*Rules I’m not sure about:*

* *Does kits still exist?*
* *Are stats necessary? Could all rolls by default be 2d10? Modifies from cyberware/kits. Skills still give +2.*
* *Is money a thing beyond wealth? And is upkeep therefore a thing?*

# Core gameplay loop:

* Choose mission
* Optional: Do pre-mission stuff
* Do mission
* Between missions: Do you want to take a respite? Time is money, and you must pay upkeep, and the world progresses in the meanwhile.
* Repeat

Respites take longer time.

Uses Draw Steel recoveries and victories.

* Køber man cyberware for victories?

# Characters

A PC functions much like a Draw Steel character, with the main difference being that there are no classes here, instead, the majority of what your character can do comes from its cyberware.

## Cyberware

Cyberware occupies body parts, and you cannot have multiple cyberware equipment in the same slot. For instance, you cannot have both *Cougar Legs* and *Ballerina Blades* at the same time as they both have the *Leg* keyword.

The neural port is the most influential of the cyberware and functions a bit like a mini-class, and can be further customized and upgraded in ways other cyberware cannot.

Summary of neural port cyberware:

|  |  |  |
| --- | --- | --- |
| Neural Port cyberware | Description | Expansion options |
| Tech operator  *Companion* | For those who want their own little (or big) electronic friends. | Find new gear, e.g. a new drone or a new gun for your drone. |
| Hacking Deck  *Debuff* | Influence the electronic world around you, and abuse your opponents’ cyberware. | Learning new verbs and nouns. |
| Adrenaline Maximizer  *frontline* | Overclock your body, push it beyond its natural limits to ignore pain and move at lightning speed. | Two paths: Berserk (push through pain and raw physical might) and Sandevistan (speed speed speed) |
| Psionic Unlocker  *adaptable spellcaster* | Because years of training and meditation are so 2050. | Create your own spells with different combinations of area, targets, damage type, effect etc. Find new components. |
| Librarian  *Skill monkey, buffer, tactician?* | Slot expert knowledge directly into your brain and harness the power of a personal A.I. | Find shards with knowledge. Shard could be a skill, expertise in a skill (Edge), language, and abilities. |
| Weapon Link  *Weapon’s expert, Damage* | Let your blade be a natural extension of your arm, and your aim always finds its mark. |  |

## Neural port abilities

**Tech operator**:

**Hacking deck:**

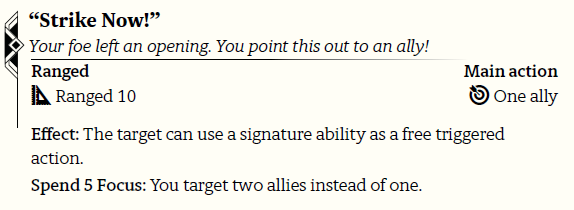
**Adrenaline:**

**Psionic Unlocker**

**Librarian**Can focus on combat and out of combat. In combat, things like calculating the optimal action for allies to take (Tactician like), and out of combat things like learning new skills and languages.

Shards can be swapped, but it probably takes around 15 minutes for the shard to fully activate, so can’t be done mid fight or in stressful situations.

Shard abilities:



**Weapon Link**

### The cons of cyberware:

1. *You are vulnerable to hacking*.   
   Enemy hackers can take control of your cyberware, e.g. forcing you to use that slick arm grenade launcher on your friends or cripple your cougar legs.
2. *~~Shit’s expensive~~*~~.   
   Cyberware costs upkeep to function.~~
3. ?Your sanity suffers?  
   ?Cyberpsychosis?

## Combat

Functions very much like Draw Steel. You have a Main Action, Maneuver and a Move. You roll Power Rolls to use your gear and cyberware.

# Hacking

## Hacking cyberware

Generally, you do not know the cyberware a person has, unless you have:

* Seen them using that cyberware
* Pinged them in combat
* Deep scanned them before combat.

Verb + noun system

|  |  |  |
| --- | --- | --- |
| **Verb** | **Noun that it works on** | **Effect** |
| Control | Cyberware | You force the target to use the ability associated with that cyberware. |
| Cripple | Cyberware | The target cannot use that cyberware, loses any permanent effects given by the cyberware. EoT. |

# List of cyberware

Template for cyberware abilities

|  |  |
| --- | --- |
| **Name**  *Flavor text* | |
| **Keyword 1, keyword 2,**  Range | **Action type**  Target |
| **Power Roll**  <= 9 x  10-14 x  15+ x | |
| **Effect:** | |
| **Permanent:** | |

|  |  |
| --- | --- |
| **Cougar Legs**  *Flavor text* | |
| **Cyberware (leg), Melee, Strike**  Melee 1 | **Main action**  One Creature |
| **Effect:** You move up to your speed in a straight line, and make a Free Strike which gains a damage bonus equal to the distance moved | |
| **Permanent:** You get +1 to your speed and disengage | |