

Core Principles of Cyberpunk: Group IP Progression

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For Use in Cyberpunk Red by R.Talsorian Games

In Cyberpunk Red there are “3” Core Principles all Edgerunners live by.

- 1 **Style over Substance**
- 2 **Attitude is Everything**
- 3 **Live on the Edge**
- 4- **Break the Rules**

Living your life on the street by these principles is the only way to make it big, and therefore is the only way for an Edgerunner to improve.

At the end of a session players will get a chance to look back during that session to boast about how awesome they were. Both as individuals but most importantly as a team.

For each Principle ask and answer the following question as a group.

“Did at least one of us express or embody this Principle?”

Take this time to highlight specific moments during the session that were examples of these Principles in action. If everyone agrees that at least one of the Edgerunners lived by that Principle, EVERY Edgerunner gains 10 IP for that Principle.

Then continue the conversation with this follow up question for each Principle before moving onto the next.

“Did at least two of us act together to express or embody this Principle?”

Again take the time to talk about what every Edgerunner did during that session. This question is specifically looking for times that more than one of the Edgerunner acted together in a way that embodied that Principle. If everyone agrees that at least two Edgerunners worked together to embody that Principle, EVERY Edgerunner gains another 10 IP for that Principle.

Something To Consider

This System will allow players to gain either 0 10 or 20 IP per Principle depending on how their Edgerunners and team acted during the session. As long as at least one of them embodies a Principle, everyone is rewarded. As long as at least two or more act on a Principle together, every gets another 10.

That was intentionally designed for two reasons. First, to highlight that being an edgerunner is not all about how well the job goes but about how you go about doing the job. The Eddies earned at the end of the day will be a reflection of how well they operate. But that's neither here nor there. Second, this is to encourage players to roleplay the specific traits that make a character in Cyberpunk Red a Cyberpunk, and to do it as a team.

Now you may notice that it's entirely possible for a well oiled group of Players to consistently get 80 IP every session. That's a good thing. That 80 IP is a reward to the players for buying into the flavor of Cyberpunk. Showing "Style over Substance". Accepting that "Attitude is Everything". Going out to "Live on the Edge". And when necessary "Break the Rules".

'Cause That's Cyberpunk.