

BY SEBASTIAN SZMYD



HARDENED MOOKS

BREAK GLASS IN CASE OF POWERGAMING

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HARDENED MOOKS

Welcome, Gamemaster. Is your party full of bullet-dodging, explosive-chucking, head-shooting death merchants? If you've found that the Mooks from **Cyberpunk RED Core Book** are failing to challenge your powergamers, and you don't want to increase the size of your encounters to compensate, you've come to the right place. Let's take these Mooks to the gym. It's time for them to get Hardened.

Hardened Mooks are balanced when used as replacements for the Mooks in the **Cyberpunk RED Core Book**... but only if your party is full of combat-optimized Characters, and at a rate of one per Edgerunner. They are also economically balanced to have similar loot. Against a crew including any non-combat optimized characters, they should be used sparingly, sprinkled in with regular Mooks from the **Cyberpunk RED Core Book**. These NPCs are not designed to wipe the floor with PCs, but instead to challenge them while allowing them to still feel like the combat badasses they wanted to roleplay.

Try them out in your game and see how your Players respond. If they still need it spicier, roll on the table below to add additional challenge to your Mook encounter.

1d10	Mook Encounter Complication
1	1 Mook is firing incendiary ammunition (CP:R PAGE 346), but only has 10 rounds.
2	Add 2 additional Mooks to the encounter at the start of the 2nd Round.
3	2 Mooks are currently experiencing the primary effect of Black Lace (CP:R PAGE 227).
4	One Mook has an Armor Piercing Grenade (CP:R PAGE 345) and a Athletics Skill Base of 12.
5	One Mook is wearing Heavy Armorjack (SP13) Body Armor. Increase their REF, DEX, and MOVE by 2 (before calculating the Armor Penalty).
6	The Mooks are unusually organized. One Mook has a Tactics Skill Base of 13, and a Smoke Grenade (CP:R PAGE 347).
7	Add an additional Mook of a different type to the encounter.
8	Add 2 Mooks to the encounter. Give each a Critical Injury to the head.
9	Add 1 additional Mook to the encounter at the start of Rounds 2, 3, and 4.
10	1 Mook has an SMG, no sense of self preservation, an Autofire Skill Base of 16, and no head armor.

HARDENED BODYGUARD

INT	4	REF	6	DEX	6	TECH	2	COOL	4																		
WILL	4	LUCK	—	MOVE	5	BODY	7	EMP	3																		
Hit Points				40				SERIOUSLY WOUNDED		20		DEATH SAVE		7													
Weapons						Armor: L Armorjack																					
Poor Quality Shotgun						5d6						Head		11 SP													
Brawling						3d6						Body		11 SP													
SKILL BASES														Athletics 9, Brawling 13, Concentration 6, Conversation 5, Drive Land Vehicle 10, Education 6, Endurance 9, Evasion 8, First Aid 4, Human Perception 5, Interrogation 6, Language (Native) 8, Language (Streetslang) 6, Local Expert (Your Home) 6, Perception 10, Persuasion 6, Resist Torture/Drug 8, Shoulder Arms 10, Stealth 8													
CYBERWARE & SPECIAL EQUIPMENT														Slug Ammo x25, Radio Communicator													

HARDENED BOOSTERGANGER

INT	4	REF	6	DEX	5	TECH	2	COOL	4	
WILL	4	LUCK	—	MOVE	6	BODY	4	EMP	3	
HIT POINTS		30		SERIOUSLY WOUNDED		15		DEATH SAVE		4
Weapons Poor Quality VH Pistol 4d6 Wolver 3d6						Armor: Leather Head 4 SP Body 4 SP				
SKILL BASES Athletics 9, Brawling 9, Conceal/Reveal Object 6, Concentration 8, Conversation 5, Drive Land Vehicle 10, Education 6, Endurance 6, Evasion 7, First Aid 4, Handgun 12, Human Perception 5, Interrogation 6, Language (Native) 8, Language (Streetslang) 6, Local Expert (Your Home) 6, Melee Weapon 12, Perception 8, Persuasion 6, Resist Torture/Drugs 8, Stealth 7										
CYBERWARE & SPECIAL EQUIPMENT VH Pistol Ammo x30, Disposable Cellphone, Black Lace x1, Wolver, Techhair										

Another sneaky trick you can use for customizing your Mooks is to write each of them a single line of canned dialogue for combat in advance. Even if they don't end up saying the line, and it would be kinda cheesy if they all did, it will help take roleplaying weight off your shoulders while you do the hard work of presenting an interesting combat scene. A Mook with the line "I'll hold them off!" is going to feel different to your players than "This one looks full of parts..." or "Melvin, get your ass in here!"

Never let them forget that they are killing people, even Mooks. Especially when they deserve it.

HARDENED ROAD GANGER

INT	6	REF	6	DEX	6	TECH	4	COOL	3	
WILL	3	LUCK	—	MOVE	5	BODY	3	EMP	3	
HIT POINTS		25		SERIOUSLY WOUNDED		13		DEATH SAVE		3
Weapons Poor Quality Very Heavy Pistol 4d6 Poor Quality Very Heavy Melee Weapon 4d6						Armor: Kevlar® Head 7 SP Body 7 SP				
SKILL BASES Athletics 8, Brawling 8, Concentration 5, Conversation 6, Drive Land Vehicle 12, Education 8, Endurance 5, Evasion 11, First Aid 6, Handgun 10, Human Perception 5, Land Vehicle Tech 10, Language (Native) 10, Language (Streetslang) 8, Local Expert (Your Home) 8, Melee Weapon 12, Perception 10, Persuasion 5, Stealth 8, Tracking 10, Wilderness Survival 8										
CYBERWARE & SPECIAL EQUIPMENT VH Pistol Ammo x20, Rope, Flashlight, Neural Link (Interface Plugs)										

HARDENED MOOKS

HARDENED SECURITY OPERATIVE

INT	5	REF	7	DEX	4	TECH	2	COOL	2
WILL	3	LUCK	—	MOVE	4	BODY	5	EMP	3
Hit Points				30		Seriously Wounded		15	
Death Save								5	
Weapons						Armor: L Armorjack			
Poor Quality Assault Rifle				5d6		Head		11 SP	
Poor Quality VH Pistol				4d6		Body		11 SP	
Skill Bases Athletics 8, Autofire 14, Brawling 8, Concentration 7, Conversation 5, Education 7, Evasion 6, First Aid 4, Handgun 12, Human Perception 5, Interrogation 6, Language (Native) 9, Language (Street slang) 7, Local Expert (Your Home) 7, Melee Weapon 6, Perception 8, Persuasion 4, Resist Torture/Drugs 8, Shoulder Arms 12, Stealth 6									
Cyberware & Special Equipment Rifle Ammo x40, VH Pistol Ammo x20, Radio Communicator									



BY NEIL BRAQUINHO

HARDENED MOOKS

INT	REF	DEX	TECH	COOL
WILL	LUCK	MOVE	BODY	EMP
HIT POINTS		SERIOUSLY WOUNDED		DEATH SAVE
Weapons				Armor:
				Head
				Body
SKILL BASES				
CYBERWARE & SPECIAL EQUIPMENT				

MAKE YOUR OWN MOOKS!

INT	REF	DEX	TECH	COOL
WILL	LUCK	MOVE	BODY	EMP
HIT POINTS		SERIOUSLY WOUNDED		DEATH SAVE
Weapons				Armor:
				Head
				Body
SKILL BASES				
CYBERWARE & SPECIAL EQUIPMENT				