

ROCKERBOY

"MY OLD MAN **TRIED** TO DO MUSIC BACK BEFORE THE WAR. THE **CORPS** SNAPPED HIM UP, SUCKED HIM DRY, AND SPIT HIM OUT TO **DIE** ON THE STREET. THESE DAYS, IT'S DIFFERENT. I WRITE MY **OWN** LYRICS, MAKE MY **OWN** ARRANGEMENTS, RECORD IT ALL MYSELF, THEN UPLOAD IT TO THE **DATA POOL**. No **CORP** NEEDED. THEY'RE NOT CHANTING MY NAME IN GIANT CONCERT HALLS YET, BUT I'VE GOT **FANS**, AND I DON'T HAVE TO COMPROMISE MY MESSAGE FOR ANYONE. JUST LIKE THE ORIGINAL **ROCKERBOY**, MY MUSIC'S GIVING THE MIDDLE FINGER TO EVERY POWER-HUNGRY SUIT WHO THINKS THEY CAN **CONTROL** THE WORLD."

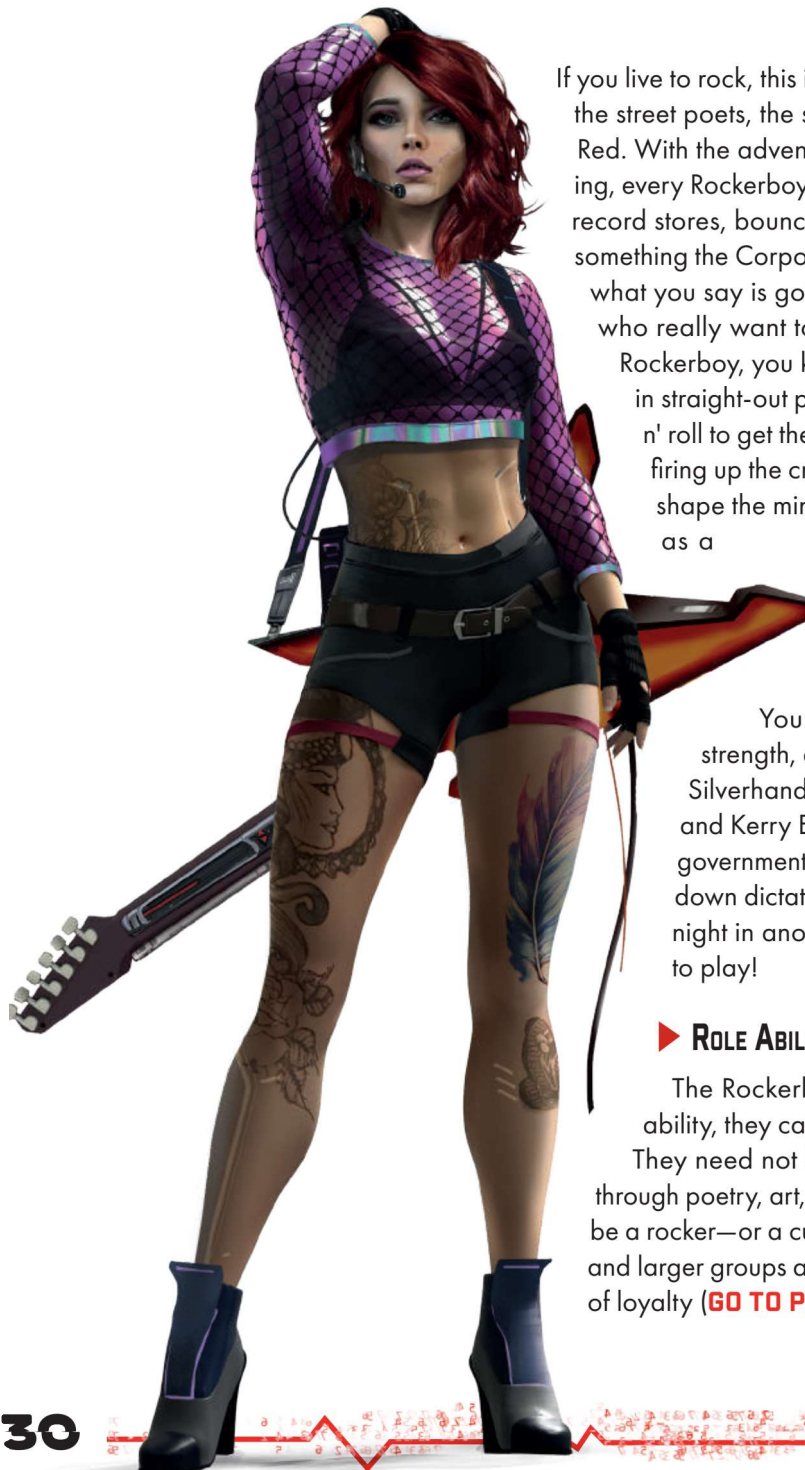
FORTY, **ROCKERBOY**

If you live to rock, this is where you belong. As a Rockerboy, you're one of the street poets, the social conscience, and the rebels of the Time of the Red. With the advent of digital porta-studios and garage music mastering, every Rockerboy with a message can take it to The Street, put it in the record stores, bounce it off the comsats. Sometimes, your message isn't something the Corporations or the government wants to hear. Sometimes what you say is going to get right in the faces of the powerful people who really want to run this world. But you don't care, because as a Rockerboy, you know it's your place to challenge authority, whether in straight-out protest songs that tell it like it is, playing kick-ass rock n' roll to get the people away from the TV sets and into The Streets, firing up the crowd with speeches, or composing fiery writings that shape the minds and hearts of millions. You have a proud history as a Rockerboy. Dylan, Springsteen, U2, NWA, the Who, Jett, the Stones—the legions of hard-rock heroes who told the truth with screaming guitars or gut-honest lyrics. You have the power to get the people up; to lead, inspire, and inform.

Your message can give the timid courage, the weak strength, and the blind vision. Rockerboy legends like Johnny Silverhand, Rockerboy Manson (for whom the Role is named) and Kerry Eurodyne have led armies against Corporations and governments. Rockerboys have exposed corruption and brought down dictators. It's a lot of power for someone doing gigs every night in another city. But you can handle it. After all: you came to play!

► **ROLE ABILITY: CHARISMATIC IMPACT**

The Rockerboy's Role Ability is Charismatic Impact. With this ability, they can influence others by sheer presence of personality. They need not be a musical performer; they can influence others through poetry, art, dance, or simply their physical presence. They could be a rocker—or a cult leader. As they grow in skill, they can affect larger and larger groups and call on their fans for greater and greater requests of loyalty (**GO TO PG. 144 FOR DETAILS**).



DATA

Rockerboys take their name from "Rockerboy" Manson, a musician and social activist who was beaten to death by British police while on stage during a concert.

CHARISMATIC IMPACT (ROCKERBOY ROLE ABILITY)

The Rockerboy has the Role ability *Charismatic Impact*. They can influence others by sheer presence of personality. They need not be a musical performer; they can influence others through poetry, art, dance, or simply their physical presence. They could be a rocker—or a cult leader.

A Rockerboy can only use their Charismatic Impact Role Ability on Fans.

Assuming you aren't in combat, you can make people who aren't currently fans into fans (unless they actively dislike you) by rolling Charismatic Impact + 1d10 vs. a DV8 for a Single Person, DV10 for a Small Group of up to 6, or DV12 for a Huge Group.

The GM determines whenever someone you meet is already a Fan.

When a Rockerboy wants to make use of their Charismatic Impact on a fan or group of fans, the GM uses the table below to determine if the favor is something within the powers of their Charismatic Impact given their current Role Ability Rank. If it isn't, the Rockerboy automatically fails. **If it is, the group size determines the DV against which the Rockerboy must roll Charismatic Impact + 1d10.** If they succeed, the fan or group of fans puts their best effort toward the favor the Rockerboy asked for. If they fail, the Rockerboy can't ask for the same favor again from those fans for a week.

► Charismatic Impact Ranks ◀

Venues You Can Play: The best type of venue your Rockerboy can hope to play under most circumstances.

Impact on a Single Fan (DV8): The impact your Rockerboy can have on a single fan by beating a DV8 on their Charismatic Impact Check.

Impact on a Small Group of Fans (DV10): The impact your Rockerboy can have on a group of up to six fans by beating a DV10 on their Charismatic Impact Check.

Impact on a Huge Group of Fans (DV12): The impact your Rockerboy can have on a large group of fans gathered to see them by beating a DV12 on their Charismatic Impact Check.

► CHARISMATIC IMPACT RANKS 1 AND 2

Venues You Can Play: Small local clubs

Impact on a Single Fan (DV8): Rockerboy can convince fan to do a small favor for the Rockerboy; buy the Rockerboy a drink or meal, give them a lift somewhere.

Impact on a Small Group of Fans (DV10): Rockerboy has a group of up to 6 fans to ask for autographs and other personal totems; fans will stop Rockerboy in streets to befriend them.

Impact on a Huge Group of Fans (DV12): You're kidding, right? You don't have huge groups of fans yet.

► CHARISMATIC IMPACT RANKS 3 AND 4

Venues You Can Play: Well known clubs

Impact on a Single Fan (DV8): Rockerboy can convince fan to do a major favor for the Rockerboy; go to bed with the Rockerboy, put a good word in for them, etc.

Impact on a Small Group of Fans (DV10): Convince a group of up to 6 fans to regularly hang out with Rockerboy; provide booze, drugs, or other party favors to the Rockerboy.

Impact on a Huge Group of Fans (DV12): Rockerboy has a strong local following; fans buy their recordings and merch.

► CHARISMATIC IMPACT RANKS 5 AND 6

Venues You Can Play: Large, important clubs

Impact on a Single Fan (DV8): Rockerboy can convince fan to commit a minor crime for Rockerboy; shoplift, help out in a fight.

Impact on a Small Group of Fans (DV10): Convince a group of up to 6 fans to act as the Rockerboy's personal "posse"; constantly hang out with them, do Rockerboy favors, and provide things for their personal needs.

Impact on a Huge Group of Fans (DV12): Rockerboy's fans are all over the City, often in nearby cities. They are strongly loyal and will often do major favors for the Rockerboy in exchange for attention.

► CHARISMATIC IMPACT RANKS 7 AND 8

Venues You Can Play: Small concert halls, local video feed

Impact on a Single Fan (DV8): Fan is willing to risk their life for Rockerboy without question.

Impact on a Small Group of Fans (DV10): Convince a group of up to 6 fans to commit a minor crime for Rockerboy; shoplift, help in a fight.

Impact on a Huge Group of Fans (DV12): The Rockerboy's fans are rabidly loyal. They fight with rival fan groups, support strong fan information networks, will band together to help Rockerboy.

► CHARISMATIC IMPACT RANK 9

Venues You Can Play: Large concert halls, national video feed

Impact on a Single Fan (DV8): Rockerboy can convince fan to commit major crime for Rockerboy; steal expensive item, beat someone up for Rockerboy.

Impact on a Small Group of Fans (DV10): Convince a group of up to 6 fans to commit a major crime for Rockerboy; steal expensive item, beat someone up.

Impact on a Huge Group of Fans (DV12): The Rockerboy's fans are basically a brainwashed, cult-like following; they will riot, destroy property, and even kill for the Rockerboy.

► CHARISMATIC IMPACT RANK 10

Venues You Can Play: Huge stadiums or international video

Impact on a Single Fan (DV8): Fan is willing to sacrifice self for Rockerboy without question.

Impact on a Small Group of Fans (DV10): Convince a group of up to 6 fans to risk their lives for the Rockerboy; to act as personal protection.

Impact on a Huge Group of Fans (DV12): The Rockerboy's fans are now a worldwide following with strong, cult-like attributes. They will do almost anything for the Rockerboy if asked; they are a private army based on the Rockerboy's charisma.

CHARISMATIC IMPACT IN ACTION

It's Friday, and Rico Rico has had a stressful week, so he wants to party. He hits his favorite bar in the Combat Zone. When he arrives, he works the scene, being the sociable guy that he is, and the GM lets him know that the bartender is already a fan of his, which isn't surprising to Rico. Later that night, a bachelorette party visits the bar, lured by the novelty of drinking in such a dangerous part of the city, and Rico introduces himself to them. As he meets the small group, he rolls 4 (his Charismatic Impact Rank) + 1d10 vs. a DV10 to impress them. Succeeding, he turns them into his fans. Rico decides it would be a great time to really get this party started. He calls over one of the bartenders, and asks the single fan to do him a major favor and hook the bachelorette party up with a bottle of his favorite tequila, which happens to be the good stuff they keep behind the bar to protect it from errant bullets. He rolls 4 (his Charismatic Impact Rank) + 1d10 vs. DV10, and burns some LUCK just to make sure. It's a success, and the good times roll all night, granting Rico the stress relief he needed.