*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.

List of neural port cyberware:

**Tech operator**:   
Allows control of drones, vehicles and similar tech.   
Specializations:

* Flying drones
* Turrets
* Weaponized Cars

**Hacking deck:**Influence the electronic world around you, including cyberware.  
Specializations:

* Learning new verbs and nouns

**Adrenaline:**Maximize your body.  
Specializations:

* Berserk: Pushing through the pain and raw physical might
* Sandevistan: Speed speed speed

### 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 | |