Kexx's Data Cache: Netrunning Files

version 1.1

A Homebrew Netrunning Supplement for use with *Cyberpunk RED*

By Kevin Castillo

DISCLAIMER:

"Kexx's Data Cache: Netrunning Files" is unofficial content provided under the Homebrew Content Policy of R. Talsorian Games and is not approved or endorsed by RTG. This content references materials that are the property of R. Talsorian Games and its licensees.

This product is a **FREE SUPPLEMENT**. It should NEVER have a cost associated with obtaining it. If you paid money for it, please report the details of your purchase to R. Talsorian Games.

Also, remember, this is a collection of House Rules. *IT'S ALL OPTIONAL!* You're perfectly free to just add some of these rules to your game, if you think anything presented here doesn't fit your vibe, just ignore it. *I'm not going to tell you how to have fun!* 🙂

Index

version 1.1
last updated: 17 March 2024

Changelog:
V1.1: Added "EYE-C" to the Complications section, a program to help identifying files and prevent complications.

FILES!

We love them; these innocuous lil' things keep appearing in our NET Architectures, and Netrunners Eye-Dee them and… cool! They saved a copy of a file. But what does this really mean in the game?

The Core Book hints that these files are valuable, they even call it the "treasure" of Netrunning, and that we can store them in Memory Chips

The book leaves to the imagination a few things:

- How to interact with Memory Chips.? Do you need a Chipware Socket? Can't you just use your Cyberdeck?
- How many files can I copy in a single run?
- How much can I sell this file for?

I hope to answer all these questions and more in this supplement, so please keep reading!

If I write *Check Page X* in RED at any point in this supplement, I'm referring to the Cyberpunk Red Core Book.

Adding Files to your NET Architecture

Files only really exist within a NET Architecture, and the Core Book gives us tools to add them there *(see Pages 209-211, and 217)*. In this section, I'll present some options to give those generic files a little bit more character, and a price!

Option A: By Architecture Floor

It would make sense to store the higher-value files in the deepest, most secure NET Architectures. When you add files to your architectures, choose or roll on the following tables.

Basic Architectures (3 to 6 floors)

2d6 Roll	File Type	Value (eb)	Description
2	Memes	0eb (Worthless)	Funny pictures with captions.
3	Company Memo	10eb (Cheap)	Internal office communications.
4	Personal Data	20eb (Everyday)	Low-level employee personal information.
5	Basic Research	50eb (Costly)	Simple research notes or reports.
6	Customer Data	50eb (Costly)	List of customers and purchase history.
7	Product Designs	100eb (Premium)	Blueprints for a low-tier product.
8	Marketing Plans	100eb (Premium)	Upcoming marketing strategies.
9	Strategic Plans	100eb (Premium)	Business plans for projects or processes.
10	Sensitive Research	100eb (Premium)	Advanced research notes or reports.
11	Financial Records	500eb (Expensive)	Financial statements and transaction logs.
12	Prototype Schematics	1000eb (Very Expensive)	Prototype Designs for an upcoming product.

Standard Architectures (7 to 12 floors)

2d6 Roll	File Type	Value (eb)	Description
2	Company Memo	10eb (Cheap)	Internal company memo.
3	Personal Data	50eb (Costly)	High-profile employee personal information.
4	Strategic Plans	100eb (Premium)	Business plans for projects or processes.
5	Sensitive Research	100eb (Premium)	Advanced research notes or reports.
6	Customer Data	100eb (Premium)	High-value customer information.
7	Corporate Intel	100eb (Premium)	Information gathered from corporate espionage.
8	Strategic Plans	500eb (Expensive)	Long-term strategic business plans.
9	Financial Records	500eb (Expensive)	Financial statements and transaction logs.
10	Blackmail Material	1000eb (Very Expensive)	Sensitive information for blackmail.
11	Product Designs	1000eb (Very Expensive)	Blueprints for a high-tier product.
12	Crucial Research	5000eb (Luxury)	In-depth and sensitive research information.

Advanced Architectures (13 or more floors)

2d6 Roll	File Type	Value (eb)	Description
2	Personal Data	50eb (Costly)	High-profile employee personal information.
3	Strategic Plans	100eb (Premium)	Business plans for projects or processes.
4	Corporate Intel	100eb (Premium)	Information gathered from corporate espionage.
5	Marketing Plans	100eb (Premium)	Upcoming marketing strategies.
6	Strategic Plans	500eb (Expensive)	Long-term strategic business plans.
7	Advanced Research Data	500eb (Expensive)	Highly advanced research information.
8	Financial Records	500eb (Expensive)	Financial statements and transaction logs.
9	Blackmail Material	1000eb (Very Expensive)	Sensitive information for blackmail.
10	Encrypted Banking Data	5000eb (Luxury)	Encrypted and detailed banking data.
11	Top-level Corporate Secrets	5000eb (Luxury)	Highly confidential and critical corporate secrets.
12	Groundbreaking Research Data	10000eb (Super Luxury)	Revolutionary research that could change industries.

Option B: By Eye-Dee DV

Consult the DV table on *Page 210* for details on file types.

Eye-Dee DV	Price
Basic	20eb (Everyday) and cheaper.
Standard	50eb (Costly) and 100eb (Premium).
Uncommon	500eb (Expensive) and 1000eb (Very Expensive)
Advanced	5000eb (Luxury) and 10000eb (Super Luxury)

Other File Types!

Most of the files on the tables presented here are Corporate-themed, but not all of them have to be like that, use them as inspiration or as a guide to make your own interesting files!

Also, the files can contain way more than just information. A file could be an unredeemed Coupon for basically any Service, Experience, or even item!

See the **Services and Entertainment** table *(Page 376)* for ideas.

They could even find someone's ELO account information! If you're using Elflines in your games.

Some File Examples:

- A Video Game copy. Worth 50eb (Costly)
- A Coupon for a Meal for 2 in an Excellent Restaurant. Worth 100eb (Premium). *Uh-oh, someone's date isn't going to go well!*
- 1-month "Free Trial" subscription for Fresh Foodz Co. *Customers must cancel before the next billing cycle, or they'll be automatically charged.* The character can live the **Fresh Food Lifestyle** for 1 month without paying.
- **USE PROMO CODE:** 17GH34. Get our *GunMart "Home Defender"* Shotgun airdropped to your location! *T&Cs apply.* *ammo sold separately. (Poor Quality Shotgun, worth 100 eb)

Complications!

As is common in the world of Cyberpunk, plans tend to go sideways more often than not. When a Netrunner attempts to Eye-Dee or Copy a file, something unexpected might happen (not all of them are bad, just most of them).

I suggest predetermining if a File will have a complication when creating the NET Architecture, as juggling a lot of tables and rules (especially if they're new!) during gameplay might make GMing more difficult.

Use this handy table to add events whenever it feels right.

1d10	Complication	Description
1	Decoy!	The file has no monetary value; it was placed to waste the Netrunner's time.
2	Trivial Information	The file contains not-so-valuable or outdated information; decrease its value by one tier. (eg: *Expensive* becomes *Premium*)
3	Corrupted Data	The file is partially corrupted; the Netrunner must spend an additional 1d6 NET actions to restore it (No check required). The file can't be copied until restored.
4	Hidden Trace Program	The file contains a hidden trace program; upon access, it alerts a NET administrator to the Netrunner's presence.
5	Booby-Trapped!	The file is booby-trapped with malware; upon access, it attempts to **Zap** the Netrunner. It uses the File's Eye-Dee DV +2 as its attack roll.
6	Encrypted Redundancy	The file is encrypted in layers and requires two Eye-Dee attempts, each at the same DV.
7	Security Measures	The file has stronger than usual security; increase the Eye-Dee DV by 2.
8	Swift Transfer	The file transfer was unusually swift! The Netrunner gains 1 additional NET action for this turn only.
9	Valuable Information	The file contains highly valuable and unexpected information; increase its value by one tier. (eg: *Premium* becomes *Expensive*)
10	Linked Files	The file is part of a set; full value is only realized if all linked files are found (roll twice on this table, ignoring and rerolling any other 10s).

New Program!

Eye-C | Cost: 100 eb (Premium)

Booster [0 ATK / 0 DEF/ 7 REZ]

Increases Eye-Dee checks you make by +2 as long as this Program remains rezzed. In addition, while rezzed, Files cannot have Complications.

Saving Files

Thanks to the Core Book, we have three important pieces of information:
- **Copying** a file from the Architecture isn't a NET Action!
- You can copy Files from the NET Architecture to your **Cyberdeck.**
- You can use **Memory Chips** to store information.

But that's about it, everything else is left to common sense and GM fiat, so let's work with this and add some solid rules!

Storage Space

Cyberdecks are optimised for running programs and interfacing with NET architectures, they're not made to store files. Normal Cyberdecks can store a maximum of **1 file in their internal storage**.

Taking the file out of the Cyberdeck requires a Memory Chip.

Transferring the file from the Cyberdeck to a Memory Chip takes 1 NET Action, and the Memory Chip has to be connected to the Cyberdeck. Either installed directly in the deck, installed in Hardware, or installed in the netrunner's Neural Link or Chipware Socket.

Keeping it simple: **1 Memory Chip can hold 1 File**. Regardless of what the file is, text, audio, video, a collection of assorted files... doesn't matter. 1 file per chip.

Installing or removing a Memory Chip to the Cyberdeck takes 1 Meat Action, and counts as 1 Hardware Option.

Copying Files

Any time when a Netrunner **encounters** a File in a NET Architecture, they can automatically make a copy of it in their Cyberdeck. However, not using **Eye-Dee** gives them no information about the file whatsoever. (Check the **"Meatspace Checks"** section below to see what happens if characters don't know the value of a File)

Encountering a File means having access to it, in other words, the Netrunner must be on the same floor as the file.

If the Netrunner already has a File stored in their Cyberdeck, they can only overwrite it. This means, if they find a new file they want to keep, **they lose the file currently in their deck** before they can copy the new one**.**

If you have a **Memory Chip** installed (either in your Neural Link/Chipware Socket or in your Cyberdeck), when you encounter a file, you can copy the file directly to the Memory Chip instead of to your Cyberdeck.

But if I find a valuable file... what's stopping me from creating millions of copies and selling them?

Well, choom… A few reasons.

- **Rarity:** A big part of what makes this kind of data valuable is its scarcity; once it is put out in the market, its value decreases.
- **Exclusivity:** Fixers aren't Gonks, especially when dealing with expensive information. When buying the file from you, the Fixer almost certainly will ask you to delete any other copies as part of the deal.

    Whether or not you do it is up to you... but if they were to find out, you'd get on their bad side. Remember: It's all personal.
- **Networking:** Piggybacking on the previous point, buyers, especially Fixers, often network and communicate. If different buyers realize they've been sold the same file, it can lead to blacklisting or retaliation against the seller.

In any case, do what feels right. As a rule of thumb, treat each file as a one-off item you can sell only once. That said, nothing stops you from keeping a stash of Memory Chip dupes as a "Trophy" pile.

Hardware Solutions

Saving files *one at a time* is very slow and, *sadly*, involves a lot of Meatspace Actions *(I'm told Netrunners hate that).* Speed up your processes by installing new Cyberdeck Hardware!

Summary

Item	Memory Chip Capacity	Cost
TekSavers Disk Drive	5 Memory Chips.	100eb (Premium)
Nexus Solutions "Memory Nexus"	20 Memory Chips.	500eb (Expensive)
OmniLogic "NanoVault"	200 Memory Chips.	5000eb (Luxury)

* each option presented here takes 1 Hardware slot on a Cyberdeck. Memory Chips are installed on the Drives, so they don't take up any of the Cyberdeck slots.

* Memory Chips are sold separately.

Product Descriptions

TekSavers Disk Drive

Cost: 100 eb (Premium)
Cyberdeck Hardware.
You can install up to 5 Memory Chips to this piece of Cyberdeck Hardware.

Not that much different from a USB Multiport, specifically designed to work seamlessly with *(most)* Cyberdecks. TekSavers is the brand of choice for budget file management!

Nexus Solutions "Memory Nexus" Memory Bank

Cost: 500eb (Expensive)
Cyberdeck Hardware.
You can install up to 20 Memory Chips to this piece of Cyberdeck Hardware.

With seamless chip management, ergonomic design, and effortless installation, the Memory Nexus is the perfect sidekick for keeping your data organised! Upgrade your Cyberdeck experience with Nexus Solutions—because together, we are strong.

OmniLogic "NanoVault"
Cost: 5000 eb (Luxury)
Cyberdeck Hardware.
You can install up to 200 Memory Chips to this piece of Cyberdeck Hardware.

This state-of-the-art product is the Ultimate Data Storage Solution. The small 150-gram box of wonders includes an input area where you can dump your Memory Chips by the fistful, and the internal servos will transport and install them automatically. The device also comes with a handy User Interface where you can request any specific installed Chip, and it will eject safely.

Now, that's a lot of files! The more expensive products are designed to give players "enough room" to store any files they find. However, micromanaging all these files can create a lot of overhead. Encourage players to keep notes on the files they have, and delete the ones they've already used to keep the game time smooth.

A spreadsheet is a pretty handy tool to store and sort all this data quickly.

Meatspace Checks

Use this if you don't want *Eye-Dee* to give away all the information about a file, or if you want to complicate things a little bit for your Netrunners. Or even better! *encourage team play*! That one player who spent all their I.P. improving their *Science (Physics)* skill will lose their mind when they find out the file contains groundbreaking particle collider information (that only they can understand).

When building your Architecture, figure out a File's market price *(See "Adding Files to your NET Architecture")*, then assign any number of (Meatspace) Skill Checks to interact with it to discern its true value. For each check you add this way, reduce its Perceived Market Price by 1 step. (Very Expensive becomes Expensive, then Premium, and so on). *Please use your own judgment in deciding when you're going to do this, and how many checks are enough. Sometimes, <u>less is more</u>!*

When a Netrunner successfully Eye-Dee's a file, please tell them all the skill checks they need to make. <u>Don't make them guess.</u> **But keep an open mind!** If they suggest they can retrieve that information in a different way, entertain that idea. Perhaps nobody in the group has a good *Business Skill*, but they could get to the bottom of those corpo ledgers with the right contacts and a bit of Social Engineering!

For example:

LemnDr0p just Jacked Out from a local Biotechnica Lab, and he successfully Eye-Dee'd a DV12 File. *[Actual Market Price: 5000 eb (Luxury), but because it has 2 checks they need to beat, the Perceived price is 500 eb (Expensive)]*

Eye-Dee revealed the following information: The file is **Encrypted (Requiring a DV17 Cryptography Check)** and contains **Banking Data (Requiring a DV15 Accounting Check)**.

At this point, LemnDr0p can estimate that a Fixer would buy this file as is for at least 500 eb. *(The GM tells the netrunner after Eye-Dee: "As it is, you estimate it could fetch you 500 - but might actually be more if you decrypt what's in there!")*

Accurately appraising this information requires a character to succeed on a **DV17 Cryptography Check** to Decrypt it, followed by a **DV15 Accounting Check**. With all this information, LemnDr0p would conclude that this Memory Chip is worth its weight in gold! *(5000 eb)*; a Fixer would easily pay a fortune for it.

Even if the characters don't make these checks, the Fixer will—or at least he'll pay his people to do it… But he won't tell the Edgerunners that the chip he bought off them for 500 eb just made him 5 grand!

Support the Author

This is by no means compulsory,
but if you enjoy my content,
I invite you to buy me a coffee!

https://buymeacoffee.com/kevinc

Or if you can't / don't want to, **no worries!**

Please feel free to enjoy this product
and share it with your friends!

To see more, check out my website!
https://www.kexquest.com/