

# Energy

The world of Cyberpunk is powered through microwave energy, such as through the [Satwave Power Plant](#)<sup>↗</sup>. This power source is renewable and dense, allowing for large amounts of power to be generated passively by satellites orbiting the earth. Other large sources of power come from nuclear power plants, such as the [Petrochem Nuclear Power Plant](#)<sup>↗</sup>. The cybernetic implants, or cyberware, installed in many of the population is powered through a biological power system.

Worcester as a city, being more inland, does produce some of its own power, however due to not being wealthy and populous enough as a city to justify a large microwave or nuclear power plant, it primarily outsources its energy from New York and Boston power plants. These power plants are maintained by street gangs, giving the criminal underworld of these cities decent influence over the [Worcester Government](#).

# Housing

In the world of Cyberpunk, housing reflects a person's social class, corporate affiliation, and access to technology. Worcester, being a city divided by income and influence, shows a clear contrast in housing quality between the north and south ends of the city.

In the northern sections of the city, corporate owned housing and large apartment skyscrapers house the wealthier elite of the city. These buildings are often guarded, climate-controlled, and feature internal smart systems. Access to these homes is generally restricted to mid-to-high ranking corporate employees, researchers.

In the southern districts, especially around Main South and Kelley Square, are filled with overcrowded megablocks, converted warehouses, and abandoned industrial spaces that have been turned into makeshift housing. Many of these buildings lack basic utilities, and are often controlled by local gangs or community defense groups. Security is self-managed, and break-ins are common.

Homelessness remains a major issue, with tent zones and stacked container housing being common throughout the city. Some nomadic groups set up temporary settlements on the outskirts of the city, where they rely on salvaged technology and communal living arrangements.

As corporate real estate interests expand, student housing around the WIT campus grows sparse, increasing the student need for illegal cyberware installations performed by students. Many students will live in compact housing if they are not given housing opportunities by a corporate entity for academic merit.

While legal protections for tenants technically still exist in the New United States, enforcement in Worcester is minimal, especially in the southern zones. Housing remains a privilege tied to wealth, employment, or alignment with a larger power structure.

# Public Transportation

Public transportation in Worcester, like many mid-sized cities in the world of Cyberpunk, is a mix of outdated infrastructure and newer corporate-backed technology. Worcester maintains its public transport system the Worcester Regional Transit Authority (WRTA), however in the 2020s population boom the system became prioritized, and rebranded the WRTA-X

The WRTA-X system includes a small number of self-driving electric buses and light rail cars that operate primarily in the northern end of the city. These routes are maintained by contract through private security and infrastructure companies, often tied to megacorporations. Due to higher corporate funding and oversight, the northern lines remain consistent and relatively safe.

The southern half of the city experiences inconsistent service, frequent delays, and occasional shutdowns. Transit stations in this region are often vandalized, with many bus stops having been turned into gang-controlled checkpoints. Some unofficial routes are operated by independent groups using refurbished vehicles, providing affordable but unregulated transit to the city's underserved population.

Worcester also maintains a connection to Boston and New York through a Hyperloop transit line, though access is limited to those with proper identification or corporate clearance. Hyperloop terminals are heavily monitored and primarily used by corpo workers, leaving most Worcester citizens reliant on local systems.

Despite these limitations, public transportation remains a necessary part of city life, particularly for lower-income residents, students, and the unaugmented workforce. The inequity of access between the north and south ends of Worcester reflects the city's broader economic divide.

# Ripperdocs

In the world of Cyberpunk, a Ripperdoc is a medical technician that serves between an overlap between surgeon, body artists, and mechanical engineers. They use surgical like medical practices to enhance a client's body with technical prosthetics called cyberware.

Many ripperdocs operate legally within the city, however in Worcester's south end as well as near the Worcester Institute of Technology campus, there are major areas of illegal ripperdocs able to perform underground installations for cheaper, or more dangerous and powerful installations for those willing to fork over the right amount of money.

In the city of Worcester, ripperdocs also serve as a major distributor of Gender Affirming Care. In 2077, as seen by the Cyberpunk 2077 game, the concept of transgenderism is no longer considered a taboo. This is made further true by the access to Gender Affirming care provided by ripperdocs. Ripperdocs are capable of providing cyberware replacements for transgender individuals, and even cisgender individuals seeking cosmetic surgery. Installations such as breast implants or double mastectomies, vaginoplasty and phalloplasty, as well as facial feminization surgery or facial masculinization surgery, and hair transplants are all services provided at ripperdocs. This ease of Gender Affirming care has stood in line with Worcester's core values of supporting the queer population of the city.