

Outlines: Batch 1

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1 Diesel-tech: Piston Arm Boxer

The desperate will do anything to get by. This requires them to sell their body. It makes them feel empty inside despite the hollow praise they get from the wealthy.

Modding to survive

Act I: Establish

Wins a fight and gets minimal payment. His friend tells him a new way to get cash.

Act II: Twist and Build Tension

Exo-boxing is the new thing. Coerced to get the surgery he can afford: piston prosthetic arms

Act III: Release Tension

Kills his opponent (friend?) with one punch

Act IV: Conclude

Gets showered with money and is praised by rich gamblers. Feels numb and empty.

2 Cyber-tech: Cyber-Psycho Razor Shredder

Modding as mundane

Act I: Establish

Each job for LebeN Chipware requires them to get a new set of mods.

Act II: Twist and Build Tension

The last mod they get requires them have a modular face. Having no sense of identity or self, they have a dissociative episode.

Act III: Release Tension

They commit their first murder—their landlord collecting late rent.

Act IV: Conclude

they take their collection of mods and run away To be recruited as a Cyber-Psycho

3 Bio-tech: Monstrously Mutated Bio-Hacker

Became a monster to make it to the top
Modding to surpass

Act I: Establish

Mutations over time to get faster, smarter, and more efficient. Resorts to underground mutations to get an edge on his competitors.

Act II: Twist and Build Tension

Reaching the top. They discover that most of the others at the party look "normal". They find another mutant and discuss 'new money' kids and their place at the top. Gets invited to back room.

Act III: Release Tension

These aren't new money. It's the old money that used a parasite to gain eternal youth. Gets told that Perfect™ is a hivemind of parasites and is offered to join. Declines the offer.

Act IV: Conclude

They leave the party with the other mutant.

The Parasite looks disappointed but sees that they left a card on the table with a hand written phone number and the word "Cell" above it. The Parasite smiles.

4 Magi-tech: Corpse Exploding Gnome Businessman

Mod as a deliberate business decision.

Act I: Establish

Gnome's wagon gets held up by bandits

Act II: Twist and Build Tension

reveals that the wagons are filled with corpses. Discusses the business of corpse selling. Bandits threaten to rob them of corpses and start their *own* corpse business.

Act III: Release Tension

The middle wagon explodes. And the gnome reveals why he doesn't hire protection.

Act IV: Conclude

Gnome offers the bandits a contract deal as suppliers to pay off debt with possible renewal—a common temp-to-hire situation for Marlin's Artifact Distro .

5 Villain: Angel the Vampire

Mod to become a God

Act I: Establish

Mayor bored doing paperwork and complaining about Orca Oil Corporation . Angel comes in his office unannounced and requests he come outside with him. At his refusal, Angel telepathically kills his secretary with a twitch of their finger.

Act II: Twist and Build Tension

Plunges sword in the ground and tells the Mayor that he has 24 hours to evacuate every living being. Mayor hires a bio-cyber strongman to remove or break the sword. Strongman dies. Mayor hires a wizard to examine the sword and study it. Cracks in the ground spread from the stabbing point, catalyzed by the strongman

Act III: Release Tension

It's midnight. Angel asks their spotter if anyone evacuated. The spotter discloses that there's no heavy traffic. Angel expresses disgust and telepathically lifts the sword out of the ground. A mist of miasma spreads from the ground's wound; killing every animal, plant, and fungus within the scars' radius.

Act IV: Conclude

Walking to their ship, Angel reminds the spotter that their not monsters. The land can now be bought from Orca Oil Corporation for basically nothing.