

# DATAFORTRESS 2.0.2.0

Presents:



Written by Deric Bernier ([droc@mc2k.com](mailto:droc@mc2k.com))

This is just one of many articles for the Cyberpunk 2020 Role-playing Game you can find on Datafortress 2020, the largest, most Comprehensive Cyberpunk 2020 site in the world.

Visit it at:

<http://datafortress2020.110mb.com/>

Interlock Unlimited was originally supposed to just be my attempt at not only putting all the necessary rules for Cyberpunk 2020, from all the supplements, in one place, cleaning them up and replacing the ones that needed it, but also to re-examine the game itself. After 19 years of playing Cyberpunk 2020, that's still where my gaming heart lies, and was still the main driving force behind the re-imagining of Interlock. But because the project grew, and changed to become a rules system capable of running any setting, any genre, some things of a more Cyberpunk specific nature had to be left out. It was decided, that where possible, we would write supplemental material instead of trying to cram everything for every genre into one book. This was somewhat of a genius idea, particularly from my viewpoint. All the Cyberpunk 2020 supplemental material is already out there. The official books, including the books for the original Cyberpunk, Cybergeneration, and Cyberpunk V3 lines, as well as all the Internet material, are fully compatible with zero to minimal work. The rules of Interlock Unlimited were written to work with them, not against them. The stats for the vast majority of equipment, guns, vehicles, and other technology remain exactly the same as in Cyberpunk 2020. Still some very minor things have changed, for the better...

All rules for task resolution, combat, and character generation default to Interlock Unlimited.

For Cyberpunk Specific and expanded Lifepath options, see the Interlock Unlimited Cyberpunk 2020 Complete Character Generation available from Datafortress 2020, or refer to the various Books (Core rules books, Protect and Serve, Home Of the Brave, etc...)

For Vehicle Creation rules, refer to Maximum Metal or the Mekton Supplement Roadstriker

For Cybernetic Creation and Full Cybernetic Body Replacement Rules refer to Mike Van Attas Cyberwares of the World and Cheap FBC, both available on PDF at Datafortress 2020. All Cyberpunk 2020 cybernetics are fully compatible with Interlock Unlimited, except for the following rules. For a listing of every cybernetic option available from Cyberpunk, Cyberpunk 2020, and Cybergeneration, complete with brief details on their purposes, cost and effects, as well as new cybernetic fully detailed options and complete rules for therapy, see Electric Dreams, available on site or as a PDF at Datafortress 2020.

1) If the enhancement is not seen or directly controlled by the implantee then there is no humanity loss whatsoever. (This includes, \*LIGHT\* Skinweave and Subdermal armor, most artificial organs and the like)

2) Cybernetics which replace normal body parts such as, basic cyber limbs, basic cyber optics, and basic cyber audio are reduced by 50% HL. If the implantee voluntarily chooses to have a perfectly functional limb or organ replaced he/she pays full HL as listed. Real or Trueskin covered limbs reduce HL by another 50%, the same principle applies to basic Gemini type Full Conversions.)

3) Cybernetics which enhance the bodies normal functions such as muscle bone lace, grafted muscle, reflex boosters etc. are also at one half the listed humanity loss. This only applies to cyber that does not drastically change the body's appearance.

4) Anything that drastically changes the appearance of the implantee adds 25% to listed HL.

5) Enhancements which are completely foreign to the body and/or are directly controlled by the implantee like cyber weapons (not including Scratchers and Vampires), radar, sonar, gills, cyber links, audio visual options and virtually all other cybernetics will cost full humanity loss as listed.

Netrunning rules are replaced by the Computer Combat rules of Interlock Unlimited. This means that while the majority of Cyberdecks and Computers in Cyberpunk are compatible, the programs present in Cyberpunk 2020 and its supplements are no longer compatible or necessary.

Drug creation in Cyberpunk is replaced by the Rules provided in Interlock Unlimited; to easily convert the drug examples present in the Cyberpunk books, simply divide the cost by 10.

To convert existing Cyberpunk 2020 characters to Interlock Unlimited it is advised that players add up their total skill points. Points allotted to skills that have either been removed, or folded into other skills (such as Melee and Dodge/Escape being folded into Brawl, or Hide/Evade being folded into Stealth), are to be set aside for redistribution. Skills that were folded into the expert category do not apply as a removed skill. Finally, add 10% of the total Skill Points, and let the players redistribute these points as well as those from removed skills, among the new skills (or existing skills that have been altered by the new system for Roles). General and Earned IP may be allotted at this time as well. The players may spend these points on taking new roles as well, but any new roles must be at least one point below their original role (which is set as their primary.) Skills which have not changed or been replaced may not be altered by these points. Everything else should be self-explanatory.

All pre-existing rules default to Interlock Unlimited. Any rule not covered by Interlock Unlimited or its supplemental material is assumed to remain in effect, provided it does not contradict the rules of Interlock Unlimited.

In all other ways, the material, particularly the technology, setting information and flavor, of the various R.Talsorian Cyberpunk (in all its incarnations) remain the standard.

(Created and written by Deric Bernier. Cyberpunk, Cyberpunk 2020, Cybergeneration, and Cyberpunk V3 are copywritten and owned by R.Talsorian Games.

Images by Deric Bernier and R.Talsorian Games (without permission).

For more of the best Cyberpunk 2020 goodness available, go to

# DATAFORTRESS 2.0.2.0

<http://datafortress2020.110mb.com/>

To e-mail the author:

[droc@mc2k.com](mailto:droc@mc2k.com)

