV29 Checks (Composition, Play Instrument (Guitar), and Play Instrument (Singing)). She spends a week in the studio, gaining a +2 bonus on those Skills. She fails all three Checks (with a 15, 18, and 21 respectively). She puts the work on hold to do a gig with her crew, then returns for another week of recording. Since this is the second week, the bonus increases to a +4! Still, she fails all three Checks again (a 16, 22, and 28, respectively). She's so close, she can taste it!*

Forty dives right into another week of recording, with a +6 bonus this time. Only she rolls a 1 on her Play Instrument (Singing) Check. Forty groans in frustration as her muse dies a bloody, bullet-riddled death. Her bonuses are lost as the work turns to garbage. She'll have to start over from scratch if she wants to continue.

▶ TRAINING AREA

Improvement Cost: 40 HQ IP

With access to a Training Area, a crew member can use one week of downtime to Practice one of the following Skills: Athletics, Archery, Autofire, Brawling, Evasion, Handgun, Heavy Weapons, Martial Arts, Melee Weapon, or Shoulder Arms.

When a Skill is Practiced, the crew member gains a +1 bonus on all Checks made using it until the next time the crew receives IP from the Group column after a mission is completed or until they Practice again.

Upgrade Cost: 40 HQ IP

When a Training Area is upgraded, Solos using the area gain an additional benefit. They can select two different Skills from the above list. Both Skills are considered to be Practiced.

▶ WORKSHOP

Improvement Cost: 40 HQ IP

Whenever a Tech crew member spends their time using Upgrade Expertise, Fabrication Expertise, or Invention Expertise Maker Specialties while in a Workshop, they may assign an equal amount of time to a second project without actually spending additional time on it.

Example: *Torch spends one week using Upgrade Expertise to equip a Flamethrower with an Attachment Slot. Since he is in his HQ's Workshop, he can also bank one week of time towards finishing the Compact Ground Car (a Super Luxury item) he is Fabricating.*

Upgrade Cost: 40 HQ IP

When a Workshop is upgraded, a Tech crew member can further assign an equal amount of time to a third project when they use the Workshop.

▶ WORKSTATION

Improvement Cost: 40 HQ IP

A Workstation improves the efficiency and abilities of one of the Team Members of an Exec crew member (chosen when the Improvement is purchased). An Improved Team Member is considered a full member of the crew, gains IP whenever their Exec gains IP and should receive an equal share of the pay for any gigs they participate in. IP and cash are spent as the GM decides.

An Improved Team Member is loyal to their immediate boss, not the Corporation they work for, and follows the Exec to a new company if the crew member makes a switch. If access to the Workstation is lost, the Team Member can no longer gain IP or payment from jobs but does keep benefits gained due to past spending.

Upgrade Cost: 40 HQ IP

When a Workstation is improved, Improved Team Members no longer use the Loyalty System (**SEE CP:R PAGE 154**) to determine if they stay loyal. Instead, the Improved Team Member remains loyal no matter what and will only leave if their Exec actively betrays them.

If an Upgraded Workstation is destroyed, removed, or otherwise lost, the crew must restore it before spending HQ IP on any other Improvements or Upgrades. If the crew fails to do so, the Improved Team Member feels betrayed and leaves posthaste.

NPC FACTION HEADQUARTERS

Nomad camps, gang hangouts, and corporate offices are all great examples of Headquarters owned and controlled by NPC factions. They can also be a great way to codify the “soft power” a Player Character Edgerunner possesses as a member of said faction – especially for Execs,, Lawmen, and Nomads.

With a GM’s permission, a PC Edgerunner can draw on the benefits of the NPC faction’s Headquarters ... even if they already benefit from a Crew HQ.

GMs, keep a few things in mind when a Player makes the request. First, is the resource even available to the Edgerunner? Second, are they in good standing with the faction? Third, does the activity the Edgerunner is using the benefit for help the faction in any way? The GM is always free to say, “No, your pack won’t let you borrow a car for a street race.” or “Your boss wants to talk with you about meeting with side-hustle clients on company time.”

PC Edgerunners cannot spend HQ IP on an NPC Faction’s HQ, and the exact benefits available are always up to the GM.

A HOME FOR THE CYBER6

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A Story in Three Acts

ACT I: STAKING A CLAIM

After some discussion, the Cyber6 agree to transform one of Woodchipper’s free-standing garages into a crew Headquarters.

At the beginning of the month Zoya, Lilayah, Kepler, and Pneumo split the cost to rent a Studio Apartment (1,500eb per month). Zoya and Lilayah will sleep in the attached room while the others camp in Kepler’s kombi (parked safely in the garage).

The crew also spends 40 HQ Improvement Points on a Garage Improvement, officially claiming the location as their Headquarters. The Garage Improvement comes with a free Compact Groundcar, perfect for when the Cyber6 split up during a gig, or someone needs to run to an Oasis. The crew can’t rely on Kepler to drive them everywhere!

▶ CYBER6 HQ (ACT I)

A free-standing garage unit with an attached bedroom (and bathroom) equivalent to one Studio Apartment.

Monthly Rent: 1,500eb

Improvements: Garage

ACT II: DOUBLE THE FUN

A few Missions later, the Cyber6 are sitting on an accumulation of unspent HQ IP. Trace and Damien decide to rent a second, adjoining unit from Woodchipper. Damien moves into the garage while Trace claims the adjoining room. The GM decides the space, as the duo are using it, is the equivalent of two Studio Apartments (1,500eb per month each).

The crew talks it over and decides the time has come to buy three additional Improvements for their HQ. First, they spend 40 HQ IP and snag the Rent Reduction Improvement, dropping the cost of each Studio Apartment to 1,000eb per month. Next, they buy Damien a Workshop to set up in his room, since his work as a Tech helps the entire crew. Finally, at Pneumo’s urging, they spend HQ IP to acquire a Server Room. The netrunner chortles in joy as he puts together a NET Architecture (housed in the back of the garage where the crew’s vehicles are parked) and security system.

▶ CYBER6 HQ (ACT II)

Two free-standing garage units, each with an attached bedroom (and bathroom), equivalent to three Studio Apartments.

Monthly Rent: 3,000eb

Improvements: Garage, Rent Reduction, Server Room & Workshop

ACT III: SOMETHING FOR EVERYONE

After several additional Missions, the Cyber6 talk once more. While they agree they all benefit from the Improvements in their Headquarters, some crew members benefit more than others. Everyone has a request. Fortunately, with 240 HQ IP in the bank, everyone can select one Improvement or Upgrade from the list.

- Kepler Upgrades the Garage. This will make it easier for her to retool the kombi for specific Missions.

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- Pneumo, meanwhile, Upgrades the Server Room. He's salivating over the idea of upgrading his cyberdeck and programs.
- Lilayah picks the Studio Improvement. The GM can see where this is going and agrees this Improvement represents Woodchipper giving the Cyber6 access to a third adjoining unit at no cost (except the HQ IP spent). The Studio takes up one of the newly acquired rooms.
- Zora thinks about the Medbay – even without a Medtech on the team, the bonus to healing could prove useful. She goes with the Training Area, instead. It occupies the second room in the new unit.
- Trace, ever the Media, claims the back of Lilayah's studio as his new Evidence Wall. It will boost his skills and help push his investigative journalism career to the next level.
- Finally, Damien picks not an Upgrade for his Workshop but a Morale Boost in the form of a small garden, located behind their little compound. A small infusion of fresh veggies from the new garden will reduce the crew's monthly Lifestyle expenditures by 50eb each.

► CYBER6 HQ (ACT III)

Three free-standing garage units, each with an attached room (and bathroom), equivalent to three Studio Apartments. The crew has extra rooms to house additional Improvements. There is a small garden in the back.

Monthly Rent: 3,000eb

Improvements: Evidence Wall, Garage (Upgraded), Morale Boost, Rent Reduction, Server Room (Upgraded), Studio, Training Area & Workshop

► HEADQUARTERS RECORD SHEET

NAME			
LOCATION		MONTHLY RENT	
DESCRIPTION			
IMPROVEMENTS & UPGRADES			
◇ Evidence Wall	<input type="checkbox"/>	<input type="checkbox"/>	◇ Rent Reduction
◇ Garage	<input type="checkbox"/>	<input type="checkbox"/>	◇ Server Room
◇ Lockup	<input type="checkbox"/>	<input type="checkbox"/>	◇ Studio
◇ Lounge	<input type="checkbox"/>	<input type="checkbox"/>	◇ Training Area
◇ Medbay	<input type="checkbox"/>	<input type="checkbox"/>	◇ Workshop
◇ Morale Boost	<input type="checkbox"/>	<input type="checkbox"/>	◇ Workstation
	IMPROVEMENT	UPGRADE	
			IMPROVEMENT
			UPGRADE

For most Improvements and Upgrades, just check the box.
For Rent Reduction and Morale Boost, record the number of Upgrades purchased in the box.

NOTES

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