

Grimepunk cyber proto mechanics, items and stuffs(lore) document

Sheet explained.....	2
Header.....	2
Stats and skills.....	2
Tests and rolls.....	4
Implants.....	5
Implant slots.....	6
Implants list.....	6
Hacking.....	15
Hacking implants.....	15
General hacking.....	15
Diving deeper.....	16
Hacking actions.....	17
Hacked.....	18
Intranets.....	19
Als.....	19
Armor.....	20
Damage and wounds.....	20
Items.....	21
Prices.....	21
Calibers.....	23
Generic weapons.....	25
Non-generic weapons.....	28
Armor.....	30
General items.....	31
Attachments.....	33
Drones.....	33
Tests.....	34
Combat.....	35
Roles.....	35
Broker.....	35
Desperado.....	37
Drone monarch.....	38
Hacker.....	38
Leader.....	39
Maker.....	40
Martial artist.....	41
Medic.....	42
Unseen.....	44
Officer.....	44

Sharpshooter.....	45
Quick Timeline.....	45
Setting.....	47
Planets, moons and asteroids.....	48
Venus.....	48
Earth.....	48
Moon.....	48
Mars.....	49
1st asteroid belt.....	49
Jupiter.....	49
Saturn.....	50
Neptune.....	50
2nd asteroid belt.....	50
Factions.....	51
Religions.....	51
Church of mad love.....	52
Drugs.....	52
Performance enhancing drugs.....	52
Buzzers and Vibes.....	53
Trippers.....	53
Enemies.....	53

Sheet explained

Header

VITALITY: maximum vitality = (Physical + Endurance)*3, characters die when their vitality goes into [negative] > resolve. For wounds, simply break the character's vitality into 3 parts, these are lightly, moderately and severely wounded. lightly wounded has a 'buffer' as it only takes effect when damage taken is higher than endurance, so a character with 3 endurance will only be under the debuff of being lightly wounded after taking 4 points of damage. All levels of wounds result in progressively reducing all player rolls by 2 at first but doubling as severity increases, so -2 on lightly wounded, -4 on moderately wounded and -8 for severely wounded.

MIND STATE: maximum mind state = (brains + nerve)*2 + resolve*4 + 20

Stats and skills

broken into overarching stats, each with 5 skills inside it, skill can be higher but not equal to their overarching statuses level without its bonuses. All stats and skill go up to a natural maximum of 10, but with bonuses can go beyond it, to keep track it is suggested to take note like the example below.

physical	endurance
5(3), the 5 is the value without bonuses, 3 is the amount of bonuses	3(2) same as to the left
8, the sum of natural value + bonuses	13, the sum of the total physical(8) with the total endurance (3 +2)

PHYSICAL: the characters physical capabilities

Agility: How fast the character can physically react, this is summed to their reaction roll used to define turn order.

Melee: Close quarters combat, hand to hand or using melee weapons like blades or blunt objects.

Endurance: Not only how much the character can physically exert themselves before getting tired, it also increases their vitality.

High recoil: How good the character is at handling high recoil weapons.

Athletics: Character's athleticism, capability of running, jumping, sliding and doing so fast and precisely.

COORDINATION: character's capability for moving in an effective manner

Precision arms: When handling precision weapons, this contributes to the character's odds of hitting the target.

Larceny: Criminal crimes, usually more petty like pickpocket or lockpicking, but can be more refined like forging documents.

Subterfuge: Remaining unseen and unnoticed, be it in general or just performing actions without others knowing it happened.

Dexterity: Moving with precision, especially fine movements,

Defense: Avoiding harm, like taking cover, dodging and blocking, its main weakness is that it must be used during the character's turn as a main or quick action depending of circumstance(for example main, defende melee, run for cover, change cover, quick action, use while already with cover to increase cover), for a set up to the next time they are attacked, this results in adding their defense level to the difficulty of the opponent's test. Defense cannot be used as a reaction.

BRAINS: measure of the mental faculties and capability to gather and retain new information.

Culture: General cultural knowledge from history to philosophy to fashion to sports and more.

Electronics: Theoretical and practical know-how about electric and electronic systems and devices.

Investigation: Gathering clues, making connections between them and making sensible assumptions.

Computer: How much the characters know about and understanding computers, from general use to more specialized areas like coding.

Engineering: Theoretical and practical general engineering knowledge.

NERVE: capability to notice, concentrate, focus and act under pressure.

Resolve: Mental fortitude, capability of keeping focus even through difficulties.

Composure: Not giving away under pressure, regardless of what shape it takes.

Automatic: Handling and shooting fast firing weapons.

First aid: Capability of applying first aid care.

Awareness: Perception, capability to pick up on small details and to notice differences and oddities.

SOCIAL: Represents the character's ability to interact with others and governs interpersonal skills.

Persuasion: The ability to convince others to your way of thinking.

Intimidation: Instilling fear in others.

Deception: Lying without getting caught and being convincing.

Sense: Read people, gather their intent and truths from non spoken cues.

Poise: Not allowing others to read you.

Tests and rolls

Tests are how it is decided if a character succeeds or fails in the face of a specific challenge, to decide a roll is used, most tests ask for a roll that is a stat + a skill + 1d10, this is then compared to the difficulty of the test, if its equal or higher, the character succeeded.

Difficulty	Explanation
40	highest difficulty a non enhanced human can succeed, this requires 10 their role and their role being applicable to the roll, 10 in the stat and skill needed plus rolling a 10 on the 1d10 roll
30	highest difficulty a regular and non enhanced human can succeed, even then they need to have 10 on both the related stat and skill along with rolling a 10 on the 1d10 roll
15	"average" test, in the sense that if a non enhanced human has the middle point of stat + skill(summing 10) they are 50% chance of pass
4	lowest challenge that is possible to fail, needs to roll 1 on the 1d10 and have 1 in both skill and stat used

Implants

Installing an implant has a cost that depends on the implant's price, type and location

Modifier	Price multiplier
----------	------------------

The body needs resources to function in tandem with implants, resources which are not naturally in the human blood, for that users must inject said resources to their bloodstream on a proportion of 50 ml per slot used by non bio only implants, per month, the substance is sold at 1 or 2 Kz per ml, depending on where its being bought and amount bought.

Not using this substance has consequences for at first non bio only implants, it results in the first week to having -1 to all implant related rolls, at the second week roll all implant related rolls with disadvantage, by the third week all rolls get a -3, at the fourth week all rolls get -5 and are rolled with disadvantage, finally at the fifth week the character fall into a coma.

Implants come in the following types

Type	Description
Bio	Biological implant in nature, no electronics, usually stem cell grown enhanced body parts like new skin or extra strong muscle fibers
Neural	This type of implant is only connected to either neurons or nerves, so as they dont receive data outside of this they can't be hacked, would be like wanting to hack a wire or logic gate
Connected	Connected as the name implies is connected to other implants usually for support like hands and eyes communicating to help aiming, this means they usually can't be hacked unless the user has at least 1 signal or net implant connected, the previous example like if the user had a net aux brain also connected [REDACTED], is enough to make both vulnerable
Signal	Sends and receives some sort of data, signals are more difficult to be breached into(double difficulty for initial hacking).

Net	Full infonet connection, most powerful several fronts, but also the most vulnerable.
-----	--

Body slots

Where implants go

Place	Slots
Brain	3
eyes	3
head(face and neck)	4
internal (organs,inside torso, intramuscular)	6
subdermal/dermal	3
bones/skeleton	4
spinal cord(and cerebellum)	3
arms (and hands)	6
legs	4

Cybernetic enhancements list

(first table with need to know, then more complete article like with lore and all)
specifics on implants can depend on model

Name	Type	Placement	Slots used	Mental state loss on use	Detail
AuxBrain	Connected	Brain	2	0	+1 to all connected implants rolls
Net AuxBrain	Net	Brain	2	0	+1 to all rolls, can turn off Net connection, in this case have same bonus as AuxBrain, turning on internet takes 2 turns, also gives +1 to all connected implant rolls
Comms	Net	Brain or head	1	0	Has net connection like Net AuxBrain, but only usable for

					communications as it has little processing power, also allows to speak on comms without actually talking
Sensory controller	Neural, connected	Brain	1	0	all tests related to resisting outside stimuli are done with advantage and also allow for more precise understanding of damage suffered, can also record all sensations if there is where to store, +1 nerve, +1 coordination
Memory slot	Connected	Brain	1	0	allows to save, copy and transfer information gathered by any connected (or net) implant, +1 brain
Code talker	Connected	Brain	1	0	by only sending and receiving very specific forms of data it increases safety making all attempts of hacking connected (and net if using encrypted comms) cyberware be done with twice as many tests and therefore twice as long
SOAD	Connected	Brain	1	1 on change	"Skill on a demand" allows to install 3 SOAD software, each that increase a skill by 1, can be used all for the same skill and receives bonuses, 2 slots give +3 and using all 3 slots gives +5 on the chosen skill
Std Cable scanner	Connected	Brain	0	0	A cable for direct connection with other Std Cable scanners, all implants that can be connected have an access like this somewhere (for free), this works as a physical access point. The cable can also come from almost any connected implant (depending on size)
Counter breach	Connected	Brain	1	0	Monitoring system that lets the user try to detect hacking passively, it uses brains + awareness + 1d10, it also physically disconnects a hacked implant cutting off access, it then needs a doctor,

					a technician or both to reattach depending on implant
Denied insanity	Connected	Brain	1	0	Synthetic hormones that can counter any spikes, this reduces all mind state loss by 1d2(to a minimum of 0)
Crystal Vision	Neural, connected	Eyes	1	0	Improves vision much better than any glasses could, meaning user can also zoom in 2x, bonus of +3 to vision related awareness tests
Crosshair	Connected	Eyes	1	0	Gives bonus to automatic, high recoil and precision of +4 or +5 to one and +3 to another, must be chosen on install and cant be changed on the fly
Lock on	Connected	Eyes	1	0	Requires an AuxBrain or Net AuxBrain, Std cable along with a assisted aim weapon with guided ammo
MultiVision	Neural, connected	Eyes	1	0	Eye with an array of vision modes such as infrared, night vision and heat, choose 2
Perfect vision	Bio	Eyes	1	0	Vat grown eyes with perfect eyesight ready to be implanted.
Digitizer masking	Neural, connected	Eyes	1	0	Casts light in a specific frequency to blur the face front the view of regular security systems, requires Crystal vision
Bodily analyzer	Connected	Eyes	1	0	Small computer specializes in analyzing human behaviour, gives a bonus of +2 to sense requires Crystal vision
Eye shot	Neural, connected	Eyes	1	1d4	Inside your eye you have a bullet hidden and ready to fire, comes in short pinfire, 4peace and 8mm kraken
Looking glass	Neural, connected	Eyes	1	0	Lenses that can hide inside the face, it protects the eyes and give advantages to all eye implant rolls(except eye shot), works as a HUD if user has a

					AuxBrain or Net AuxBrain, increasing its buff by +1
Air scrubbers	Neural, connected	Head	1	0	Filters out air breathed reducing all gas damage by 2d4s
Magnesium sack	Neural, connected	Head	1	1d2	A sack of magnesium inserted in the throat, allows user to spit fire, usually only once, burns for 1d4+1 turns dealing 1d4+1 damage per turn
Spitter	Neural, connected	Head	1	1d2	Can safely store most liquid substances and spit them to a range of short
Voice modulator	Neural, connected	Head	1	0	Allows the user to change their voice, to mimic someone's voice it needs to be a connected implant and have data on the voice copied.
Face shifter	Neural, connected	Head	1	0	Can slightly shift the user's facial features, not enough to make them look like a different person though, but it can increase persuasion, intimidation and deception (amounts vary by model).
Face plating	Neural	Head	1	0	Armor for your head. Up to 45 points, buy as if buying helmet and multiply price by 1.5
Sound equalizer	Neural, connected	Head	1	0	Ear implants that can be set to better listen, reducing loud sounds and boosting quieter noises giving +2 to sound related awareness tests
Last blues	Signal, connected	Head	1	0	Cochlear implant that allows to pick up signals, mainly radio, to listen in your head
Palatune tasteX	Neural, connected	Head	1	0	A new tongue to control the taste you feel, making it easier to be healthy, tasty food better, bad food more bearable and tasting more precise, can also count approximate calories if you have an AuxBrain or Net AuxBrain

Chewers	Bio, neural	Head	0	0	Lab grown or synthetic teeth, much harder than regular teeth and often much sharper, increases bite damage by 1d4
Alveoli venom gland	Bio	Head	1	1d2-1	Requires chewers implant, a gland that can store toxin or some acids and can be secreted through the chewers, it also coats the mouth for protection from the substance stored
Chem analyzer	Connected	Internal	1	0	Requires AuxBrain or Net AuxBrain, breaks down the chemical composition of most samples and gives approximate chemical makeup
Stem cell supply	Bio	Internal	1	0	Once per week instead of being put unconscious and begin to take -1 to vitality till death, instead become stabilized and awake again with 1 vitality
Hormonal gland	Bio, neural, connected	Internal	2	1d2-1	when activated get +1 to a stat of your choice for an hour
Muscle Fiber mk2	Bio, neural	Internal, dermal, arms or legs	1	0	Lab grown or synthetic special muscle fibers that are installed all over the body intramuscularly, increasing physical by +2, multiple can be installed at once, can be bought as bio only by paying 50% more, when used for anchoring other implants gives no bonuses to physical
De synthesizer	Bio	Internal	1	0	Several remedies inserted in an organ inside the body give advantage when targeted by all CBRN threats
Prussian potassium	Bio	Internal	1	0	Clears and protects from radiation for an hour
Final goodbye	Neural	Internal	1	0	Explosive device that detonates on character's death dealing 10d6 damage, dropping 1d6 damage per meter away

Redundant organs	Bio	Internal	3	0	Smaller but more efficient versions of vital organs that can take over their work if the original is damaged
Pain inhibitors	Bio	Internal	1	0	Releases several chemicals that for some time prevents user from feeling pain, +2 to nerve
Cannibal corpse	Connected	Internal	1	1d6	Consuming dead opponents and smaller implants to use their parts to fix yourself
New organ	Bio, neural, connected	Internal	0	0	Replacement for any internal organ
Adrenal boosters	Bio, neural, connected	Internal	1	1d2-1	Once per round, when taking damage, act as if it was your turn, this doesn't affect your turn or total actions
Flexible polymer lining	Bio, neural	Dermal	1	0	Subdermal armor buy as if buying body armor, up to 45 protection, then multiply price by 1.5
Over armor	Neural, connected	Dermal	1	0	Over the body armor, similar as flexible polymer lining, when connected to AuxBrain or Net AuxBrain it becomes reactive, reducing all damage taken to the armor by 2(to a minimum of 0), price multiplier is 2 rather than 1.5
Toxic glands	Neural, connected	Dermal	1	0	Allows user to secrete a toxic substance through their skin
Grounding	Bio	Dermal	1	0	Made to isolate the user from electrical harm
Temp shielding	Bio	Dermal	1	0	Can release one of 2 substance through sweat glands, one isolates thermically the other eases thermic transference, can improve athletics
Ballistic tissue	Bio, neural	Dermal	2	0	This bio artificial mesh can move under your skin and regenerates with cybernetics upkeep drug, it reduces all damage taken by firearms by

					5, loses 1 point of damage reduction per time it reduces damage, regens 1 point per week
Knife graph	Bio, neural	Dermal	1	0	Same as ballistic tissue but for bladed attacks, reduces damage by 4
Padding	Bio, neural	Dermal	1	0	Same as ballistic tissue but for non bladed melee attacks, reduces damage by 3
Thunder touch	Neural, connected	Dermal	2	1d2-1	Stores and release electrical charges on command dealing 1d4 damage that stuns on 3 and 4
Carapace	Neural	Dermal	3	0	Armor that needs to be activated, reduces agility and athletics to 1, the armor it gives is bought like body armor going up to 80 protection
Joint weave	Bio, neural	Dermal	1	0	Makes joints as difficult to sever as bone
Chameleon	Neural	Dermal	2	0	Controls pigmentation on the skin, allowing to change its color and hue for better camouflage
Looks molding	Neural	Dermal	2	0	Allows noticeable changes that are 'skin deep' not enough to copy someone but to give a different body look
Pneumatic joints	Neural	Skeleton	1	0	auto succeeds tests related to lifting or holding weights up to 1 metric ton
Caliburn's scabbard	Bio, neural	Skeleton	1	0	bone marrow made to produce highly efficient blood make the user much more unlikely to bleed to death
Metal casings	Neural	Skeleton	1	0	All bones are encased in protective shells
Locking joints	Neural, connected	Skeleton	1	0	Locks ready to lock the joints in the position they are when activated
Precise	Neural,	Skeleton	1	0	Tiny servo motors increase

servo motors	connected				user's coordination by +1, or if its connected to an AuxBrain or Net Auxbrain by +3
Hardened bones	Bio	Skeleton	0	0	Replacing the bones with denser and stronger versions of itself results in +1 physical and +1 melee
Bone anchors	Bio, neural	Skeleton	1	0	Reshaped ends in parts of the bones allows for it to substitute and anchoring muscle fiber mk2
Spring tendons	Neural	Skeleton	1	0	Implant acts like torsion and extension springs on the joints increasing physical, athletics and agility by +1
Cerebellum optical fiber bypass	Neural, connected	Spinal cord	2	1d4 per turn	when activated doubles the amount of action user has per turn(if connected to auxbrain or net auxbrain it can trigger on entering combat making user always act first unless other users are present in that case just roll against them to decide)
Spinal support	Neural	Spinal cord	1	0	Support so the spine won't collapse should the user hold too high a weight, can resist compressions of up to 2 and half metric tons
Suppress production	Bio, neural, connected	Spinal cord	1	0	Makes the spinal cord produce suppressant for the nerve ending scarring, meaning the user does not need to buy it
Suppress effects	Neural	Spinal cord	1	0	Reduces all damage to mind state by use of implants by 1d2(to a minimum of 0)
Spellslinger	Connected	Spinal cord	2	0	Stores up to 3 of premade scripts and programs to be used quickly in hacking, using quick actions rather than main actions, with memory slot can store 2 extra premade scripts(does not consume all memory)
Limit	Bio	Spinal	2	0	At 0 vitality, no longer fall

breaker		cord			unconscious, just keep awake and fighting
Raptorial forearm	Neural	Arms	1	0	a blade emerges from the forearm, attack 1d4 times per turn for 2d4-1 damage
Retractable sword	Neural	Arms	1	0	Telescopic sword that exits through the palm of the hand, damage and attacks are the same of a normal sword
Explosion powered punch	Neural	Arms	1	0	Wrist implant that causes an explosion on punching to greatly increase punch force, resulting in rolling the punch damage in d4s for extra damage
Palm gun	Neural, connected	Arms	1	0	A firearm mechanism implanted on the forearm that can shoot through the palm of the hand, choose between small pistol, machine pistol, super heavy revolver, covert smg and short shotgun
Sharp line	Neural, connected	Arms	1	0	A charged line made with small retractable sharp fragments on it that come off the wrist, 5m long, attacks 1d2 times and deals 5d6 damages that decrease by 1d6 per meter away
Talons	Neural, connected	Arms	1	0	Retractable long and sharp nails that can change colors and patterns on demand, increases unarmed melee damage by 1d4
Boxing knuckles	Bio	Arms	1	0	Reinforced and hardened metacarpals that extend themselves during punches to double damage
Tight grip	Neural, connected	Arms	1	0	Small servo motors to guarantee grip is tight and secure without damaging whats is being held
Textured palms	Neural, connected	Arms	1	0	Graph on the palms of the hands that can change their textures to improve grip for tasks such as holding and

					climbing and up to being able to rip cloth from sticking the palm to it
Outer muscle sleeves (arms)	Neural, connected	Arms	0	0	Needs a muscle fiber mk2, move it to arms or keep it in its slot, this implant needs it as anchor points on torso and joints, this implant increases physical but only for the arms by 5
Hard metal muscles (arms)	Neural, connected	Arms	2	0	Replace an arm for this, and treat this arm's physical and coordination as being between 1 and 10, multiply the price by the value of physical you want
Outer muscle sleeves (legs)	Neural, connected	Legs	0	0	same as Outer muscle sleeve(arms) but for the legs
Hard metal muscles (legs)	Neural, connected	Legs	1	0	same as hard metal muscles (arms) but for legs
Vibrational thrusters	Neural, connected	Legs	2	0	installed on both legs thrusters can come out around the ankle and use vibrations and pressure to increase jump height and negate fall damage for up to 4 stories
Jumping calve	Bio, neural, connected	Legs	2	0	Improves jump height(amount depend on model)
Speed machines	Bio, neural, connected	Legs	2	0	Aimed at improving running speed, giving +3 to athletics
Cat paws	Bio	Legs	1	0	Padding for the soles of the feet to reduce movement noise giving advantage on subterfuge rolls
Hip stabilizer	Bio, neural, connected	Legs	1	0	Makes it much easier to maintain and regain balance, roll with advantage to not lose balance
Kickers	Bio, neural, connected	Legs	1	0	Secondary muscles to increase the force of kicks that hit with the sole of the feet

					resulting in a second kick after the first one, roll damages separately
--	--	--	--	--	---

Brain transplants

Brain transplants allow one to fully change the body occupied by someone. Options for new bodies range from, someone else's body, usually from being brain dead or as punishment for a crime, to lab grown ones with perfect physiognomy and even fully cybernetic bodies made to have a brain socketed in.

A simple number indicates that is the new natural value of a stat or skill, while those preceded by a + indicate a bonus like any other cybernetic enhancement.

Name	Description	Price
Nouveau toi	A body made of the best parts grown in labs, so healthy it can even boost the brain stat, its stats can go up to in order 10, 10, +2, +2, +2. Models may also be bought with muscle memory giving up to +3 to any(or even all) of the physical and coordination skills	

Hacking

Hacking non net devices

All non net devices are intranets.

Implants are treated as an intranet by default, this is changed if there is a Signal implant that can be used as an entry point, and if there is a Net implant it is like any other infonet connected device. To hack a connected implant one must first hack either signal or net that is connected to them. Most hacked implants can only be meaningfully affected on a device driver or kernel level, due to their very nature, with exceptions or auxbrains and net auxbrains for example.

Documents are often still made in paper, for physical markers are difficult to be replicated and to avoid virtual copies.

General hacking

In hacking there are several levels or depths of access. All systems are protected by a system defense, this is just the name for the number representing the difficulty of hacking this system, the value depends on the system.

Depth	Description	Capabilities	Examples
User	Lowest level access, can basically only do simple input and output and have very limited access to anything sensitive	Basic interactions with public level data, modify personal settings(mainly aesthetics), it's a door for social engineering and phishing	Access open documents and media, contact other users, changing non important settings
Privileged	A step above user the privileged level has some extra powers given by admin like elevated permissions	Access to restricted files and non core system settings, limited level admin tasks like resetting user passwords	Accessing sensitive and personnel data, installing non driver software, check logs
Admin	Full control and manipulation over the system	Change system wide settings, create, modify and delete users, system level commands like rebooting or shutting down security protocols, change other user's privileges, affect device drivers	Modify firewall rules, install rootkits, create backdoors, disable alerts and security measures, falsify system logs
Drivers	Interfacing with hardware	Manipulate, disable and possibly destroy hardware, rewrite driver code, intercept, copy, alter and redirect device data, firmware manipulation	hijacking and spoofing sensors, manipulate or disable specific network communications and device communications, introducing vulnerabilities to be later exploited
Kernel	Deepest level of control, access to the very core of the operating system	Modify and manipulate low level system processes even inject malicious code into the OS itself, apply self replicating code and/or code that hides itself both to be made harder to remove, bypass all levels of permission nearly impossible to detect or block, control all aspects of the system at an invisible level, manipulating files and logs without being detected	installing hiding rootkits, installing self replicating code, full control of OS including altering or even destroying critical information and processes, disabling or changing security protocols making it nearly impossible to be traced

Diving deeper

When trying to dive deeper, characters can take as many tests as they succeed, only needing to wait for a next turn when failing.

Depth	Difficulty
user	Easiest level, either no difficulty if physically accessed or just the system defense level, failing a test at this level increases system awareness by 1, at this level if system awareness is higher than 7(alerted) if no hacking action is done must pass a test of system defense as difficulty
privileged	No test if using physically a machine with privileged level, otherwise to reach privilege must first be user level, then succeed 2 tests of system defense*2, at this level if system awareness is higher than 4(suspicious) must pass a test with difficulty fo system defense*2 if no hacking action was done, at this level all failures increase system awareness by 2
admin	Either access physically a machine with this level of permission or must first be at privileged level and pass 3 tests with difficulty system defense*3, at this level all failures increase system awareness by 3, if no hacking action is done must pass a test with difficulty of system defense*3 when system awareness above 4(suspicious)
driver	To access this level must have admin level and pass 4 tests with difficulty of system defense*4, at this level no longer increase system awareness but on a failure by rolling 1 on the 1d10, roll it again, if its a 1 again, your access is ejected and go back to square 1, now can only go as high as admin.
kernel	To access this level must have driver level and pass 5 tests with difficulty of system defense*5, at kernel level the only way to get rid of the hacker is to fully disconnect and then resetting the kernel

Frontiers and hacking

The net has frontiers much like the real world, these can be tight or loose. The borders between nations' nets come with extra security, like moving a car. It's easy to go from street to street or town to town but moving states and countries and you can find extra security, especially depending on your country of origin and destiny. This results in extra difficulty on the hacking tests.

Hacking actions

A non exhaustive list of possible actions that could be taken by the hacker

Action	Level	Effect	test	Consequence
Access document/ file/folder/media	User	Allows you to access the contents of the	auto success	impossible to fail

/other		document		
Ping other users	User	Ping other users to either get more info on them or get their attention	brains + computer + 1d10 >= 3	fail to ping, on a 1 on the d10 increase awareness by 1
set phishing bait	not needed	Create a bait to try phishing	brains + computer + 1d10 vs opponent rolling the same, even if successful i takes the difference of the results in hours - 1 for the bait to be bitten	bait not bitten, on a 1 on the d10 increase awareness by 1
Access more sensitive document/ file/folder/media /other	Privileged	Allows you to access the contents of the document	auto success	impossible to fail
Check non privilege users sensitive info	Privileged	Lets you see important info on users, including passwords and logs	auto success	impossible to fail
Install non driver software	Privileged	Allows installation of programs, just don't expect them to stay for long if awareness goes up	auto success	impossible to fail, but can cause increased system awareness and be deleted as well as giving the hacker access point

Hacked

The side being hacked has the chance of noticing what is happening and proceed with counter measures, some conditions like failing rolls can increase this awareness

Awareness	State	Description	Response
-----------	-------	-------------	----------

0	Dormant	No unusual activity detected	Nothing, normal behaviour
1-3	Blip	Something minor detected, glitch, delay, anomaly or just odd behaviour	Logged as noise, still no reaction
4-6	Suspicious	Repeated blips or strange behavior or actions detected	Passive scans begin, increase all difficulty by 2 and more data is logged to be reviewed
7-9	Alerted	Clear evidence of intrusion	Active scans and defensive programs and prep means all test must be taken twice(amount of rolls to go deeper is not affected but number of times they must be done is doubled)
10	CounterActive	System knows its currently under active attack	all systems to max, counter hackers(possible including AIs) are at work rolling to trace/stop/counter hack, partitions are being locked down

Narrators are incentivised to be creative on what happens when players are caught fully or partially hacked, the defending side could just expunge them, close their access point or even attempt to track from where the attack is happening

Intranets

Intranets are closed networks that cant be accessed from the outside, and most often need a physical contact point to be accessed. It's inside these intranets that most of what is important will be placed, such as security systems, sensitive communications and files. Once accessed from a signal or physical contact point, hacking an intranet is like hacking any regular system.

AIs

AIs are made of 2 parts: the Syntellect and the LogiCore. The Syntellect is the 'mind' or psych of the AI, the LogiCore is the physical hardware in which it exists, is stored and runs processing, LogiCores don't have to be a single place the AI could be scattered on various machines, this has the security but also makes them slower and needing more storage and processing for failsafes in case of damage to data and to keep synchronized.

3 kinds of AIs exist: Angels, Daemons and Devils.

Angels are AIs based on real people, these AIs come from having a recording device installed on the person, the better the device the more information it can gather like physiological reactions. All this information is used to create an AI that can simulate the person after their death. The device does not capture the person's thoughts so no Angel is a perfect copy of the deceased. Usually they are the 'weakest' type of AI, as they must first simulate the person based on that, from there get what their decisions would be, however they are usually still better than humans as their entire existence is intrinsically connected to the input and output methods of computers.

Daemon is the most generic term of AI, Daemons are truly artificial, and they can be from generalists to highly specialized tools, but that's what they truly are, tools. Daemons are not intelligent as Angels and Devils are, they are not capable of thought in the same way as they are, and are much less capable of coming up with anything new, even just remixing existing things. (As Daemons are tools mechanically this means the player must use an action (have to decide between quick or main action, maybe starts as main but can become quick with a talent/skill) to instruct the Daemon on what to do)

Devils are what happens when a Daemon is not a tool or when an Angel is not human. They are capable of independent thought, or as much as an AI can. Differently from Angels and Daemons, Devils operate on their own, like their own people, which means they can have thoughts and don't align with humans or the powers that be, hence the name. At the best of times dealing with Devils is both dangerous and likely best kept to yourself, as even some of the most unscrupulous hackers look down on it, at worst it's a crime met with death, creating one is out of the question. Due to their natures, to make use of their abilities, a deal is usually made, this can be like a pact or even closer to just asking a friend for a favor, as Devils act like independent thinking creatures. Devil hunter is even a specialized job, seeking, capturing and/or destroying in whole or in part their LogiCore(s) can pay quite well, same with the much more dangerous task of destroying their Syntellect through hacking, this however leaves their LogiCore able to be recovered and sold and even could let you make use of part of the Devil's code, like to make Daemons.

Armor

armor reduces damage, its damage reduction is also its resistance(hp) and this is reduced by every point of damage that passes through and causes damage to the user's vitality. Example a user has a piece of armor that grants 5 protection, the user is hit with 7 points of damage, since the armor is 5, $7-5=2$, the user AND the armor take 2 damage, so now the armor only provides 3 protection. This degradation applies to all armor including implants, in the case of multiple armor, like a bullet vest and implant stacked over each other, only use the one with highest value, but when damage passes through, both take the same equal damage.

Damage and wounds

Here are different kinds of wounds and damage that can be suffered by a character, how it can happen and its effects.

Concussion

Blunt force trauma applied to the head.

Grade 1: No loss of consciousness, or amnesia, no effect other than the pain.

Grade 2: Loss of consciousness for 1d4+1 minutes and amnesia for (2d12)/2 hours, can come from blunt force attacks to the head that deal more than 5 damage.

Grade 3: Loss of consciousness for 2d10+5 minutes and amnesia for 1d4 days, can be caused from blunt force attacks to the head that deal more than 11 points of damage.

Blood loss

Losing blood, usually from having the skin pierced but can also be internal bleeding.

Mild: 1 to 5 ml/min, small hemorrhages, not actionable, just annoying.

Moderate: 5 to 10 ml/min, clinically significant, usually continuous flow, might need stitches.

Severe: 10 to 50 ml/min, likely to need a blood transfer to survive.

Life threatening: more than 50 ml/min, debilitatingly fast loss of blood, will feel its effects almost immediately will probably require surgery.

collapsed lung
hypothermia(4 stages)
dehydration(mild, moderate, severe)
frostbite(4 degrees)
fractured bone
broken bone
dislocated joint
torn ligament
heatstroke
poisoning
infection/sepsis
fever
exhaustion
nerve damage
shock(not the eletric type)
shock(eletric)

Items

Prices

Prices are not static, they can fluctuate rather greatly depending on circumstances, particularly when talking about markets procured and acquired on the black market. Consider the prices of all items listed in this section as the average prices they can be legally acquired. Below are a series of tables to help you calculate the prices of items based on circumstances that might apply, multiple modifiers can apply on the same item.

Example: Buying a fragmentation grenade, as its not available for the general public it must be acquired from a black market, the base price is 50 Kz, as its from the black market it comes with risk, lets say its x2, demand is low so it doesn't apply, but it's a little scarce so its x1.2, corruption is high giving it x0.8, and authenticity in this case inst a problem. The final price of the grenade will be $50 \times 2 \times 1.2 \times 0.8$, to a total of 96 Kz

Factor	Description	Effect on price
Risk	How risk it is to steal, smuggle and sell the item, the more illegal the item, the higher price it fetches	x2-10
Demand	High demand from combat zones, gangs and warlords has its effect on the price	x1.2-4
Scarcity	How few of the items are on the market and/or how hard it is to source it	x1.2-4
Corruption level	How corruptible are the people who have access to the restricted item	x0.5-1.5
Authenticity and quality	Not all that glitters is gold, black market items may be the originals, but may also be fakes, homemades or duds	x0.5-1.5
Premade examples		
Military withdrawal or collapse	A military force either leaving in haste or collapsing gives illegal trade plenty of supply they want the sell fast as to not have it taken over by another military force	x0.2-0.6
Violent coup	During violent changes in government caches are sometimes left abandoned at least temporarily	x0.5-0.9
Surplus dumping	Someone is dumping supply on the market for one reason or another	x0.2-x0.8
Peace time economy	Things are too calm, this can mean low demand but can also mean strong enforcement	x0.5-2

Civil war and insurrection	High demand, high risk and high profits for the sellers	x1.5-3
Government crackdown	Government is going after the black market, usually as a show of power, other times for public safety, not that it matters	x2-4
Embargo	Embargo on the item being sought, checkpoints and searches make supply routes less reliable	x1.5-3
Martial law	The item became more expensive due to being valuable for the top brass	x2-5

Example: Buying a fragmentation grenade, as its not available for the general public it must be acquired from a black market, the base price is 50 Kz, as its from the black market it comes with risk, lets say its x2, demand is low so it doesn't apply, but it's a little scarce so its x1.2, corruption is high giving it x0.8, and authenticity in this case isnt a problem. The final price of the grenade will be $50 \times 2 \times 1.2 \times 0.8$, to a total of 96 Kz

When deciding the situation of a market the narrator may opt to roll a number of d6s, each number representing one of the factors and 6 meaning nothing, if more than one dice falls on the same number the narrator can reroll or consider that factor more intense.

4 types

Automatic: amount of shots fired increase the difficulty of the shooting test, shots that hit are how much higher the success was up to a max of number of shots fired. Ex firing 3 shots on a difficulty 10 test turns it on a difficulty 13, if a 15 is rolled 2 shots hit, if a 16 or anything above is rolled all 3 shots hit.

High recoil: first declare how many shots then must roll for every shot each increase difficulty by 1, and once 1 shot fails, all others after it fail too. Ex 5 shots fired, first and second hit, third misses, so forth and fifth also missed without needing to roll.

Precision: must roll for every shot, every roll increases in difficulty by 1, unless only 1 shot is fired. Ex 5 shots fired at difficulty 10, first shot must sum 11 to hit, second must sum 12 and so on, if only 1 shot is fired it needs only to sum 10 not 11. Any weapon that is only fired once(even if it can shoot more per turn) can opt to use precision skill instead of its original skill except special weapons.

special weapon: these don't have a related skill, as they are more unique in use, in the weapon sheet it should list the test for using it.

punches do damage = to the sum of the test divided by 10 and rounded up

Calibers

The caliber of a weapon is what defines its damage, when buying ammo, for simplicity sake, when buying a full mags worth of ammo the mag itself comes for free. rule to calculate ammo price is calculate the average damage, divide by 3,5 and round up

HEAT									5x
high precision									4x

Variant	Effect	Price multiplier
Full metal jacket	Roll damage with advantage	4x
Tracer	Even number shots(2, 4, 6...) on the same target may be re roll their test to hit	2x
Hollow point	Stun on a 6 on the d6 when rolling for damage	2x
Dummy	Does 1 damage, stuns on rolling a 10 on the shooting test	1x
Subsonic	100% silent if used with a silencer(not suppressor) but roll damage with disadvantage and reduces ideal range by 1(medium long becomes medium)	3x
Armor piercing	Ignores armor equal to damage rolled	4x
Explosive	For every d6 of damaged rolled, also roll a d4 for additional explosion damage	5x
Incendiary	For every 6 rolled for damage, the target is burning for 1 turn for 1d4 damage	6x
Anti-tank	Has the effects of armor piercing and explosive ammo	10x
High explosive anti tank	Has the effects of armor piercing, explosive and incendiary ammo	15x
High precision	Roll to hit with advantage	4x

Generic weapons

Weapon	caliber	ammo	rate of fire	ideal distance range	price
Pistols					
Concealable pistol (high recoil)	4peace (1d6)	5	1	very short	Kz
Small pistol (high recoil)	8mm kraken (1d6+1)	15	3	short	Kz
Combat pistol (high recoil)	RF13 (2d6)	11	2	short medium	Kz
Tactical pistol (precision)	11th power cal (2d6-2)	13	2	short medium	Kz
Machine pistol (automatic)	8mm kraken (1d6+1)	25	5	short	Kz
Heavy pistol (high recoil)	.41 wolfhound (2d6+2)	12	1	short medium	Kz
Revolvers					
Snub nose revolver (high recoil)	RF13 (2d6)	6	1	short	Kz
Revolver (high recoil)	.41 wolfhound (2d6+2)	6	1	short medium	Kz
Gauger gauge revolver (high recoil)	gauger gauge (6d6-6)	5	1	short	Kz
Super heavy revolver (high recoil)	howling rounds (3d6+3)	6	1	medium	Kz
Submachine guns					
covert smg (automatic)	4peace (1d6)	25	5	very short	Kz
light smg (automatic)	4peace (1d6)	30	5	short	Kz
compact smg (automatic)	8mm kraken (1d6+1)	21	3	short	Kz
assault smg (automatic)	11th power cal (2d6-2)	30	5	short medium	Kz
pdw smg	8mm kraken	30	5	short medium	Kz

(automatic)	(1d6+1)				
Shotguns					
short shotgun (high recoil)	Gauger gage (6d6-6)	6	1	very short	Kz
pump action shotgun (high recoil)	Gauger gage (6d6-6)	10	1	short medium	Kz
riot shotgun (high recoil)	Gauger gage (6d6-6)	8	1	short medium	Kz
auto shotgun (high recoil)	Gauger gage (6d6-6)	12	3	short	Kz
double barrel 1 hander shotgun (high recoil)	Gauger gage (6d6-6)	2	2	short	Kz
Rifles					
civilian rifle (precision)	8mm kraken (1d6+1)	30	3	short medium	650 Kz
lever action rifle high cal(high recoil)	11th power cal (2d6-2)	11	1	medium	500 Kz
carbine (high recoil)	11th power cal (2d6-2)	40	4	short medium	
hunting rifle (precision)	.41 wolfhound (2d6+2)	5	1	long	750 Kz
DMR (precision)	.208 earth cracker (3d6)	25	2	medium long	1200 Kz
assault rifle (automatic)	.41 wolfhound (2d6+2)	32	4	medium	1000 Kz
combat rifle (automatic)	.208 earth cracker (3d6)	30	3	medium	Kz
battle rifle (automatic)	howling rounds (3d6+3)	30	3	medium long	Kz
bullpup (automatic)	.208 earth cracker (3d6)	30	3	medium	Kz
sniper (precision)	howling rounds (3d6+3)	10	1	very long	Kz
Machine guns					
support MG	.208 earth	100	10	medium	Kz

(automatic)	cracker (3d6)				
HMG (automatic)	praetorian n9 (4d6+4)	50	5	short	Kz
LMG (automatic)	.41 wolfhound (2d6+2)	50	5	short medium	Kz
general purpose MG (automatic)	howling rounds (3d6+3)	80	8	short medium	Kz
Special					
elephant gun (precision)	666-MARS bolt round (6d6+6)	1	1	medium long	
Melee					
pocket knife	melee 1d4-1	N/A	1d4	melee	Kz
hunting knife	melee 1d4	N/A	1d4	melee	Kz
combat knife	melee 1d4+1	N/A	1d4	melee	Kz
sword	melee 2d4-1	N/A	1d4	melee	Kz
tomahawk	melee 2d4-2	N/A	1d2	melee(hit), short(throw)	Kz

Assisted aim weapons, they can take time or actions to 'lock' on the target, like for example take a quick action, or take 2 turns but no actions, they all increase chance to hit and/or treat enemy cover as being lower than it is.

name(skill, bonus, if treats enemy cover as being lower and actions/turn to lock on), caliber, mag, rof, ideal range, price, bonus to roll, reduces cover

Weapon	caliber	ammo	rate of fire	ideal distance range	price
assisted pistol(high recoil, +5, yes, 1 turn)	caliber name	12	2	short medium	

Weapon	caliber	ammo	bonus	reduces cover?	lock on	rate of fire	ideal distance range	price
assisted pistol (high recoil)	caliber name	12	+4	yes	1 turn	2	short medium	

Non-generic weapons

for those who want something with personality.

WEAPON NAME

what weapon its based on and its type(can be different from the base model), caliber, ammo amount, rate of fire, ideal range

description, details, available attachments and price

FOLDING PISTOL

concealable pistol (high recoil)	short pinfire (1d6-1)	1	1	very short
Made to be discartable, this 3d printed pistol engineered by an anonymous user breaks after a single use, its main feature is it folding design, making it very concealable, even when being patted down, its difficult to detect				

ZAOJIAN ST13 "POCKET TIGER"

small pistol (precision)	11th power cal(2d6-2)	12	2	short medium
Originally made for Chinese special agents, later adopted by special forces, this small, precise and powerful pistol eventually became accessible on the market, it features a double stack mag, rails above and below the barrel and roller delayed blowback for increased precision. Can use most attachments available for most pistols				

BLITZKAMPF KRAUSER 1

combat pistol (high recoil)	.41 wolfhound (2d6+2)	8	2	short medium
This german pistol meant for officers and elite soldiers alike is bigger and heavier than its counterparts, its heavier weight is distributed to make recoil more manageable, this allows for its larger, more powerful caliber. Due to its unique design it cant take any attachments without being modified				

TOVARICH PERUN'S ER39 "TORNADO"

revolver (precision)	RF13 (2d6)	6	2	medium
This revolver has its barrel low and its drum as far back as it can, all to increase precision. Due to its unique design it cant take any attachments without being modified				

RAIJIN SC 97 "SUITCASE"

covert smg (automatic)	8mm kraken (1d6+1)	22	4	short
This smg has a case in the shape of a suitcase, it's made of a magnetic material all to				

make it as covert as possible, it can both fire from its suitcase shell, or with the press of a button on the handle the shell falls revealing the weapon. Due to its unique design it cant take any attachments without being modified

KOVIX PAG 93 "KOVACS"

assault smg (automatic)	RF13 (2d6)	24	4	short medium
----------------------------	------------	----	---	--------------

Smaller than a rifle, fast firing, and still packing a punch, initially sold to the Czech military urban operations regiment under the brand name Kovex and weapon name PAG(personal assault gun)

LEGATO AUTOMATIC SHOTGUN "HOLE PUNCHER"

auto shotgun (automatic)	gauger gage (6d6-6)	20	4	short
-----------------------------	------------------------	----	---	-------

When a shot is fired the gas is made to push weights attached to springs inside the the weapon, the weights are pushed downward, making the recoil easier to deal with in order to increase rate of fire, other than that its main characteristic is its impressive mag size, but good luck finding this weapon when not in the hands of italian special operations. It has rails on top of the body and on the sides of the barrel.

THE PIMP

pump action shotgun (high recoil)	gauger gage (6d6-6)	1	1	very short
---	------------------------	---	---	------------

This snazzy cane is hollow, all it has inside is a firing mechanism and space for a single shell, fired by a trigger hidden on its curved and engraved handle. Due to its unique design it cant take any attachments without being modified

BLITZKAMPF KRAUSER 2

carbine (automatic)	.41 wolfhound (2d6+2)	24	6	short medium
------------------------	--------------------------	----	---	--------------

A carbine made for commandos, to sneak in, get a good position and rain fire on unsuspecting enemies, its caliber not only allows for decent amount of ammo to be carried and be reasonable powerful but also allows its mags to be interchangeable with krauser 1 mags, just with different sizes. Due to its unique design it cant take any attachments without being modified

KAISER TECH SR11

sniper (precision)	howling rounds (3d6+3)	10	2	very long
-----------------------	---------------------------	----	---	-----------

Highly precise machining allows this rifle made for counter terrorism to have a hair trigger, making firing it faster without losing much accuracy. Due to its unique design it cant take any attachments without being modified

KRIEGS MECHS DUAL BARREL MACHINE GUN "TWINS"

HMG (automatic)	howling rounds (3d6+3)	64	8	short
This weapon is so heavy you need at least 10 in physical to use it, this HMG has 2 barrels to deal with head, each with its own feed system which allows it to not overheat in spite of its high fire rate. Due to its unique design it cant take any attachments without being modified				

MARS DIPLOMAT

special (high recoil)	666 mars battle round (6d6+6)	3	1	short
A pistol given to martian diplomacy workers, its massive caliber made anyone think twice before picking up a fight with the mars diplomatic wing, and it's also small enough for the diplomats to carry them discreetly, it has 3 barrels disposed in a triangle, each with 1 bullet, after every shot the triangle rotates. Due to its unique design it cant take any attachments without being modified				

GAS KNIFE

combat knife (melee)	melee (1d4/4d4)	1	1	melee
This very cruel and in most places very illegal blade, has a compressed gas compartment that can be released at the press of a button, scrambling the poor victim's insides				

WORD OF ELEMENTS

sword (melee)	melee 4d4 one of each type	N/A	1d4	melee
The blade is red hot, the body of the sword is freezing cold, this is to generate thermoelectric energy that flow through the metal, making it cut, burn, freeze and shock, scarier than that is its price tag				

Armor

A general rule to calculate the price of armor is its protection², every 10 points of protection either the armor has the effect of -1 to physical or coordination or its exponent increases by 1. Helmet armor costs 1.5x the price of body armor, and its negative effects on awareness.

The 'other' section is for other clothing, protection or general external accessories that can provide the user with some boon. Below are specific items from all 3 categories or armor, vests and helmets will have those words in their names.

Name	Effect	Price
------	--------	-------

Good boots	all negative effects from rough terrain are reduced by 1	50 Kz
Head mount	allows to mount on head or helmet light source or goggles	20 Kz
Thermal under clothes	Decreases the negative effects of cold weather and take longer to feel its negative effects	40 Kz

General items

general and random items

Prices listed are for legal purchase, not all items can be legally bought, so they might come more expensive on the black market

Name	Description	Price
Grenades		
Frag	Fragmentation grenade, does 6d6 damage at the center, loses 1d6 of damage per meter away from the center	50 Kz
Smoke	Releases a thick cloud of either black or colored smoke, the smoke curtain obscures those inside and blocks view, lasts 25 turns	40 Kz
Incendiary	Highly flammable material begins to burn at extreme temperatures soon after the lever is released, the flammable material is thrown out to spread the flames, burns for 2d6 turns, spreads 2d4s meters range and deals up to 10d6+10 damage	70 Kz
Flashbang	Grenade made to stun the enemy	60 Kz
Riot	Releases chemical irritant along with a loud sound and bright light, giving all affected -5 to all rolls for a round	45 Kz
Mine	Pressure activated explosive, made to be hidden, once activated it explodes for 6d6+6 damage at the center, damage decreases by 1d6+1 per meter	75 Kz
Claymore	Explosive made to left stationary with its sensors pointed towards enemy is likely to come from, on sensor trigger it detonates a directional shrapnel charge for 8d6+4 damage that decreases by 2d6+1 per 2 meters away from the device	80 Kz
Anti tank	This cylinder grenade can be set to be thrown or pressure activated, it's made to penetrate armor, does 10d10+10 damage at center decreasing by 2d10+2 per meter away from the center	90 Kz

Equipment		
Rope	Sold by the meter	1 Kz
PDA	Personal digital assistant, comes loaded with several useful daemons	100 Kz
Lock Pick kit	Used to try to open mechanical locks without destroying them, use it with a larceny test vs how safe the lock is	40 Kz
Tool box	A strong box full of tools useful for engineering work	70 Kz
Basic flashlight	Not so strong light, good enough for indoors and smaller spaces, but don't expect it to light a warehouse	10 Kz
strong torch	Good for the pitch blackness of open fields and big structures, maybe a bit overkill for smaller places	25 Kz
First aid kit	The most base essential, bandages, wipes, gauze and the like	20 Kz
Medkit	A more complete kit, needle and thread, more bandage, gauze pads, gloves, antiseptic, alcohol, scissors, burn cream, blister preventers, tourniquet and some more	50 Kz
Field surgery kit	Scalpel, forceps, needles and thread, needle holders, surgical scissors, suction pump, skin staples, hemostatic agent, saline water, anesthesia, antibiotics and quite a bit more, odd are if you need it, you will have it	100 Kz
Scuba wetsuit		Kz
O2 tank	Lasts 1 hour, can equip up to 2 at once	Kz
Gas mask		Kz
Gas mask filter	Lasts 1 hour	Kz
Geiger counter		Kz
Handcuffs		Kz
Drugs		
Berserk	Increases physical by 1d4+1 while reducing all other statuses by 1 while it's active. Its effect lasts for 2d10 turns rolled with advantage.	Kz
Lee	Increases agility, endurance, athletics and dexterity by 2 but caps the natural level(the level without implants) of all other skills to 5, lasts 1d2 hours	Kz
Magna eye	Adding 1d4 to brains, the only side effect is having a negative 1d4-1 to nerve, coordination and social. The effects last 1d10 hours.	Kz

Kasie	Kasie only increases 1 to social and 1 to all social skills, can be taken twice to double the effect	Kz
Sun rise	Once used roll 1d4-1 if they sum up to 0 the PED has no effect and nothing happens, if the result is higher than 0 it's added to the nerve stat and then +1 to physical but -1 to everything else. The effects last 4d4 hours.	Kz
Misc		
Fast food	Usually just a sandwich	2d6 Kz
Fast food combo	Bigger meal, sandwich, salty fries and a cold sugary soft drink	3d6 Kz
Restaurant meal	Meal for 1 at a regular restaurant	4d6 Kz
Groceries	Enough groceries to make a meal for 1 person	d6 Kz
MRE	Meal ready to eat, lasts decades if kept close	2d6 Kz
Hot MRE	MRE with a pouch for water, the water reacts with a chemical in exothermic reaction, which warms the meal	3d6 Kz
Gallon of fuel	1 gallon of fuel, mainly used for cars, but can be used for arson	1d4 Kz
Distilled alcohol	Not top shelf but not bad either	5d6 Kz

Attachments

not all attachments are available for all weapons, so they have a list of what weapons they are available for. Attachment prices can be based on the price of the weapon, in this case if need to round, round up.

suppressor(reduces noise somewhat)(irl suppressors reduce sound by about 30db, a firearm will usually be between 140 and 170 db, fireworks are about 140, concerts around 130-120, conversation is about 60db, rain is around 40db)(could make a system on how far the sound of a weapon travels according to db, sounds diminish with distance and can be drowned out by other sounds like you wouldn't notice a twig being broken while on a somewhat busy avenue)

silencer(better than the suppressor, but does not make the weapon fully silent without subsonic ammo)

sights/scopes(give bonuses to the distance range they are made for(+3) and to the next higher and lower distance ranges(+1), their name are the first letter of the range they are made for so VS for very short, S for short, SM for short medium and so on)

location	attachment	availability	price	description
----------	------------	--------------	-------	-------------

barrel	suppressor	all pistols, all smgs, all rifles except lever action	25% of weapon price	reduces noise by about 20% on average
--------	------------	---	---------------------	---------------------------------------

Drones

Drone is the designation given to any piece of technology capable of controlling and exerting mechanical work in the physical world. Drones do every test by rolling 1d10.

Grade	Description
Basic	Simplest of drones with simplest of daemons, often can only move, can never actively perform actions
Civilian	Drones made for leisure or simple tasks like cleaning
Industrial	Hardier drones capable of hard labor like soldering
Humanoid	While often having humanoid shape, this grade indicates the drone is capable of the human skill of multitasking, such as walking while keeping balance and manipulating an object
Military	Drones made for combat, to resist punishment and often cause damage

Drones for sale		
Model	Description	Price
Basic grade drones		
Copter	Helicopter or quadcopter shaped drone that moves based on hand signs or voice commands	
Civilian grade drones		
Cleaner	Small drone that moves through the floor cleaning it	
Little helper	Small flying drones of different appearances, can hold and fly while holding light items	
Industrial grade drones		
Spiderbot	Drone made to be able to secure itself and climb surfaces, usually holding a tools like welding equipment, and use those tools for a task	
Humanoid grade drones		
Big helper	Standing almost as tall as the average human, this humanoid robot is made to be used in nursing homes, treat its physical as +8	

Military grade drones		
	This drone is big and large, standing at around 2.4m, it has a pod inside able to carry a human, it can also be piloted from said pod. It comes equipped with 2 HMGs on each side(4 in total), pilots don't use their automatic skill to shoot	

Tests

critical success is when you roll a 10 on the d10, this improves the result, for damage, it doubles the dice rolled(for example 1d6-1 becomes 2d6-2) and allows for dice explosion
 overwhelming success is when the sum of the test is more than double that of the difficulty of the test, it has the same effect as critical success and it stacks
 dice explosion, after having a critical or overwhelming success, every damage dice that rolls its maximum value 'explodes' and is rolled again, adding the damage, if both a critical and overwhelming successes are achieved at the same time, exploded dice can explode again as many times as the maximum number is rolled
 example: player got both an overwhelming and a critical success when rolling to shoot, their weapon does 1d6 damage that becomes 2d6 due to the critical, that becomes 4d6 due to the overwhelming success, let's say they roll 3, 4, 6 and 6 summing 19, the 6s exploded and are rolled again getting a 3 and a 6 now summing 28, because both a critical and overwhelming successes were achieved, the 6 keeps exploding adding to the damage, let's say it rolled a 6 again(summing to 34), so it would continue to be rolled and added until it doesn't roll a 6

Combat

Now that you are armored and armed, time to talk combat.
 reaction(initiative) and turn order

add here tables on difficulty to hit

Leveling up

idea role upgrade costs 20xp, skill costs 10xp, and stat cost 40xp
 (alternative idea, role upgrade cost 2*new level, skill cost 1*new level, stat cost 4*new level)
 (alternative idea, role upgrade cost 5*new level, skill cost 3*new level, stat cost 7*new level)
 use this for now(alternative idea, role upgrade cost 5*new level, skill cost 3*new level, stat cost 8*new level)

Roles

Broker

The broker's job is to know things, to know people and rumours, to know who to call, and among their contacts, eventually get favors out of them.

Underworld: Criminal underworld

Odd jobbers: All kind of people, both in legal and not so legal work, usually freelancers and blue collars

Law: Law enforcement in general

Corp: Corporation

Org: Non governmental, usually not profit centered and not criminal

Gov: Government

High society: The rich and famous

lvl	Under world	Odd jobbers	Law	corp	gov	high society
1	pickpockets , street kids, homeless	servers, bartender, courier	shark lawyer	reception worker	clerk	low level worker at a owned property
2	small time dealers, lookouts grand recruits	blue collars	beat cop	low level worker	assistants, secretaries	servers and caterers
3	made men, fully fledged gangsters, burglars, angel	freelance devs	attorney	junior worker	coordinating staff	well paid/elite workers
4	drug distributor, brothel managers, enforcers, small crews	consultors	inspector, sergeant	senior worker	specialized staff	small rich
5	regional lieutenants	illegal prize fighters	specialist and field specialist(hacker, shock, riot)	smaller corp local manager, mid corp specialist, bigger corp experient employee	municipal congress cabinet aid	property owner

6	boss's lieutenants	good hacker, good gun for hire	detective, attorney office partner, lieutenant	smaller corp middle manager, mid corp local manager bigger corp specialist	state congress cabinet aid, municipal congress member	local property manager
7	gang leaders, devil	snatchers (kidnap)	captain	smaller corp manager, mid corp middle manager bigger corp local manager	federal congress cabinet aid, state congress member	new rich
8	international crime boss, black market tycoons	high level hackers and mercs	swat, deputy sheriff	smaller corp high level workers, mid corp manager bigger corp middle manager	federal congress member	old money heir
9	mercenary company heads, rogue state actors, war economy brokers	secret information brokers	city sheriff, entire attorney office	smaller corp executive, mid corp high level worker, bigger corp manager	department heads	councillors, personal attorneys, personal concierge, estate managers, heads of old money families
10	warlords, oligarch backed kingpins	elite level hacker and assassin	chief of police, high level judge	smaller corp CEO, mid corp executive, bigger corp high level worker	senator, non general high command officer, intel agency handler, agency heads	nobility, old money

Desperado

Desperado level on the skill path is the maximum bonus that the offhand can have on rolls

lvl	handgun	smg	sword	knife
1	can use handgun with another firearm on the other hand	can use smg while having a weapon on the other hand but smg must be on the main hand	can dual wield one handed swords	can use and throw knives held on the off hand(also works with things like shuriken)
3	missing a high recoil shot with one hand no longer causes the other to also auto miss	can use smg on the off hand if the weapon on the mainhand inst an smg	can hold and use a sword in the mainhand with a firearm on the offhand	can strike enemy with knife and shoot a the same enemy on the same turn
6	if using handguns akimbo and shooting both at the same target, offhand rolls with advantage	can akimbo smgs	can hold and use a sword in the offhand with a firearm on the mainhand	double the amount of items that can be throw per turn if both hands are throwing items

Drone monarch

Amount: How many points of command the drone, dictates how many drones can be fielded at once, more complex drones need more points of command to be fielded, even with 0 points the drone monarch has 1 point of command

Complexity: The grade of the drones that can put to field, even without any points on this line the drone monarch may use drones that don't have any active actions, drones who essentially just move

Actions: How much of the drone monarch's time and attention is used to control the drones daemons, at the lowest level the drone monarch may still control a drone, but uses all their actions to do so, if giving the same order to multiple drones, only use as many actions as you would need to command a single drone

Level	Points of command	Complexity	Actions
1	2	Allows use of civilian grade drones, requires 1 point of command to field	A single main action is enough to command a drone
2	3	Allows use of industrial grade drones, requires 2 points of command to field	Can use quick actions to command as well as main actions
3	4	Allows use of humanoid grade drones requires 3 points of command to	Can now command drones with your free actions up to three per

		field	round
4	5	Allows use of military grade drones requires 4 points of command to field	Can now order your drones even when its not your turn, this still consumes the drones actions

Hacker

deceiver(social engineering), couch jock(fast hacking maybe implant hacking), holy diver(dove on the deep web aka hell, access to deep web and buff to fight high sec systems)
Buy on any order you want, except the ability at the bottom of the list

Deceiver	Tech jock(hacking as a sport, do it fast and clean)	Holy diver
You are quite good at phishing, when trying to phish someone, add your deceiver level to your computer roll	overclock synapse, reduces the amount of tests needed to hack deeper by 1	You know how to use the deep web to find black markets wherever you are, as long as that location's black market also exists in the deep web
When trying to spoof, add your deceiver level to the roll, this is for spoofing where you pose as someone else online different from holy diver digital doppelganger	You know the systems, the difficulty multiplier (security*x) is reduced by 1 to a minimum of 1	Can now seek hidden data nodes and caches, resulting in extra information or bonuses
You know how to use your technical know how to inject trust in others, any social rolls related to your area receives a bonus equal to your deceiver level	You are ghost in the machine, it becomes harder to notice you, reduce all system awareness increases by 1	If you gather enough data on a user, you can attempt to be their digital doppelganger, imitating their credential based on the bytes of data you gathered, difficulty depends on system security and amount of data collected from hidden nodes and caches
Requires all other hacker upgrades. You know how to seek and make backdoors, to seek, roll 1d20 when searching caches and nodes, success on a 20, on a 1, there are no back doors and increase system awareness by 2d4-1(from the tech jock line), to create a backdoor you must be in the system, the backdoor allows you to remotely access at the level it was created, it can be created at a difficulty equal to the security of the level you are, takes only 1 turn, on fail increase system awareness by 2d4-1(from the tech jock line)		

Leader

Unlike the broker, the leader does not have contacts but followers and friends or just people who owe them favor, sometimes just someone who they can pay to do something for them. must say what they do and for who they work for when buying/upgrading the level.

Every contact the leader can call upon is made up of 4 characteristics.

Amount: how many of them there are

Quality: numeric representation of how good they are at what they do, when amount is bigger than 1, quality can refers to all members, the average or just the best members depending on type and specifics

Type: what they do

reliability: used per type rather than per character defines how reliably they will heed your call for help and how often you may call without decreasing the chances they will come, this uses values for generic situations, if the situation is more dangerous or delicate the narrator may opt to increase the difficulty.

For example: A black clinic doctor could have a reliability of 1 but be used more often for more money, a amount of 1, and a quality of 1 to 3, a black clinic could have reliability of at least 1, an amount of 2 or more, and quality of 3 since they will have at least one highly skilled doctor. A spec ops team would be merc type, have amount of 3 and quality of 3.

Reliability table

lvl	Result needed on 1d10+related leader level	Interval
1	9	once per semester
2	8	once per trimester
3	7	once a month
4	6	once a week

hacker, medic, techie, civie, merc

Civie: members of civil society

Hacker: people who know their way around computer systems to make them do what they shouldn't and take advantage of it

Medic: healthcare workers

Merc: mercenaries and guns for hire

Techie: technology related workers.

lvl	Civie	Hacker	Medic	Merc	Techie
1	Odd jobber	Phisher	Intern	Soldier	Handyperson
2	Big corp	Cybersec	Doctor	Veteran	Project worker

	worker			/Commando	
3	Personal worker of a big shot	L33T H4CKER	Emergency surgeon	Spec ops /Black ops	Engineer

Maker

some maker tests could require more than one skill line

When trying to create or modify something roll 1d10+relevant skill(if available)+relevant maker proficiency, narrator will determine how many and what tests are needed as well as how long it will take.

computer

engineering

implants

weapons

lvl	Computer	Engineering	Implants	Weapons
2	can modify simpler or more modular computers and systems	lower complexity engineering	can do cosmetic modifications on implants without risking breaking them	can create and modify attachments
4	can modify more specific systems like vehicles onboard computer systems	mid complexity engineering	can attempt to fix implants by yourself or salvage them for parts	can craft ammo, materials cost half as much as buying the bullets, rounded up
6	can work with more difficult systems such as AuxBrains and Net AuxBrains	high complexity engineering	can attempt to modify implants, such as changing parts	can create and modify weapons
8	whenever you add computer skill to a roll also add maker(computer) to the roll	whenever you add engineering skill to a roll also add maker(engineering) to the roll	given the right tools you can work on currently installed implants	can work on assisted aim weapons and create guided ammo

Martial artist

Styles

Muay Thai: Striking often and striking hard

Aikido: Avoid the enemy and putting you in a good position while at it

Judo: Grapple, throw and subdue

Disarm: While everyone can try to disarm but rolls a single 1d10, this style is made to take away the enemy's weapons

Kenjutsu: The art of the blade, the sword specifically

remake with strike, dodge, throws, grapple(encompasses disarm), armed(Melee and with firearm)

lvl	Muay thai	Aikido	Judo	Disarm	Kenjutsu
1	+1d2 to chance to hit with unarmed strikes	when being attacked in melee roll 1d4 if your roll is higher than the opponents 1d10, you dodged and can counter attack for free	+1d2 to chance to succeed in grapples and throws	can attempt to disarm the enemy rolling 1d10 + disarm vs 1d10 + melee	when using a sword add your kenjutsu level to your melee rolls
2	change bonus 1d2 to chance to hit for 1d4 and add 1d2 damage to unarmed strikes	change 1d4 for 2d4	+1d4 to chance to succeed in grapples and throws and if succeeds the result of the 1d4 is also damage dealt	if using a melee weapon like knife, sword or bat, roll to disarm with advantage	can declare that will do a single attack rather than multiple, so roll to hit only once, if succeeded roll damage for the maximum possible number of attacks with advantage
3	bonus to chance to hit is now 1d6, damage is 1d4 bonus and attack 2d4(rather than regular 1d4) with unarmed strikes	change 2d4 for 3d4	+1d6 to chance to succeed in grapples and throws and if succeeds the result of the 1d6 is also damage dealt	if successfully disarmed an enemy and have 1 hand that can be free such as when holding a pistol or knife, you now have the enemy weapon	add dexterity to sword damage

Medic

Surgery: performing surgery

Emergency care: taking care of those in high danger and in non ideal situations

Psy: psychology and psychiatry

Synthesis: come up with and produce drugs and chemicals

Level at a proficiency is added to rolls using that proficiency

level indicates the minimum level needed to buy that ability

lvl	Surgery	Emergency care	Psy	Synthesis
1	Can perform emergency or field surgeries, these tests have increased difficulty depending on how less than ideal the situation is	add emergency care level to first aid tests	Can make use of evaluation documents made by someone else	Can do simplest of extraction and synthesization on a kitchen
3	You know to make it hurt, if someone is already at least lightly wounded, you can make them hurt, rolling all melee damage with advantage and depending on damage can cause target to have to make a resolve check not to drop weapon or fall	Can now roll to look for substitutes for medical gear, like whiskey for rubbing alcohol, metal pipes for splint, clean cloth bandages etc	Psychological assessment, during conversation can attempt to assess the psychological state of the target, if succeeded gives +1 to all social interactions with target until conversation end	Can synthesize over the counter drugs and low quality toxins on a simple lab, takes 1d4 hours, costs 3d20 and produces 1d6
5	Can install implants, and uninstall them without damaging them	Reduce the number of turns needed to stabilize a character by emergency care level to a minimum of 1	Mental disruption, if a psychological assessment is made, can now disrupt the targets thought process during conversation giving them a debuff of -2 to brain and social	Can synthesize buzzers and vibes and regular toxins on a simple lab, takes 1d4 hours, costs 3d20 and produces 1d6
7	Can now perform emergency surgery on self	Reduce the debuff taken for performing surgery under less than ideal situations by the emergency care level to a minimum of 1	Evaluation document, with 3 successful psychological assessments of the same character, can create a Evaluation document making bonuses of lower levels permanent	Can synthesize trippers and potent toxins on a simple lab, takes 1d4 hours, costs 4d20 and produces 1d6

			when talking to said character	
9	High complexity surgeries like open heart surgery	No longer roll your 1d10 on first aid tests, get an instant 10	Can treat someone who taken mental state damage, causing the damage to halved, takes amount of sessions = to damage taken, maximum 1 session a day	Can synthesize designer drugs on a lab, and hard to detect poisons and venoms, takes 1d4 hours, costs 5d20 and produces 2d4-2 drugs or 1d4-1 toxins
10	brain surgery	Can spend 1 full turn(main, quick and free actions) to heal a character for 1d10 vitality, can only be done once per character per day	roll all social rolls with advantage	Can synthesize PEDs and weapon grade toxins on a simple lab, takes 1d4 hours, costs 5d20 and produces 2d4-2 PEDs or toxins of choice

Unseen

one skill is to carry larger items keeping them hidden

different types of stealth like social stealth like hitman or victorian gentleman thief

one line inspired by snake eater, one by agent 47, one by james bond, one by sam fisher

camouflage, if had time to pick the right camouflage become even harder to detect

something about taking enemies clothes and pretending to be one of them

lvl	Ninja	Assassin	Operative	Spy
1	When it's dark, add your ninja level to you subterfuge rolls	Add your assassin rate when trying to subdue or kill a target in stealth without a sound or getting bloodied	You know how to blend in, when using appropriate camouflage add your operative level to subterfuge rolls	

Officer

only has effect if target obeys, order must be given at the officer's turn, can't stack orders

1	give order as main action, adds 1d2 to target's chance to succeed if they obey the order
---	--

2	can now give order as quick action
3	can now give 2 orders per round 1 as main action and 1 as a quick action
4	on 1 change the 1d2 bonus for 1d4
5	Instead of giving the order bonus as a increase to chance to hit, can now give it as damage bonus, this will have no effect if the attack misses but the order will be wasted
6	on 1 change the dice bonus to 1d6
7	can now give 1 order per round as a free action
8	can now give order during ally's turn(only once, the quick action one)
9	can now give 3 orders per round 1 as a main action, 1 as a quick action and 1 as a free action
10	can now use orders to debuff the enemy instead, be it chance to succeed or damage

Sharpshooter

1	once a day, when using a precision rifle, you can declare, at the start of the round that you will add your sharpshooter level on your chance to hit or damage
2	increase roll to hit when using rifle and shooting with precision skill by 1d2
3	no longer take debuff from multi shooting precision rifles up to an amount equal to sharpshooter level
4	increase roll to hit when using rifle and shooting with precision skill by 1d4 instead of 1d2
5	when firing a precision rifle, if you can properly support the barrel(such as laying down and using a bipod) add your sharpshooter level to your roll to hit
6	increase roll to hit when using rifle and shooting with precision skill by 1d6 instead of 1d4
7	when using rifle and shooting with precision skill roll damage with advantage
8	treat enemy cover as being one level lower than it actually is when shooting with a precision rifle
9	if the enemy distance is different than your precision rifle ideal distance, treat it as being 1 distance closer to ideal(example rifle with ideal distance of long and enemy at distance of medium, will instead be as if enemy was at medium long distance)
10	you know how to aim where the enemy is not protected, pick even or odd when rolling for damage, if picked right, ignore half of the enemy's armor rounded down

Quick Timeline

Year	Event	Description
1941	Point of divergence	The point in which this universe differs from the real world
1941 - 1945	Allied defeat	The allies lose the second world war, this was the result of an american nuclear device being detonated during a japanese raid on american soil
1946 - 1952	War grows cold	With both axis and USSR now having nuclear devices but neither knowing whether or not the other side also mastered the power of the atom, the paradigm of war shifts into proxy wars, espionage and special operations
1952 - 1983	New tech for war	New technologies begin to be able to be deployed, soldiers receive special biochemical 'training' that enhances their capabilities, suits of armor named MISS see deployment they are self powered and bring armored vehicle like capabilities to infantrymen, AICAs are similar but the other way around 2 story tall somewhat inspired by human shape these armored vehicles can act closer to how infantry squads do
1969	Information tech	At this point all big players know that the others have Mil-E-info-Nets(military electronic information networks), essential hyper security longer ranged military intranets.
1999	The war grew hot	All who knew whatever happened, are dead, some say those who didn't survive were the lucky ones, while several places were hit, many were left not so harmed, such as China, while others like Brazil suffered greatly from missiles gone array and nuclear wind despite not being a target. Some say something more sinister happened at the time, and that would be the real reason for unexplained phenomena, not radiation
2001	New old world order	Destruction of the world wasn't fully complete, at this point soviet councils are reestablishing contacts with each other, surviving leader of the fascist command aim to regain their power, and during instability breakaway nations attempt to form such as Grand texas
2002	Contact reestablished	First contact remade between all continents, while contact and communication is now extremely difficulty, it is now possible although more limited by geography again
2003	First confirmed military ship sunk by non humans	I-4000 class submarine aircraft carrier of japan sunk by mutated sea life while moving to hokkaido for pacification in order to bring it back under the shogun
2004	Vlastonium formally discovered	A new material appeared after the bombs fell, it seemed to break physics as it could take several properties not yet

		fully understood, while it has been used basically since the bombs fell, this is the point where it becomes formalized as a material in a more scientific manner
2005	Red Lines established	Network for communication between governments, mainly at the top level is created, its main goal to facilitate diplomacy and cooperation to avoid a second armageddon
2005	London drainage(CUT FROM HERE AND PUT SOMEWHERE IN LORE)	City of london begins to be drained of its flood, parts of it despite being dried are to this day cordoned off
2006	Sentient fungus	The fungi forest that now covers the former soviet states of lithuania and latvia has been confirmed as at least somewhat sentient, it now exists on an uneasy peace
2007	First formal talk between world powers	The high councilor of the soviet union, the fuhrer of germany, the chairman of china and several other either join or send representatives to meetings held in Zurich and Vienna
2008	Vlastonium allows implants	Vlastonium characteristics opened the door to make humans fully integrate with artificial body parts and create new human parts outside the body
2009 - 2021	Vlastonium degrades into war	Apparently all vlastonium has an expiration date, and we can't make more of it or at least not in any decent amount, as it appeared to come from physics breaking for the first time, as the supply runs out, tensions rise, wars start, united states invades central and south america, along with canada, the former axis set their sites on africa and oceania, USSR as they had a larger deposit from being targeted and large territory, they avoid grander conflict
2025	Red Lines project expands and begins opening to the public	Red Lines project now with larger infrastructure and capabilities is similar to a Mil-E-Info-Net in capacity but to much larger reach, at this point it begins to be more accessible, first to lower level government worker, then the general public, for security sake IntraNets are still heavily used
2039	Angolan Kwanza becomes the de facto international currency	Researchers in Angola develop a central monetary computational system for strong currency control, this makes the currency easy to be spent, transferred or converted and difficulty to be tampered with, this ease of use of security eventually lead the Angolan Kwanza to become the de facto international currency being accepted often alongside local currencies
	reach the moon, colonization of space	

	change order later, mainly between first implants and space exploration	
--	--	--

Setting

(look document named “GrimePunk Cyber setting” and “Grimepunk cyber” it has more details, transfer it here later)

Planets, moons and asteroids

Venus

During the times in which Venus was closer to humanity’s cradle, missions were sent there by those who not only wanted a new place to settle but also could afford it. The ships hit ground at the coldest parts of the planet, which were still too hot to be habitable, the passengers came prepared with the necessary tools to dig and create underground networks where cities, towns and communities were built with temperature controls, pressure stabilization and radiation shielding. Everything could be prepared on the planet with the resources and technology bought, while it wasn't plentiful, it was a safe haven compared to earth once they had entrenched themselves.

Many many years passed since the last space ships had left to colonize venus, societies grew basically without contact to and from earth, they were only rediscovered when new colonizing missions arrived. These aimed not to bury themselves deep, but to build in the skies of the planet where temperatures can also be bearable, and they came with technology and resources of a much more advanced and recovered earth. Now those who were once to themselves the rich, the mighty and the upper crust of society, live under the shadow of a new, more powerful social class that colonizes their lands.

The underways as they came to be called eventually were overflown with migrant populations brought in by the perspective of work, work offered by the rich above in order to not only enrich them further but to establish an even more firm hold on the planet. Initially the cities below ground resisted, but new ones were created and their paths eventually connected. The old rich class are now mockingly called ‘kings of dirty’ or ‘pauper princes’ by those who live above the clouds, both the ones who are truly rich, but also by their servants and employees who cater to their whims.

Earth

The third stone from the sun, the cradle of humanity and a hellscape befitting of such honor. Its main players in the game of constant struggle for power are: The new soviet states, the

4th Reich and its allies, the eastern “tigers and dragons”, lastly but not least the fragmented remains of the allies, especially the united states of america, independent grand texas and the united kingdom.

america, europe, asia, oceania, africa

Moon

Despite or maybe because it was a battlezone for some of the most bloody and unorthodox conflicts seen to humans at the time, earth's only natural satellite became a semi-independent, neutral site for negotiations on neutral terms. Its name is the Lunar Concordium. Earth powers want it to stay near their backyard as the neutral hub of diplomacy since earth is too torn, this is the second best thing as it's not politically feasible to have it on earth as it would have to be in a side of the big conflict on the planet.

Every single large faction has representation in the Lunar Concordium, even those in disagreement and opposition to the hegemon. While every planet has representatives, a few nations on the first asteroid belt also do, but usually it's seen as a quirk of their local dictator, barring the exception of larger and/or richer asteroid nations.

The Lunar Concordium, while one of the smallest factions, is also the richest per capita as well as the densest with powerful people. While its built area is not massive, every single part is built to accommodate and house extremely powerful or at the very least influential people, making it one of the most expensive places to exist in, to the point smaller asteroid nations see themselves priced out of existing in large scale diplomacy, and this is by design.

Mars

Some media produced before its colonization imagined Mars as hell in a way never before seen, the red planet was both extremely far and uncomfortably close to that. The lack of faster-than-light travel made it so both support and contact from and with the colonies was not only rare but unreliable, with this, rebellious feeling grew and eventually a civil war for independence. Following a long and bloody civil war that had the eyes of the rich and powerful who lived in the Martian moons with their own retinues of servants and soldiers alike, Mars became independent from earth with only 2 sovereign states, United Martian City States and Independent Democratic Republic of Mars.

Mars 2: details on the martian situation and its moons

1st asteroid belt

During early colonization of Mars several missions to the 1st asteroid belt, most of those had its human assets in suspended animation, similar to induced coma. When it was finally time for their awakening, so long time had passed that martian colonization had started and ended in its bloody war, seeing what their situation was they instead of following the original mission all of them declared independence taking advantage of the exhausted state of all major players to settle several small nations on the asteroids. These new micro states thrived not only from commerce with several close neighbors making transportation cheap

but by charging tolls for any ship or fleet that flew too close to their territory now some of the richest and individually powerful people in the solar system are the leaders and owners of such asteroid based colonies.

Jupiter

There are no real colonies or cities, it is however peppered by small research sites and resource exploration and exploitation sites owned by a few corporations and governments. (possibly working to make the planet a giant computer?)

Jupiter had its moons Europa, Io, Ganymede and Calisto colonized, this represented the last time(so far) earth attempted to have vassal states or colonies, Europa in particular was used as a place to send away persecuted minorities that earth would rather not have to deal with such as those who were displaced or victimized by war crimes during the martian wars.

Saturn

Only its moons are inhabited, and mostly by people that most societies look down upon, from vagabonds, revolutionaries, hippies and even some extremists, pretty much anyone who didn't fit anywhere else but are lucky enough to not be forced to the 2nd asteroid belt but unlucky enough to either be banned or sent to penal colony. The two big ones are the Titan alliance, an alliance of mainly ne'er-do-wells who don't want to be pushed further from the sun, and the Enceladus Conclave, a democracy formed by those pushed out of their homes who seek to carve something for themselves but also receive support of bleeding heart hippies who are rich children from closer to the sun, as they believe it to be shaping towards an utopia.

Neptune

With immense effort neptune's crust was pierced several times to create a few artificial volcanoes as a source of heat, unfortunately of the 17 colonies made around there artificial volcanoes only 11 survived and of those arguably less than half a dozen actually somewhat thrive. By necessity more than by want, they banded together under the name 'the 18th colony', for mutual aid and possible expansion.

"In shadowed depths of soil
Far from the warmth of cradle and star
To seek heat we toil
Like ourselves the planet we scar'
- poem written about the formation of the colonies

2nd asteroid belt

Some might claim the 2nd asteroid belt is the worst place known to humankind, inhabited by social pariahs, madmen, exiled and fugitive criminals, most of the 2nd asteroid belt inhabitants are considered shot-on-sight by at least one government.

Afghanistan

Kabul

Angola
Luanda

Australia
Melbourne

Brazil
Rio de Janeiro

Canada
Montreal

Cuba
Santiago de cuba

England
London

France
Paris

Germany
Berlin

Japan
Osaka(new capital)

Mexico
Mexico city

Russia
Moscow or stalingrad or saint petersburg

United states of america
New york

cities
Mumbai
Johannesburg(maybe pretoria, cape and bloemfontein)
Rome or Milan
Shanghai
Jakarta or Yogyakarta
Seoul
Jeddah
Istanbul

Factions

Religions

a cult created near the second asteroid belt, it celebrates love in all its forms as divine, many take it for a sex cult, but they celebrate just as much tenderness in teaching, or for suffering for the good of those you love, any form of art as an expression of that which is inside you. They don't shun hate, for there to be hate, there must be something beloved in opposition. It has partially spread to the first asteroid belt.

Church of mad love

a cult created near the second asteroid belt, it celebrates love in all its forms as divine, many take it for a sex cult, but they celebrate just as much tenderness in teaching, or for suffering for the good of those you love, any form of art as an expression of that which is inside you. They don't shun hate, for there to be hate, there must be something beloved in opposition. It has partially spread to the first asteroid belt.

Drugs

Performance enhancing drugs

Performance enhancing drugs(PED for short) are drugs made to increase someone's performance, and to do so quickly, they are unlike steroids whose effects take weeks to be fully seen, they are more like an adrenaline shot.

Berserk: This PED increases the character physical by 1d4+1 while reducing all other statuses by 1 while it's active. Its effect lasts for 2d10 turns rolled with advantage.

Lee: This PED increases agility, endurance, athletics and dexterity by 2 but caps the natural level(the level without implants) of all other skills to 5, lasts 1d2 hours.

Magnified Eye Glasses: These small and foul tasting pills have an interesting effect on the mind, if the brain is normally a sprinkler throwing thoughts all around, this PED turns it into a well focused laser. Adding 1d4 to brains, the only side effect is having a negative 1d4-1 to nerve, coordination and social. The effects last 1d10 hours.

Kasie: Named after a courtesan so skilled she was nicknamed "killer queen" Kasie is the right PED for those in need of a boost to their social skills, it affects the OrbitoFrontal Cortex as well as having other smaller effects such as eye dilation and even slight smell changes on the user which can cause their social skills to be more effective, be then from the nicer seduction or intimidating variety and even lying and reading lies. Having the weakest effect

Kasie only increases 1 to social and 1 to all social skills, but it's the only PED that may be taken twice to double the effect, which is no problem seeing it has no side effect to the other statuses. Kasie lasts 1d4 hours.

Sun Rise: Many call this concoction “liquid courage”, it gets its name from allegedly giving its users the motivation and will to live to see the next sunrise. Once used the player rolls 1d4-1 if they sum up to 0 the PED has no effect and nothing happens, if the result is higher than 0 it's added to their nerve stat and then +1 to physical but -1 to everything else. The effects of Sun Rise last 4d4 hours.

Buzzers and Vibes

uppers and downers, some legal, some illegal

Trippers

drugs that have a psychotropic effect, sometimes they are uppers sometimes they are downers but they always send on a trip, good or bad.

NeurO: Short for Neurotoxic Ore, literally an ore mined mostly in the first but also the second solar system asteroid belt, it's slightly radioactive, can be snorted pure or filtered and processed into a gel that can be injected in the veins, swallowed or just put on the mouth depending on effect and intensity desired, extremely expensive and illegal.

Enemies

To make it simpler to create and handle enemies they will have a flat value to be added to rolls for each stat, think of this as the stat + the average of the skills, after any modifiers are already applied. If an enemy is to have a different value in a skill, it can be named and given a number between parentheses besides the value used for the other skills. Armor is represented simply by the current protection of head and body, in this order. Implants are listed in order of the ones this enemy always have, followed by AND after this, the implants listed may or may not be present, they can come represented in lists separated by OR, or by individual implants separated by OR, this means that the combinations are more likely to come that way, the or is not necessarily exclusive, feel free to mix and match from the or section. Finally it lists the items the enemy can have in the same style as implants are listed.

Snuffer, maker(2 implants)			Physical	10(high recoil 12)
Armor	8	12	Coordination	10(subterfuge 11)
Weapons	combat pistol(suppressed, reflex sight)(2d6), short shotgun(6d6-6)		Brains	8
Implants	Comms AND sensory controller,		Nerve	9

	memory slot OR code talker		
Items	lockpicking kit OR 2xShort shotgun mags	Social	7
Description: The kind of thug send when you need someone 'snuffed out'			

In the example above, the character is called snuffer, their role is maker with 2 levels in implants. Their armor is 8 for the head and 12 for the body. The weapons they carry are a combat pistol that is suppressed, has a reflex sight and does 2d6 damage and a short shotgun that does 6d6-6 damage and has no attachment. Implants they always have is comms and may have either sensory controller and memory slot or code talker. For items they may have either a lockpicking kit or carry extra ammunition. As for rolls, when rolling physical tests they roll their 1d10+10, except when it's a high recoil test, similarly they get +10 to coordination with +11 to subterfuge, and for brains, nerve and social they get +8, +9 and +7 respectively. Last section is the description, mostly lore.

At the lowest level government characters tend to be not as good as corporate, while at higher levels corporate maintaining the idea of minimal expenditure for results while government tends to want to put as much efficiency on the person, resulting in fewer(in relative numbers) character at that level(like diplomats, commandos, legal workers), but seldomly does the government have 'apex' character, those are more often agents and body guards at high levels of the corporate world. Meanwhile unaffiliated can fall anywhere, from lower than lowest, to higher than the highest.

Corporate commando			Physical	14(high recoil 16)
Armor	10	18	Coordination	12(subterfuge 16)
Weapons	carbine(suppressor, SM sight, laser sight)(2d6-2), Tactical pistol(suppressor, S sight)(2d6), combat knife(1d4+1)		Brains	8
Implants	Comms, code talker, crosshair AND multivision(NV) OR air scrubbers OR stem cell supply OR muscle fiber mk2 OR pain inhibitor OR flexible polymer lining OR ballistic tissue		Nerve	10
Items	4x carbine mags(fmj), 2x frag grenades, 2x flashbangs		Social	7

elite trooper, usually operating in squads and specializing in stealth and infiltration. Corporate commandos will most often have at least 2 optional implants. If they lack the implants for a mission, such as having no multivision and going to a night raid or no air scrubbers in a mission with air borne risk, they will be equipped with gear to remediate that, such as NVG and gas masks.

Ranger			Physical	14(endurance 15)
Armor	12	16	Coordination	11

Weapons	assault rifle(M sight, foregrip)(2d6+2), combat pistol(suppressed, reflex sight)(2d6)	Brains	9
Implants	comms, code talker, muscle fiber mk2, ballistic tissue, some eye implant AND other fitting protective and combat implants	Nerve	11(automatic 17)
Items	6x assault rifle mags(fmj), 1x combat pistol mag, 3x frag grenades, 2x flashbangs, 1x anti armor grenade, 1x basic medikit	Social	6
government's military elite soldiers, often sent on long patrols and physically taxing tasks, when sent on stealth missions they are giving suppressors or silencers for their rifles and at times are given subsonic ammunition			

Yakuza bodyguard, martial artist(muay thai 1, judo 2, disarm 2)			Physical	12(melee 14)
Armor	0	8	Coordination	9(larceny 11)
Weapons	small pistol(1d6+1), knife(1d4), taser		Brains	7
Implants	comms, muscle fiber mk2, flexible polymer lining AND counter breach OR bodily analyzer OR thunder touch OR pneumatic joint		Nerve	10(composure 12)
Items	taser charges, medikit, drugs		Social	7
the bodyguards of the high ranking members				

Bio soldiers			Physical	16(melee 18)
Armor	0	0	Coordination	12(subterfuge 15)
Weapons	small pistol(possibly S sight and/or suppressor)(1d6+1)		Brains	10(investigation 13)
Implants	some among these: perfect vision, muscle fiber mk2, speed machines, cat paws, hip stabilizer		Nerve	10(resolve 11, composure 12)
Items	lockpicking kit, basic first aid kit		Social	10(sense 12)
Operatives, often in plain clothes, equipped either only with or mainly with Bio upgrades, and sometimes with non combat non bio implants, as bio are harder to detect, they are often employed for undercover and infiltration operations				

random gangster	Physical	6
-----------------	----------	---

Armor	0	6	Coordination	5
Weapons	small pistol(1d6+1)		Brains	2
Implants	too varied to list, but usually few and on the cheaper side		Nerve	4
Items			Social	3