

Rules to play in a cyberpunk setting with magic, for Pocket Dragon 2e

Introduction

In this small supplement you will find a set of rules to play in a cyberpunk setting but keeping the core elements of sword and sorcery of pocket dragon. So, when creating your worlds keep in mind that you will have magic and science walking hand in hand.

Classes

The ronin: replaces the warrior, but works the same as the original rules.

The hacker: takes the place of the thief but instead of gaining a CT to hide and pickpocket will be able to do so to hack, jam technology or anything related to sabotaging tech.

The shaman: replaces the cleric, but works the same as the original rules.

The mage: replaces the wizard works the same as the original rules.

Races

Races will work the same as the pocket rules; we will focus on giving some info to help gms incorporate them in a cyberpunk magical setting.

Observation: any hit bonus to bows should be given to fire weapons.

Humans: the most common race, some due to the adaptability can rise the social ladder and become prominent figures like politicians, corps CEO's or anything. But in most cases, they will be mercenaries trying to make a living doing missions both for and against the corporate system.

Elves: due to being the most long lived race they are usually the ones in the positions of power, both in corps and politics. In rare cases they will be mercenaries but those are the exception not the rule, they do not favor cyberware in most cases but will do so for connecting with tech but will be reluctant to use it to replace limbs.

Dwarves: due to their ties to wealth and large lives the dwarves are usually the owners of banks, they loan money and try to gain as much wealth as possible, they are less resistant to cyberware than elves but like the elves they will rarely be seen as mercenaries.

Halflings: most live in the more pacific urban areas, places where it is more common to see houses than skyscrapers, but they will still be mercenaries in rare cases. They will use brain implants and if necessary, put limbs with no reluctance.

Weapons

These are the adaptation of weapons you will find in the setting:

Weapons	Damage	Initiative
Knife	1d6-1	+8
Quarter staff	1d6-1	+7
Pistol	1d6	+6
Kodachi	1d6	+5
Katana	1d6+1	+4
Shot gun	1d6+1	+3
Sniper riffle	1d6+2	+2
Machine gun	2d6	+1

Aarmor:

There are 3 kinds of armor, a light armor will improve defense by 2, a medium armor by 4 and a heavy armor by 6 but will decrease in 1 the movement. There are also electro magnetic shields that increase defense by 1.

Cyberware:

In addition to spending money, players spend 3 Psyche points each time they add cyberware regardless of the amount of augmentations added at that time. PCs suffer Disadvantage for all social interactions until they receive Psychological treatment for a time equal to the time spent physically recovering for the operation.

Senses Enhancement – Gain ***Advantage*** on all rolls using any of the five senses

Connect to Machinery – Interact with suitable weapons, vehicles, or computer technologies

Internally Stored Weapons – Visually concealed, but accessible when needed

Internally Concealed Armor – Protects armor's location

Bone/Muscle Enhancement - Improved speed gives +3 meters movement