

BY VINCENT LEFEVRE



SALVAGING NIGHT CITY

A NEW DOWNTIME ACTIVITY

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HUSTLING WITH 3-PIECE

If you live in Night City and you haven't sold your soul to the Corps, chances are you're looking for ways to keep a roof over your head, food on your plate, and those sweet, sweet ebs in your pocket.

Well, I'm 3-Piece and I'm here to guide you through our modern economy and keep you housed, fed, and alive in the Time of the Red. All part of a little enterprise called...

Hustling with 3-Piece!

And if you want to help keep me housed, fed, and alive, please subscribe to this Garden Patch and watch this video all the way to the end. Ziggurat's algorithms demand complete views to give my Patch a good score.

Today on Hustling with 3-Piece, I'm going to clue you into a topic near and dear to my boo's heart: salvaging.

WHAT'S SALVAGING?

The concept of salvaging's pretty simple. You go to an area full of wrecked stuff, you sort through the trash, and you pull out some treasures to make use of or sell.

Sometimes those treasures are pieces and parts to be recycled, like copper wiring and circuit boards and junk. Other times, you'll find some broken swag that, with a little TLC, will transform into a fully usable piece of gear.

By the way, if you do find some gear in need of repairs, feel free to drag it down to Short Circuit in Little Europe. That's the bar I run with my husband, Brain, and I promise you we've got all the tools you need to turn that trash into treasure. And, if you mention the code that'll pop up on the screen at the end of this video, we'll even comp you a free drink!

SALVAGING ESSENTIALS

To get into salvaging you'll need a few things. First, you need knowledge. You've got to know what's worth snagging and what you should leave in the gutter.

I recommend hanging out at Short Circuit and gabbing with the regulars. They'll give you a good education on the topic.

Second, you'll need tools. Nothing special. Just a standard tech toolkit will usually do. Finally, you'll need a way to drag anything you salvage out of the junkyard and into your own yard. Guts and weapons don't hurt, either. Be warned. Salvaging isn't the easiest or safest hustle. It can be damn dangerous.

SALVAGING DANGERS

What kind of perils am I talking about? When you're salvaging you've generally got two different dangers trying to kill you: the environment and the people.

► The Environment ◀

You don't usually salvage in cushy safe security-patrolled executive zones. You go to places full of junk and ruin. There's plenty of rusted metal, toxic mold, and nasty rot to infect any wounds you get. Everything's crumbling, perilously stacked, or ready to fall apart so you never know when your next step will bring down a building on top of you or send you tumbling straight down through the floor. It isn't uncommon for a salvage area to be radioactive, filled with toxic and/or explosive gasses, or flooded with CHOOH²-contaminated, and thus flammable, trash water.

In other words, when you're salvaging, your surroundings are trying to kill you. Go in prepared. Radiation suits. Breathing masks. Rope. Grapple guns. Flashlights. Know the area you're visiting and pack your kit accordingly.

► The People ◀

Even in the most hostile, barren parts of Night City you're never really alone. Anywhere you go, you risk running into someone, or someones, armed to the teeth and unhappy with your presence. In the Combat Zones, for example, chances are your salvage spot's in some gang's territory. You either have to make a deal with them, sneak past them, or fight your way in and/or out. In the Hot Zone, you could be dealing with gangers who got lost trying to get to the Totentanz or scavvers. A lot of us live on the Edge but scavvers have fallen completely off. They live below the Edge, squatting in the ruins, salvaging almost twenty-four seven just to keep their desperate lives going. Some, you can deal with. Talk to. Others, their territorial instinct overrides everything else and they'll attack anyone or anything entering their turf.

DATA

3-Piece is a Fixer/Media who made a name for himself by organizing Techs and providing basic services to his neighborhood in the aftermath of the 4th Corporate War.

These days, he splits his time between his Garden Patch (named Hustling with 3-Piece) and helping to run Short Circuit with his husband, Brain, and their daughter, Bug.

For more information on Short Circuit, SEE CP:R PAGE 312.

DATA

In this document you'll occasionally see a reference directing you to a page in CP:R. This refers to the Cyberpunk RED Core Rulebook.

Finally, if you're salvaging inside an area technically owned by a company, like a scrapyard, you might run into the two nastiest gangs of all: Corporate security and NCPD. There's nothing worse than an armed bully who thinks they have the moral high ground and the legal protection to do anything the hell they want to you.

SALVAGING LOCATIONS

In talking about the dangers you'll encounter, I mentioned some specific locations. And chances are, you already have some ideas but here's a breakdown of common salvaging locations in Night City.

► **The Hot Zone** ◄

That big, roughly circular pile of wreckage in the middle of the city. Used to be a major Corp Plaza. Now, it is nothing but ruins. Every year the city junta scrapes away more at the edges of the Hot Zone,

demolishing the old so they can build up the new, but there's still plenty of old, broken tech and hidden treasures deep inside. Just be careful of the scavvers and the radioactive hot spots.

▶ Combat Zones ◀

Right now, there's four areas of Night City most people consider Combat Zones: South Night City, the Old Combat Zone, Old Japantown, and Little China. These areas tend to be a mixture of semi-habitable neighborhoods and old wrecked, rotting buildings. Most of the good stuff's already been salvaged by the residents, junk dealers, and gangs but sometimes you can find a good score.

► Scrapyards ◀

Night City's constantly rebuilding, these days. Old buildings come down. New buildings go up. All the junk being demolished has to go somewhere. And that somewhere



SALVAGING NIGHT CITY

is the scrapyards. In theory, all that junk's getting recycled and reused but recycling takes time, effort, and labor so it's always behind schedule. In other words, those scrapyards are full of treasures worth pillaging.

Just be careful. Corps are weird. Even if they don't intend to use a thing they technically own, they'll still fight to your death to protect it. As long as a Corp own it, you can't have it. And any security forces present will shoot first and kick your body into a pit in the middle of the scrapyard later.

► The Perimeter ◀

Head to the edges of the city or into the Badlands and you'll find the ghost-filled remains of civilization. Small towns. Service stations. Abandoned motels. Factories. You may look at the Badlands and see nothing but tumbleweeds and dried, cracked earth but there's plenty of spots to salvage. And Out there, you won't run into gangs. Instead, you'll probably run into Nomads.

The good news is, Nomads tend to be selective about what they salvage. Every pound they add to their vehicles reduces their fuel efficiency, so they usually only take what they need. That means you can usually bargain with Nomads. As long as you don't try to take what they want, they'll let you salvage without trouble.

THE WRAP UP

Now you're clued into what salvaging is, what you need, the dangers, and the possible locations. The next step's up to you. I recommend starting small and learning and growing as you go. Salvaging is a trade and, like all trades, require practice and experience. Once you get the hang of it, though, salvage can be a great way to earn some extra eb and get new gear you otherwise couldn't snag on the market.

Thanks for sticking around to the end of this video. Want to know what's next on Hustling on 3-Piece? Here's a hint: cabbages!

And remember, Short Circuit's the place to be in Little Europe if you're into tech or Netrunning. Show the bartender a screenshot of this code **3PHUSTLE** and you'll get a free drink on your next visit.

***Until next time, try not to go broke
on the streets of Night City.***

SALVAGING RULES

If you've got free time, you can salvage in an attempt to grab gear you can use or sell. A salvaging attempt takes one week and can't be done on days where you perform another downtime activity (like healing or hustling).

STEP 1: DECIDE ON A CATEGORY

When you're salvaging you're either looking for something specific or willing to take whatever you can find. If you're looking for a specific category of goods, move onto Step 2. If you're willing to take whatever you can find, roll on the Salvage Categories table below to determine type of goods what you'll discover on this trip.

► SALVAGE CATEGORIES

Roll (1d6)	Salvage Category
1	Cyberware
2	Weapons
3	General Gear
4	General Gear
5	Armor
6	Cyberdecks and Programs

**THIS EPISODE OF HUSTLING WITH
3-PIECE WAS **NOT** TAPED IN FRONT
OF A LIVE STUDIO AUDIENCE. IT **WAS**
TAPED IN FRONT OF MY DAUGHTER,
WHO WOULDN'T STOP **GIGGLING**
THE ENTIRE TIME. TURNS OUT SHE'D
PUT A GOLDFISH HEAD FILTER ON
ME **WHILE** WE RECORDED. I HAD
TO REDO THE WHOLE THING!**

— 3-PIECE

FROM THE HUSTLING WITH 3-PIECE Q&A SPECIAL

STEP 2: MAKE THE CHECK

Make a Basic Tech Skill Check to determine the worth of the salvage you find. The higher the Check, the more you salvage. The DV changes based on whether you are looking for a specific category of goods or taking whatever you can find. If you roll a Critical Failure (a 1 on the 1d10) skip to Step 2a.

SALVAGE WORTH

Worth	Take What You Can Find	Specific Category
10eb	DV 9	DV 13
20eb	DV 13	DV 15
50eb	DV 15	DV 17
100eb	DV 17	DV 21
500eb	DV 24	DV 29
1000eb	DV 29	N/A

STEP 2A: CRITICAL FAILURES

If you roll a Critical Failure on your Basic Tech Skill Check while salvaging, you not only failed to salvage anything, you've run head-first into danger. Roll on the Perils of Salvaging table to determine what happened.

PERILS OF SALVAGING

Roll (1d6)	What Happened
1	A structure collapsed on top of you. Take 6d6 damage (reduced by armor). You also take a Critical Injury. Roll on the Critical Injuries to the Body table (SEE CP:R PAGE 221) to determine which.
2	You get into a firefight. Take 6d6 damage (reduced by armor).
3	You are exposed to High Level Radiation (SEE CP:R PAGE 181) for 1d10 rounds. A Radiation Suit negates the effect.
4	You fall 30m/yds after the ground beneath you collapses, taking 6d6 damage (reduced by armor) unless you have a Grapple Hand or Gun or are able to grab the edge (SEE CP:R PAGE 181).
5	You are exposed to a pocket of toxic gas (treat as a Vial of Biotoxin, SEE CP:R PAGE 355) for 1 round. An Anti-Smog Breathing Mask or oxygen supply negates the effect.
6	You touch a live wire and are electrocuted for 1 round (SEE CP:R PAGE 180).

STEP 3: PROFIT!

Once you've finished your salvaging trip, pick out a number of goods from the appropriate category whose Cost adds up to the worth of the salvage. Any "unspent" worth is lost. The goods you pick are the whole items salvaged during your trip. The items are considered Destroyed and do not currently function but can be repaired using the appropriate Tech Skill (SEE CP:R PAGE 140).

Example: Torch, a Tech, decides to spend the week salvaging. Torch isn't looking for anything in particular, so his player rolls on the Salvage Categories table, getting a 3. Torch will find General Gear. Torch's player makes a Basic Tech Skill Check for a total of 25. This beats the DV 24 needed to salvage a worth of 500eb. Torch's player decides he found:

- A Computer (50eb)
- A Radio Scanner/Music Player (50eb)
- An Agent (100eb)
- An Audio Recorder (100eb)
- A Grapple Gun (100eb)
- And a Video Camera (100eb)

KEYWORD INFO

A **Destroyed** item doesn't work. A Destroyed gun can't shoot. A Destroyed techscanner can't scan. Destroyed items can be fully repaired to using the appropriate Tech Skill (SEE CP:R PAGE 140) or temporarily repaired using Field Expertise (SEE CP:R PAGE 147). Armor with 0 SP and vehicles with 0 SDP are considered Destroyed.

If an item has been **Destroyed Beyond Repair**, it cannot be repaired using Tech Skills nor can it be temporarily fixed using Field Expertise.