GrimePunk

Cyber

Introductions

This chapter acts as a simple introduction to this book, and to the game itself. Details like the terms and terminology used, what is necessary to play this game and what you can find in this book are all contained here.

About the content

This tabletop rpg is intended for a mature audience, its world is inspired by the history of our own, so it is cruel and bleak. Some of the topics that can be covered in this book as well as in stories told using this system include but are not limited to some of the worst crimes in human history, committed both by governments and individuals alike. Subjects such as facism, racism, murder, torture, sexual violence, religious extremism, chauvinism, state and corporate surveilance and loss of privacy along with many others can be explored both in text and subtext not only in this book but in game sessions. Portraying such things is not the same as endorsing them, such sensitive subjects should be problematized and talked about without painting them in a positive light.

In case you, or someone who decides to partake in the game or read this book is made uncomfortable by such topics, consider this your warning.

For the safety and comfort of both players and narrator alike, it is encouraged to discuss which topics are ok or not to be part of your game and how to tackle them, these decisions must be made on a case by case basis after discussion with all others involved.

In case an agreement can't be reached, it is always acceptable to not join the group in play, or not to include those who couldn't agree with the group, as all those who put the effort in to play should be allowed their fun. So if you are a narrator for example, do not feel bad about not including a player who would only want to play in a way you don't enjoy narrating, you are also entitled to your fun!

“Without patriotic political education, a soldier is only a potential criminal.”
- Sankara, Thomas

Necessary for play

- This book
- One copy of the sheet for each player
- 20, 10, 8, 6, 4 and 2 sided dice, recommended to have more 6s and 4 siders, while 100 sided dice are asked, they can be substitute by 2d10s, one for tens, one for ones
- Paper and pencil(pencil sharpener and eraser recommended)
- One person to be the narrator
- two to five people to be players is the recommended

About his book and game

This is a TTRPG that takes place after a cold war that turned hot, it takes place after the apocalypse, after the world has been, for better or worse, rebuilt. Now humans can alter themselves with cybernetics connected to their nervous system.

For the players there will be a variety of roles to choose from, representing different specializations, how points are spent on the sheet can offer mechanical changes and backgrounds can offer interesting role playing opportunities to create a unique and flashed out character. Not only what role they play but also what type of enhanced agent they are helps give further variety to the characters.

In this world the main difference from ours is that the cold war was not between the soviet union and the united states of america. Instead it's between the USSR and the Axis, not only that but it never ended, it changed form but continued.

In order to decide if some action is a success or a failure, in most cases a D10 is rolled and its result summed with its relevant proficiency, the total is then compared to the difficulty, if the sum is equal or greater than the action is a success. Special cases might exist, such as with complex tasks, the narrator may ask for more than one roll, or in case of contested action, such as trying to hit someone with a melee strike, as the person can attempt to dodge or block the attack, both sides roll 1D10 and sum with the relevant proficiency or attribute, the winner being the one who summed the highest. Some actions might require many rolls, such as shooting an automatic weapon, for this dice are rolled to see how many shots are fired, how many of them hit and how much damage each one does.

Consideration for realism is taken in some aspects, to make the game feel more grounded, for example, damage is not dictated by the weapon but by what caliber of ammo it uses. Firing multiple shots is also difficult, from picking the exact number of shots fired, to hitting the target which becomes more difficult the more shots are fired. Ranges also affect the odds of hitting the target, not only that but different weapons have different ideal ranges, making it easier or more challenging to hit at certain distances.

The most important rule in this game is that everything is subject to change in order to make it more fun, if for example a bonus in rolls for players is not described in the book but makes sense and would be interesting, then do it, see this book as just guidelines or suggestions.

Terms and terminology

Both for in world words and game related.

- Advantage: when rolling a test with advantage, roll the dice twice and keep the higher number
- A.I.C.A.:Armored Infantry Combat Apparatus are infantry-like combat vehicles that are human-like in shape.

- Angel: an AI made based on a real person, fully in control of humans.
- Check: a test composed of rolling one 10 sided dice and summing the result with a relevant proficiency or stat and comparing it with a difficulty
- D: Be it D10, 2D6 or something similar, this means Dice, the first number is the amount of dice, and the second is the number of faces.
- Daemon: AI without personality or much thinking capabilities, made as tools for specific tasks.
- Designation: a character's specialization, what they are capable of doing, their role or class.
- Devil: an AI with free agency and not under the control of humans.
- Disadvantage: when rolling a test with disadvantage, roll the dice twice and keep the lower number.
- Full value: the value of the sum of a skill value and its related stat value
- Hell: parts not indexed in the civilian network, crawling with dangerous things.
- Infonet: information network open to civilian use.
- Intranet: a private network with its own security and protocol can be connected or not to the infonet.
- Mil-E-Info-Net: Military electronic information network, akin to closed internet with high security protocols.
- M.I.S.S.: Motorized Infantry Special Suit, are armored suits that are used to enhance the capabilities of the soldier using them.
- N+: number+, example 5+, means the number or more, in the example 5 or more/higher.
- Narrator: Person responsible for the storytelling and rules of the world and adventure, they control, decide and speak for anything that is not a player character
- Natural value: The value of a skill or stat without being summed with anything, their value without summing their bonuses.
- NPC: Non player character, a character controlled by the narrator rather than by a player.
- Initiative: What determines the order in which characters take actions during a turn.
- Path: sub designation, some designations allow for multiple paths of leveling up and upgrading.
- Player: Person who takes the role of a character in the world set by the narrator and takes decisions for this character.
- Round: all the turns of all the characters involved make a round, the round composed of a turn from every character involved. This does not mean all characters have to act or that they act only once, as status effects such as stuns may interfere with actions each character has.
- Stat/Skill value: the natural value of a skill or stat summed with its bonuses, skill values are not summed with the stat value.
- Turn: Space of time in which characters take their actions, usually in combat
- Type: Indication of technology, whether they are biological, neural, connected, signal or net.

Player characters

This section is to talk about player characters, how to make and understand them and how they can interact with the world through their mechanics.

Designations

These are the roles in the group the characters may take. A character is not limited to a single designation path or even a single designation, they may freely spend their experience points to have multiple designations and paths. To acquire a level on a designation's path, the previous levels must be acquired first, in order to acquire level 6 in a given designation's paths, the character must first have acquired level 5.

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. There are 7 groups from which brokers may invest in knowing, underworld, odd jobbers, law, corp, org, gov and high society.

Underworld: Criminal underworld.
Odd jobbers: All kinds of people, both in legal and not so legal work, usually freelancers and blue collars.
Law: Law enforcement in general.
Corp: Corporate and its workers.
Org: Non governmental, usually not profit centered and not criminal.
Gov: Government.
High society: The rich and famous.

The table below only indicates type and caliber people who the broker can contact, getting what they want from them and at what price comes at the discretion of the narrator.

lvl	Under world	Odd jobbers	Law	corp	gov	high society
1	pickpockets, street kids, homeless	servers, bartender, courier	shark lawyer	reception worker	clerk, menial worker	low level worker at a owned property
2	small time dealers, lookouts grand recruits	blue collar workers, usually self employed	beat cop	low level worker	assistants, secretaries	servers and caterers
3	made men, fully fledged	freelance developers	attorney	junior worker	coordinating staff	well paid/elite

	gangsters, burglars, angel					workers
4	drug distributor, brothel managers, enforcers, small crews	consultants	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

Desperados are those who fight with a weapon on each hand.

Maximum bonus that the offhand may receive is equal to the level of the relevant path.

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 weapons held on the off hand
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

Drone monarchs have robots to aid them in their tasks and in fighting their battles.

Mechanics of the drone monarch are tied to the 3 paths of the designation.

Amount: How many points of command the drone monarch has, 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 be put to field, even without any points on this line the drone monarch may use basic 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 field	Can now command drones with your free actions up to three per 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

A hacker is an expert in using information technology for usually malicious purposes. There are different flavours of hackers, broken into 3 paths.

Deceiver: this is the path of social engineering.
Tech jock: is the path of those who see hacking and coding as a sport.
Holy diver: for those willing to dive into hell.

lvl	Deceiver	Tech jock	Holy diver
1	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
2	When trying to spoof, add	You know the systems,	Can now seek hidden data

	your deceiver level to the roll, this is for spoofing where you pose as someone else online different from holy diver digital doppelganger	the difficulty multiplier (security*x) is reduced by 1 to a minimum of 1	nodes and caches, resulting in extra information or bonuses
3	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
10	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 usually.
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.

Those values are guidelines, for example an emergency doctor, even with an amount of 1 will steam have their small team of aids for surgery and what not, but an amount 1 merc will be on their lonesome unless more people are hired, reliability can be swayed with money and so on.

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

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 worker	Cybersec	Doctor	Veteran /Commando	Project worker
3	Personal worker of a big shot or important corpo worker	L33T H4CKER	Emergency surgeon	Spec ops /Black ops	Engineer

Maker

Creating and modifying is the maker's bread and butter. 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.

There are 4 paths for the maker, on what they modify and make.

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	mid complexity engineering	can attempt to fix implants by	can craft ammo, materials cost half

	like vehicles unboard computer systems		yourself or salvage them for parts	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

The martial artist is the kind of character that can pick up a fight and win without firing a shot or saying a word.

lvl	Strike	Dodge	Throw	Grapple	Armed
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 when attempting to throw an enemy off balance	+1d2 to chance to succeed in grapples and allows to roll to try to disarm enemy, check is 1d10+disarm vs 1d10+melee	When attacking in melee using a weapon add your armed level to the chance to hit
2	change the bonus of 1d2 to chance to hit for 1d4 and add 1d2 damage to unarmed strikes	change 1d4 for 2d4	change the 1d2 bonus to 1d4, if a throw is success full deal 1d4 damage that stuns on a 4	change the 1d2 bonus to 1d4, 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,	change 2d4 for 3d4	change the 1d4s from above to 1d6,	if successfully disarmed an enemy and	add dexterity to bladed weapon

damage is 1d4 bonus and attack 2d4(rather than regular 1d4) times with unarmed strikes		now successful throws stuns on 4, 5 and 6 damage	have 1 hand that can be free such as when holding a pistol or knife, you now have the enemy weapon	damage

Medic

Almost as important to not getting hurt, is knowing what to do when someone inevitably gets hurt. For that the 4 paths of medicine are more than useful, making the medic a well rounded designation.

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	Can synthesize buzzers and vibers and regular toxins on a simple lab, takes 1d4 hours, costs 3d20 and produces 1d6

			and social	
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 when talking to said character	Can synthesize trippers and potent toxins on a simple lab, takes 1d4 hours, costs 4d20 and produces 1d6
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 and brain implant installation	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

Ninja

Ninjas as they are called are masters of stealth and subterfuge.

Assassins are experts of making use of their stealth to increase their lethality.
Operatives are commandos, soldiers through and through, staying out of sight with tried and true tactics
Spies are the most sociable among the ninjas, but just because you them doesn't mean you know what they are or their work

lvl	Assassin	Operative	Spy
1	When in dark or shadow, add your assassin level to you subterfuge rolls	You know how to blend in, when using appropriate camouflage add your	You know how to hide your weapons, add your spy level to have them not be

		operative level to subterfuge rolls	noticed, including during pat downs
3	Add your assassin rate when trying to subdue or kill a target in stealth without a sound or getting bloodied	When acting from stealth all your coordination rolls are done with advantage	Quick draw, when the spy chooses to break stealth they act first, not needing to roll for initiative
5	When done from stealth all roll to hit and damage from bladed weapons are done with advantage, when out of stealth choose either roll to hit or damage	Two to the heart, one to the mind, when from stealth the operative may shoot up to 3 shots using precision arms skill, rather than just 1	The spy rolls subterfuge with advantage when trying to do something in plain sight while not trying to not be noticed
7	Any damage or death caused by the ninja with melee is now completely silent, not even the thump of the body hitting the floor	When shooting from stealth if the operative kills their target, they may attack again with their quick action	The spy can now take the clothes/uniforms and pretend to belong, they don't roll with disadvantage, rolling subterfuge normally
9	All damage done from stealth is doubled, this stacks with the same bonus from the other ninja paths	All damage done from stealth is doubled, this stacks with the same bonus from the other ninja paths	All damage done from stealth is doubled, this stacks with the same bonus from the other ninja paths

Officer

You order, the rest obeys, if they know what's good for them. Its orders only affect one person at a time, and for the character to receive the bonus they must obey the order. Orders must be specific actions like shoot at target, hack this system, and so on.

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 and can give general orders, meaning whoever does what is ordered receives the bonus

Sharpshooter

Strike true, and you only need to strike once. The sharpshooter is all about fighting from afar, attacking from safety and doing high damage.

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

Understanding the sheet

The sheet is where all the character's information goes, it is used to consult values for checks and any other details about the character in question. This section is about player characters sheets, NPCs use more simplified sheets that will be talked about later.

The sheet is made thinking it's meant to be used digitally, allowing to change the size of tables.

Header

The first part of the sheet is the header, as shown below.

Name			Vitality			
XP	0	10	Wounds	light (-2)	moderate (-4)	severe (-8)
Designation			Slots			33
Mind state			Wallet			

Name: The character's name, has no mechanical use.

XP: The character's experience points are represented by two numbers, the first is how much XP has been spent, and the other is how much XP the character has gained in total.

Designation: Where you keep track of the character's designation and paths, noted as "designation(path x, path y)" where designation is the name of the designation, path is the name of the path and x and y are the levels of the paths.

Mind state: A numeric representation of the character's current and maximum mental health and wellbeing. Can be reduced by installing and using implants and enhancements or from traumatic events.

Vitality: How much punishment the character can take, the first value is their current vitality, the second is their maximum vitality.

Wounds: Represent the point at which when below in vitality the character is affected by the negatives to their rolls. Despite not being noted on the sheet, characters die when their vitality is of a negative value greater than the character's full resolve if they were stabilized or resolve skill value if they were not stabilized.

Slots: How many slots in the character's body are already filled with implants and enhancements.

Wallet: To keep track of the money the character currently has, measured in Kz(Angolan Kwanza).

Stats and skills

Stats and skills are what is used to define the value added to the character's rolls. Stats are overarching, and each have 5 related skills they affect. Full values are the values of the sum of the skill and stat with their bonuses from enhancements, it's used when doing checks that use the character's main action. Skill value means the value of the skill with its bonuses but without summing with the stat value, and is used for checks made during the character's quick actions. Natural value is the value of the skill or stat without any bonuses, it is used to calculate the XP price for leveling up the skill or stat.

Stats and skills have their natural value limited to 10, but their total can

Firstly how to represent the values on skills, take this example:

physical	throw
6(+2)	2(+1)
8	11

In this example Physical has a natural value of 6 and +2 from enhancements as shown in the second line of the first column, in the third line of the first column is the Physical's natural value summed with its bonus. The throw skill has a natural value of 2 and +1 from bonus as shown in the second line of the second column, in the third line of the third column is the full value of throw, that being its value + the stat value, meaning when using throwing weapons as a main action, the character rolls 1d10 and sums the result with 11.

Now for a breakdown of all Stats and skills.

physical	throw	melee	endurance	high recoil	athletics
0	0	0	0	0	0
0	0	0	0	0	0
coordination	precision	larceny	subterfuge	dexterity	agility
0	0	0	0	0	0
0	0	0	0	0	0
brains	first aid	electronics	culture	computer	engineering
0	0	0	0	0	0
0	0	0	0	0	0
nerve	resolve	driving	automatic	defense	awareness
0	0	0	0	0	0
0	0	0	0	0	0
social	persuasion	intimidation	deception	sense	vibe
0	0	0	0	0	0
0	0	0	0	0	0

Physical: Bodily capabilities and overall fitness.
    Throw: Throwing weapons such as knives, shurikens and grenades.
    Melee: Hand to hand combat and use of melee weapons.
    Endurance: Physical resistance from tiredness and pain.
    High recoil: Use of high recoil type weapons.
    Athletics: Capability to perform athletic feats like running and jumping.
Coordination: Capability to make quick and precise use of one's body parts.
    Precision: Use of precision type weapons, alternatively firing any weapon once.
    Larceny: Criminal abilities, pickpocketing, forging documents, star car without keys…
    Subterfuge: Act in stealth, stay or act unseen or unnoticed.
    Dexterity: Fine and precise motor control.
    Agility: Quickness with which one reacts to outside stimuli.

Brains: Mental capabilities and intelligence.

        First aid: Giving first and emergency preliminar medical help.

        Electronics: Knowledge on how electronics and electronic systems work.

        Culture: Cultural knowledge, from history to sports, to fashion to politics and more.

        Computer: Knowledge on computers, coding and related subjects.

        Engineering: Understanding of electric and mechanical workings.

Nerve: Steadiness and keeping your head in place.

        Resolve: How resolute the character is and their willpower.

        Driving: Driving a vehicle, specifically under stress situations.

        Automatic: Handling of automatic weapons.

        Defense: Protecting oneself, taking cover, dodge, duck, dip and dive.

        Awareness: Capability to notice details and that which is hidden.

Social: Interpersonal skills.

        Persuasion: Convincing someone to your way of thinking.

        Intimidation: Instill fear in others.

        Deception: Lie and deceive, convince of falsehoods.

        Sense: Read someone, their state, their motives.

        Vibe: Pass the impression you want to pass.

Equipment

The gear carried by the character is broken into 3 sections, their equipped weapons, their equipped armor and the gear they carry in their pockets and pouches.

For equipped weapons, the below table is filled with two example weapons.

Weapon	caliber	ammo		Rate of fire	Ideal range	attachments
weapon name (type)	caliber (variant) (damage)	X	Y	N	range	Msight(+2 medium), foregrip(-1 debuff autofire), suppressor, flashlight
assault rifle (automatic)	.41 wolfhound (tracer) (2d6+2)	25	32	5	medium	

Weapon: The name of the weapon and its related skill.

Caliber: The caliber the weapon uses, if a variant is loaded in the weapon, and the caliber damage.

Ammo: X is how much ammo is left in the magazine and Y is the total ammo the magazine can have.

Rate of fire: Maximum number of times the weapon can be fired per main action.

Ideal range: The distance that this weapon is meant to be used in combat.
Attachments: Any attachments or modifications applied to the weapon.

For armor the below table is used, also filled with example armor.

	Helmet(Bike helmet)	Vest(heavy aramid)	Other(good boots)
Protection	8	16	0
Effect	-2 to awareness	-1 physical	-1 terrain debuff

Protection: How much damage the armor reduces.
Effect: Any additional effect the equipment might have.
Helmet: Armor for the head.
Vest: Armor for the body.
Other: Any additional body gear and armor.

Finally for the other gear the character can carry on their pockets and pouches, it's represented on the below table along with examples.

Item	count	description
assault rifle mag(32) tracer	2	m4 magazine, full with tracer rounds

In it an assault rifle magazine is stored, with 32 bullets in it and they are tracer rounds, in that pocket there are 2 of those mags, and description is for notes on the item.

Implants

Implants have a long table for the slots in each body part. The body parts are for what part of the body the implant is installed on and taking space.

The body is broken into these parts for the purposes of implant installation:
Brain
Eyes
Head
Internal
Dermal
Skeleton
Spinal cord

Arms
Legs

Abilities

A simple table to keep track of abilities bought with XP and what they do.

Log

This is for keeping logs of all changes done to the sheet, as in the example below.

LOGS		
1	IN SHORT	IN FULL
2	+1 physical(X to Y)(like from 5 to 7)	installed muscle implant on internal slot
3	+1 computer(X to Y)	story reward for helping G1LV4R0TH the hacker
4	+1 intimidation(X to Y) -1 persuasion (seduction)(X to Y)	Receive a nasty scar across the face during a firefight with a runway criminal that resulted in flak from an explosion hitting in the character's face
5	+1 persuasion (seduction), -1 intimidation (X to Y)	Plastic surgery and stem cell treatment to fully heal from scar received at line 4
6	+1 sniper(X to Y)	Z amount of xp spent to go from level X to level Y

Creating the player character

Creating a player character is a task best done in steps, but can also be done by starting the players with everything at 0 and giving them XP to spend. Initially name the character and choose your designation and take one level in one of its paths, the amount of money the character starts will depend on the narrator, between 500 and 1500 is recommended. The rest of the header will be filled out later in this chapter, on the "Derived numbers" subchapter.

Distribute stat points

For explanation on the stats, please check "Understanding the sheet; Stats and skills".
The amount of stat points to be distributed depends on how strong or how vulnerable the group wants the player characters to feel from the start of the game. With 25 points it's possible to put all stats on 5, so it's recommended to let the players distribute between 20 to

30 stat points. When leveling up a stat after character creation, increasing a stat does not give points to distribute on skill.

If you would like to generate a random spread with set minimums and maximums for stats, you can use this python code:

```python
from itertools import product

# Define constraints
min_val = 1
max_val = 10
total = 25
num_categories = 5

# Generate all valid distributions
valid_distributions = [
    combo for combo in product(range(min_val, max_val + 1), repeat=num_categories)
    if sum(combo) == total
]

index = 2233 //max value for 1, 10, 25, 5 on the variables
//other values on the variables will have different indexes

if index < len(valid_distributions):
    print(f"Distribution #{index + 1}: {valid_distributions[index]}")
else:
    print(f"There are only {len(valid_distributions)} valid distributions. Index {index + 1} is out of range.")
```

To modify the code, here is an explanation of the variables:
min_val is the lowest value a stat can be.
max_val is the highest value a stat can be.
total is how many points there are to be spread.
num_categories is over how many categories(stats) the numbers will be distributed, you can alter this if you already know how many points you will place on one or more stats.
index is the number of the spread you want, as this code will run through the possibilities until it gets to your chosen number, then display it.

Distributing skill points

For explanation on the skills, please check "Understanding the sheet; Stats and skills".
Skill points can be distributed using the code given for the stats, it has an additional rule. The natural value of a skill cannot be higher than its overarching stat's natural value.

The amount of points that are to be distributed in a skill is equal to how many points its related stat has. When leveling up a stat after character creation, increasing a stat does not give points to distribute on skill.

Derived numbers

In the header there are spaces that need to be filled, but they require first knowing stats and skills, here is how you calculate them.

Vitality: Maximum vitality is calculated by multiplying the full value of endurance(that being endurance + its bonuses + physical + physical's bonuses) multiplied by 3.
Wounds:

Light: when below the value of maximum vitality - resolve. When below that value(but above other wounds thresholds) take a -2 penalty to all rolls.

Moderate: when below 2 thirds of the maximum vitality(but above below wound), take a -4 penalty to all rolls.

Severe: when below 1 third of the maximum vitality, take a -8 to all rolls.

Death: Despite not being noted on the sheet, characters die when their vitality is of a negative value greater than the character's full resolve if they were stabilized or resolve skill value if they were not stabilized.

Mind state: Maximum mind state is given by the formula (brain stat value + nerve stat value)x2 + resolve value x 4 + 20. When creating a character it's usual to start with their mind state at its maximum. When leveling up increases maximum mind state, keep the current mind state as it was. To recover your mind state do things that could help with your character's mental health, like buying something that isn't useful but pleasant, having a community and opening themselves, or even therapy.

Gearing up

Before spending money it is recommended that the narrator let each character start with 1 weapon, 1 implant, 1 piece of armor or gear and some ammo for free, but at a total value similar between all characters, around 2,500 to 10,000 Kz is the recommended value .At this point the player can use the character's initial money to buy equipment, weapons, ammo and implants. During character creation it is recommended to ignore all price modifiers.

Leveling up

After creating the character and accumulating some experience points, it's possible to upgrade the character's skills, stats and designation without use of implanted enhancements.

To level up into a new level, it's necessary that the character already has acquired the previous level. In order to use XP to buy level X, the character must first be on level X-1.

Below are the costs of upgrading each category:

Designation: 10 x new level
Stat: 20 x new level
Skill: 5 x new level

Abilities

Abilities can have different prices and requirements. Abilities can also have progressions, abilities with progression are marked by the number 1 after their name. Price to upgrade the ability that has progression is the original price x level being bought. Like everything else to buy a level of an ability all previous levels must be bought first.

Ability progression.

Level	Effect
1	+1d2
2	change 1d2 for 1d4
3	change 1d4 for 1d6
4	change 1d6 for 1d8
5	change 1d8 for 2d4
6	change 2d4 for 1d10
7	change 1d10 for 1d12
8	change 1d12 for 2d6
9	change 2d6 for 3d4
10	change 3d4 for 4d4

Requirements are for natural level, when the requirement refers to the stat/skill value it will be denoted as stat/skill => x, meaning the stat or skill with its bonuses must be equal or bigger than x.

Ability	Requirement	Effect	Price
Weapon specialty 1	Related weapon skill at same level or higher than skill	name it after chosen weapon(generic), it adds 1d2 to chance to hit	15
Fast puncher 1	coordination 4, agility 4, physical => 4, melee => 4, martial artist(striker = ability level)	Increases number of punches thrown from 1d4 to 1d4+1d2	10
Hard hitter 1	coordination 3, agility 3, physical => 6, melee => 4, martial artist(striker =	Increases unarmed melee damage by 1d2 before the division(strike damage = (full	10

	ability level)	melee+1d10)/10)	
Strike true 1	coordination 6, agility 3, physical => 5, melee => 5, martial artist(striker = ability level)	Increase chance of hitting by 1d2	10
Iaijutsu 1	coordination 5, agility 6	When unsheathing your blade, your attack increases its damage by 1d2	10
Pain is psychological	resolve => 7	All debuffs from being wounded are halved, light becomes -1, moderate -2 and severe -4	95
Throw and see what sticks	coordination 7	Can throw 1d4 throwable items per turn rather than just 1	65
Hip fire	coordination 5, nerve 4, automatic 5	Can shoot twice the amount of shots on the rate of fire, but roll to hit and damage with disadvantage	50
Steady aim	coordination 5, nerve 5, automatic 6	Multi shooting automatic weapons no longer increases difficulty to hit	100
Duelist	coordination 6, nerve 3, physical 4, melee 6	When holding a short and a long blade, add your defense skill to the difficulty of enemy rolls to hit you in melee	40
Veiled threats	social 6, persuasion 5, intimidation 5	Once per target per day add your natural intimidation to your persuasion roll or your natural persuasion to your intimidation roll	35
Defensive driving	driving => 5	Add your natural defense to your driving rolls when trying to avoid collisions and hostiles	30
Good tipper	Brooker(any configuration summing => 3)	Can try to contact someone from a level of brooker higher than current character, roll 1d10, difficulty is the level of the contact, regardless of success spend (contact level + how many level above it is)d100s	45
Strong offhand	Desperado(any	Maximum offhand bonus is	45

	configuration summing => 7)	now equal to total points on desperado	
Tacticool reload	Desperado(handgun or smg at 4)	Can reload 2 weapons per reload rather than 1	45
Repurposed drone	Drone monarch(complexity 2), maker(engineering 4)	Can convert and operate drones not meant to use weapons, now with a firearm attached	45
Summoner	Hacker(1 point in each)	Allows to use daemons to roll tests of hacking, allows to hack while an angel is helping you	45
Reliable people	Leader	Decrease the interval to be allowed to ask for help but increase difficulty by 1, or the other way around, decrease difficult but increase interval	45
Motorhead	Maker(engineering 4)	When driving your own vehicle, roll all driving checks with advantage	45
Academic medical literature 1	Medic(surgery 2)	Before doing a procedure can spend a day researching the topic,increasing success chance by 1d2	45
Economic cook	Medic(synthesis 3)	Reduce the cost of production by the lowest d20 rolled	45
Thrill of the kill	Ninja(assassin OR operative 3)	After killing from stealth, if you maintained stealth, all your damage rolls from stealth can explode until you break stealth	45
Fast moving stealth	Ninja(any configuration total 4)	Now move in stealth with the full value of athletics rather than its skill value	45
Commanding voice	Officer 2	When ordering a character can roll your intimidation or persuasion versus their sense or resolve, if you win, they will obey your order	45
Adjust scope	Sniper 1	After missing a precision shot with a rifle, use the next turn to adjust your aim, giving you advantage on your next precision rifle shot	45

System

This ttrpg system is made aiming to allow both interesting and lethal combat to take place as well as tense but rewarding out of combat interactions.

Checks

Checks are tests done using a 10 sided dice and either the full or the skill value of a related skill. Checks while most often done with the values of skills, at times a narrator may call for a stat skill. Whether a check is done with a skill's full value, their skill value or their natural value will depend on the situation and most importantly, at the narrator's discretion.

Checks using a skill's full value are usually done when the character is using their main action to perform the action that requires the check. Checks with skill value are done when the performed action that necessitates the check is done with the character's quick action.

Other than the modifiers from skills and stats, checks may also receive positives or negatives modifiers due to the situation. For example poor visibility makes subterfuge tests easier but hitting a shot harder.

Below are examples of checks with each skill. If a test could fit two or more different tests the narrator may choose the most appropriate, the one the character has more chances of succeeding or ask for both tests and make a decision based on the results.

Physical.
        Throw: throw a dagger and hit the target, accurately toss a grenade.
        Melee: land a punch, hit an enemy with a bat, cut an enemy with a knife
        Endurance: perform physically taxing task without tiring or stopping
        High recoil: fire high recoil weapon accurately
        Athletics: perform physical task well such as running fast and jumping high
Coordination.
        Precision: fire precision weapon accurately
        Larceny: pickpockets, start car without keys, convincingly fake documents
        Subterfuge: sneak past enemy, slip poison on someones drink, take item unnoticed
        Dexterity: precise bodily manipulation
        Agility: act and react fast
Brains.
        First aid: clear self or ally of an effect such as bleeding, stabilize ally
        Electronics: understanding, breaking or fixing electronic system
        Culture: knowing about necessary subject like gang leaders or history
        Computer: understanding the workings of computers using them and coding
        Engineering: understanding, breaking or fixing mechanical/electric system
Nerve.

Resolve: power through pain, don't get knocked unconscious

Driving: losing a tail, race, avoid collisions

Automatic: fire automatic weapon accurately

Defense: make yourself more difficult to be hit

Awareness: seek clue or object, notice detail such as if someone is armed

Social.

Persuasion: convince seller to give you a better price

Intimidation: intimidate opponent into inaction

Deception: convince a bouncer you are expected in the VIP area

Sense: read a person's intentions and demeanor

Vibe: make yourself be perceived as you want, harmless, badass, rich…

Actions

Anything a character wants to do will use actions. These are more used in time sensitive scenarios and when multiple characters are trying to perform actions that can be consequential to other characters. Characters may only use their actions during their turns.

There are 4 types of actions. Each character has 1 main, 1 quick and 1 free action per turn.

Full actions: while not common full actions are used when when to perform the action the character's entire turn is needed, meaning it uses their main and quick actions.

Main actions: these actions roll checks using the related skills full value, these are the actions used for combat such as shooting, reloading and striking. Main action may also be used to run a distance equal to the athletics skill full value in meters.

Quick actions: this type of action rolls their checks using the related skill value, so without summing it with stat but summing it with other bonuses applied to it, it may also be used to move while performing a main action for a distance equal to eht athletic skill value.

Free actions: actions small and quick, that don't require checks, such as turning on or off a flashlight, or speaking.

Combat

Combat happens in rounds that are made up of turns that happen in a certain order. A standard round will have each character involved in combat having their turn in which they can use their actions. Not all rounds will have all characters acting exactly once, effects can apply to both prevent characters from performing their actions or to give characters more actions.

Starting the fight

When starting a fight, if one of the sides was caught by surprise, this side of the fight will not act during the first round, and have their turns after the opposing side's turn. To decide the order of turns, all participants do an agility check using their agility's full value. Those who

summed higher values have their turn first, in order of higher to lower. If there is a tie, the character with the higher agility skill value acts first, if that's not enough to untie then reroll to decide who acts first among them.

Dealing damage

After the fight has started, it's time to take steps to end it. To deal damage your attack must first connect.

To hit an opponent with a melee attack, do a test between the attackers 1d10+melee full value versus targets 1d10+melee full value, unless the enemy has used an action with the defense skill, which then adds its value as bonus.

Hitting a shot is more complex, there are 3 different skills that using a firearm may require.

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.

Damage is dealt if the check is passed. Firearms have their damage dependent on their caliber while melee weapons must also have their damage stated. Unarmed strikes do damage equal to their result on the 1d10 summed with their melee skill full value divided by 10 and rounded up.

There are 2 main modifiers for damage dealt. The first is melee from stealth which can result in instantly killing or knocking the enemy out depending on the result, this has a difficulty set by the narrator, but should take into consideration the target's melee and possible variables such as their armor. Secondly are exploding dice, when the result of a check is either a critical or overwhelming success, the damage dice can now explode, more detail below.

A critical success is when not only the check is passed, but the result of the d10 rolled is a 10. An overwhelming success happens when the sum of d10 and relevant skill is more than double of what is needed for the test. Both of these allow for dice to explode once, but if both

are achieved at the same time dice may explode as many times as they roll maximum roll. When either of those happen when shooting with a firearm the shot hits the target in the head.

Exploding dice means that when a damage dice rolls its highest possible number it is rolled again and the result of both rolls are added to the total damage dealt. If both a critical and overwhelming success are achieved on the same check, there is no limit to how many times the dice can explode.

Called shot is a rule that allows for characters to aim at specific body parts, this is done by having to do the test to hit with disadvantage.

When an attack hits the head all damage is done with advantage.

Mitigating damage

Damage is not always dealt as a flat amount, it can be reduced by armor. Armor has a number representing the protection offered, this is the amount of the damage that is reduced by the armor. As armor protects its wearer's it also degrades by the amount of damage that passes it, so the damage taken by the wearer and the mount that the armor degrades is the same. For example a character with armor with protection 6 is hit by an attack that deals 8 points of damage, 8-6=2 so the character takes 2 points of damage and the armor degrades by 2 going from 6 to 4.

Healing

Characters can heal naturally up to the threshold of the wound they are currently on. Without medical attention characters heal 1 point per week.

Medical attention increases healing speed to 1 point per day, but comes at the price of 100 Kz per point healed times the amount of points healed. It can be simplified into the formula 2 x H x 100, where H is the amount of vitality recovered.

Conditions

Strait vitality loss is not the only kind of harm that may be suffered by characters. These conditions vary on how they can happen, what happens to those affected by it and how they can be treated. Most of them can be at least attempted to be taken care of on the field, not needing hospital care.

These conditions dont have well defined rules, this section is meant as guidelines and suggestions for the narrator to use during the game.

Condition	Explanation	Treatment
Concussion	Blunt force trauma to the head. Any blunt force damage to the head above 5 could cause the character to need to roll a resolve check to not fall unconscious..	Not much that can be done immediately, just resting and ice.
Blood loss	Shots or cuts that hit veins and arteries can cause blood loss which comes with damage over time and negative effects on roll due to dizziness.	Pressure can help with light bleeding, bandages and torniques for more serious cases, but may need surgery.
Dislocated joint	Joint has been dislocated from its normal position, and can cause limbs affected to become unstable.	Having someone to help that rolls a first aid check can put the joint back in place.

Hacking

Hacking broadly refers to the act of making use or manipulating information systems and technology for ulterior reasons. While complex and difficult, all characters may attempt to hack, not only those with the hacker designation.

General hacking

In hacking there are several levels or depths of access, the deeper they are the more capability for harm there is. 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	Acessings sensitive and personnel data, installing non driver software, check logs
Admin	Full control and manipulation over the	Change system wide settings, create, modify	Modify firewall rules, install rootkits, create

	system	and delete users, system level commands like rebooting or shutting down security protocols, change other user's privileges, affect device drivers	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

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.

System awareness

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.

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.

AIs

AIs may be used when hacking systems to aid in the process. Treat the AI as its own character if it is an angel or a devil and as a tool for daemons. Daemons may be acquired like any other item.

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 recovered and sold and even could let you make use of part of the Devil's code, like to make Daemons.

Lore

This section is dedicated to talking about the world in which this ttrpg takes place.

History

Here is a summarized version of the history of this world from the point at which it diverts from ours.

World war 2

When the Japanese learned the united states had broken their diplomatic cryptography, they assumed they were close to or had already decrypted their military code. With that in mind the Japanese cancelled operation k. This resulted in collaboration with germany due to their experience with U Boats and cryptography, which eventually allowed the new japanese submarines based on I400 class to strike the western shore of continental united states. Among the fear and shock of having their territory struck for the first time since their civil war, the american population demanded their leader to stop the fighting and so the united states was out of the war.

Cold war

The cold war was a shadowy conflict happening between the axis and the USSR. As they bordered each other in a Europe now consumed by both sides an uneasy peace was reached, as both planned to get the upper hand.

As neither side knew whether the other had nuclear capabilities, neither were willing to risk a direct assault, and neither would want the other to know that they held such powerful weapons. Proxy wars and guerrilla warfare become the name of the game, as with new technology and investments in medical research the focus of their military forces became on choosing the best applicants not on physical capabilities but on mental faculties and loyalty for their new technology could make them as physically capable as any special operations soldier. These applicants were meant to aid in the mirriad of special and intelligence operations around the globe to try to destabilize the opponent and its allies, as victory by a thousand cuts was the only way to try to avoid a possible nuclear war.

War grows hot

Some say the ones who died were the lucky ones. Despite the effort to avoid nuclear war, it was for naught. The few weapons that harnessed the power of the atom that existed were used, destroying nations and levelling cities.

Not all of civilization collapsed, matter of fact most chains of command and governance survived in one way or another.

In the end of the world

Even after the cradle of humanity was bathed in nuclear fire, the warring nations refused to relent. Even in the apocalypse skirmishes and battles occurred, none gaining much of an upper hand, as there is always more trouble. From new fledgling nations trying to be born, from the mostrosies that came to roam the earth altered by radiation, the uneasy peace and familiar instability of the cold war became nostalgic thoughts for those who now had to deal with the world after it should have ended.

The long rebuild

Generations lived and died as slowly yet surely society rebuilt. Civil wars were fought for independence, some successful in earning their freedom, some squashed under the thumb of oppressors. While the map is not the same anymore, with new nations being formed and even dead nations coming back, some familiar flags still fly, soviets, the nazis and the japanese in particular, still don't get along.

Reaching to the stars

Eventually, new satellites were put into space, something that hasn't happened since the cold war. After that we reach past our backyard, going beyond the moon. And finally humans set foot on lands long away from where they came from, they sowed their seeds, planted their roots, and waged war.

Geography

Much has changed, maps included.

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 birthplace 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.

Americas

Europe

Divided between the axis and the soviet union, with emerging nations sprinkled around. Due to part of its territory being turned into a depression along with rising tides from the bombs, Lithuania and Latvia have been effectively destroyed. Now in their territory is a fungi forest that grew under its heavy clouds, high humanity and fed itself from heat and radiation. The fungal forest appears to be sentient, but that isn't confirmed, its zone has been cordoned off and conspiracy theorists believe the fungi are like a neural network that bargained a non aggression treaty with the soviets.

From the north of Spain to Warsaw stands the fourth reich, it now englobes what one day were the countries of France, Belgium, Netherlands, Czechoslovakia, Austria, Luxemburg and over half of Poland.

The Soviet Union is composed of what once were Belarus, Ukraine, Russia and part of the balkans.

All other countries of Europe are disputed by the axis and the soviets, in part openly with offers of trade and support, but also with political manipulations.

Asia

Oceania

Africa

A group of Angolan scientists and bankers invented a new way to deal with money. This new system has a limited amount of currency, and to maintain your wallet you must connect to its systems, else your funds are repossessed by the local state bank. The kwanza became the de facto universal currency. With the small fees charged on large transactions between nations, Angola funded itself into the future, becoming the most important nation on the southern hemisphere.

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.

Phobos

Some say Phobos is a piece of the asteroid belt, it is an anarchic state, composed mainly of mercenaries, no single company or group claims the entirety of Phobos, but lord knows blood was shed by those who tried. While not officially, Phobos has a sort of governing force, even law enforcement, as it cant afford to be kind of trouble the asteroid belts without devastating consequences. Phobos doesn't want a war, as it knows it couldn't withstand a major attack.

Deimos

Deimos is akin to Mars' local version of the Lunar Concordium, while it's a place for diplomacy it is also a leisure paradise for those who can afford. Officially the Deimos initiative is maintained by the two main martian factions, in reality much of its funding comes from the wealthy who choose to burn they Kwanzas away from home.

1st asteroid belt

During early colonization of Mars sent 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. Its largest city is rumoured to be governed by a super computer running several highly advanced Daemons.
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 of victimized by war crimes during the martian wars.

Europa

Io

Ganymede

Calisto

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.

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.

Gear

This section is dedicated to the items that exist in the world, how to acquire and use them.

Prices

Everything has a price, it's just not always the same.
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 50x2x1.2x0.8, 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

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.

Implants

This section is about the implants and cybernetic enhancements that exist on the market. These implants can be categorized by their types, here is a list explaining their types. Installing cybernetic enhancements is not only taxing on the body but on the mind, non bio type implants cause a loss of mind state equal to slots used + a roll of the mental state loss on use in d10s, for this use the dice of mental state loss on use and don't consider anything that can decrease the mental state loss on user.

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 without a physical connection, unless the user has at least 1 signal or net implant connected, the previous example if the user had a net aux brain also connected, 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 on several fronts, but also the most vulnerable.

Body slots

Most implants will take an amount of space when installed, this space is called slots, here is how many slots each body part has.

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

List of implants

Name	Type	Placement	Slots used	Mental state loss on use	Detail	Price
Socketing	Neural, connected	Any body part	0	1d2	Socketing system that allows to easily detach and reattach parts, includes the brain, useful for brain transplants into new bodies.	5000 Kz for brain, 1500 Kz for others
AuxBrain	Connected	Brain	2	0	+1 to all connected implants rolls, system protection can be bought for 5^value desireded	25 000 Kz
Net	Net	Brain	2	0	+1 to all rolls, can turn	30

AuxBrain					off Net connection, in this case have same bonus as AuxBrain, turning on infonet takes 2 turns, also gives +1 to all connected implant rolls, system protection can be bought for 5^value desireded	500 Kz
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	5 000 Kz
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 damaged suffered, can also record all sensations if there is where to store, +1 nerve, +1 coordination	8 500 Kz
Memory slot	Connected	Brain	1	0	allows to save, copy and transfer information gathered by any connected(or net) implant, +1 brain	4 500 Kz
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 cyberware be done with twice as many tests and therefore twice as long	9 000 Kz
SOAD	Connected	Brain	1	1 on	"Skill on a demand"	12

				change	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	000 Kz
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)	Free
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 disconnect a hacked implant cutting off access, it then needs a doctor, a technician or both to reattach depending on implant if not using socketing	14 000 Kz
Denied insanity	Connected	Brain	1	0	Synthetic hormones made to counter any spikes, this reduces all mind state loss by 1d2(to a minimum of 0)	12 000 Kz
Interfacer	Connected	Brain, eyes, head, internal, dermal, skeleton, spinal cord,	1 in each body part	0	Allows to fully interface with technology, mainly used by M.I.S.S and A.I.C.A. pilots, necessary to pilot some military vehicles, if used when	100 000 Kz

		arms, legs			hacking gives advantage to all rolls	
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	5 000 Kz
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	12 000 Kz
Lock on	Connected	Eyes	1	0	Requires an AuxBrain or Net AuxBrain, Std cable along with a assisted aim weapon with guided ammo	8 000 Kz
MultiVision	Neural, connected	Eyes	1	0	Eye with an array of vision modes such as infrared, night vision and heat, choose 2	7 500 Kz
Perfect vision	Bio	Eyes	1	0	Vat grown eyes with perfect eyesight ready to be implanted.	2 500 Kz
Digitizer masking	Neural, connected	Eyes	1	0	Casts light in a specific frequency to blur the face front from view of regular security systems, requires Crystal vision	9 000 Kz
Bodily analyzer	Connected	Eyes	1	0	Small computer specializes in analyzing human behaviour, gives a bonus of +2 to sense requires Crystal vision	13 000 Kz
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	9 000 Kz

					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 related rolls(except eye shot), works as a HUD if user has a AuxBrain or Net AuxBrain, increasing its buff by +1	18 000 Kz
Air scrubbers	Neural, connected	Head	1	0	Filters out air breathed reducing all gas damage by 2d4s	6 000 Kz
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	30 000 Kz
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 a helmet and multiply price by	head armor price x 1.5

						1.5	Kz
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	5 000 Kz	
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		
Boosters	Neural, Connected	Internal	2	1d2-1	Boosters store up to 3 uses, double all movement related numbers and gives advantages to their rolls, includes melee strikes but not agility related number and rolls		

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, can use once per day	
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, when used for anchoring other implants gives no bonuses to physical	7 000 Kz for neural 10 000 Kz for bio
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	2 500 Kz

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	15 000 Kz
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	2d6	Consuming dead opponents and smaller implants to use their parts to fix yourself by amount rolled on the 2d6s	90 000 Kz
New organ	Bio, neural, connected	Internal	0	0	Replacement for any internal organ with a perfectly healthy one	7 500 Kz
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 of up to 45 protection	body armor price x 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)	body armor price x 2
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 thermicaly the other easies thermic transference, +1 athletics	
Ballistic tissue	Bio, neural	Dermal	2	0	This bio compatible artificial mesh can move under your skin and regenerates with cybernetics upkeep drugs cocktail, 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	body armor price x 1.5
Joint weave	Bio, neural	Dermal	1	0	Makes joints as difficult to sever as steel wires	
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	54
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 making them near unbreakable	
Locking joints	Neural, connected	Skeleton	1	0	Locks ready to lock the joints in the position they are when activated	
Precise servo motors	Neural, connected	Skeleton	1	0	Tiny servo motors increase 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 the use of 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)	85 000 Kz
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 needs to use half as much cybernetic upkeep drugs	
Suppress effects	Neural	Spinal cord	1	0	Reduces all damage to mind state by use of implants by 1d2(to a minimum of 0)	25 000 Kz
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 breaker	Bio	Spinal cord	2	0	At 0 vitality, no longer fall 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	gun price x 3
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 making you near impossible to disarm	
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	Neural, connected	Arms or legs	0	0	Needs a muscle fiber mk2, move it to arms/legs 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/legs by 6	
Hard metal muscles	Neural, connected	Arms or legs	2	0	Replace an arm/leg for this, and treat this limb's physical and coordination as being between 1 and 10	price is value of stat^5
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 by up to 5 meters	jump height x 1000
Speed machines	Bio, neural,	Legs	2	0	Aimed at improving running speed, giving	

	connected				+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 fist one, roll damages separately	

Upkeeping cybernetics

Cybernetics need to be upkeep in order to function nicely with the user. The body needs resources to function in tandem with implants, resources which are not naturally in the human blood, for that users must inject a cocktail of 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 non bio implants, at first 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 falls into a coma.

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. Brain transplant is a long and complicated surgery that can be made simpler by having brain socketing, turning it into a 20 minute procedure.

Calibers

The caliber of a weapon is what defines its damage and available variants, 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

Caliber	Damage	Price per bullet
Short pinfire	1d6-1	1
4peace	1d6	1
8mm kraken	1d6+1	2
11th power cal	2d6-2	2
RF13	2d6	2
.41 wolfhound	2d6+2	3
.208 earth cracker	3d6	3
howling rounds	3d6+3	4
gauger gage	6d6-6	5
praetorian 9	4d6+4	6
666 MARS bolt round	6d6+6	8
short tungsten rods	12d6+12(armor piercing by default)	15

Below is a table of what variants are available for what caliber, green means it's available, red means it's not.

	4peace	8mm kraken	11th power cal	RF13	.41 wolfhound	.208 earth crack	howling rounds	praetorian 9	price multiplier
full metal jacket	red	red	red	green	green	green	green	green	4x
tracer	green	green	green	green	green	green	green	green	2x
hollow point	green	green	green	red	red	red	red	red	2x
dummy	green	green	green	green	green	green	green	green	1x
subsonic	green	green	red	red	red	red	red	red	3x
armor piercing	red	red	green	green	green	green	green	green	4x
explosive	red	red	red	red	green	green	green	green	5x

incendiary	🔴	🔴	🟢	🟢	🟢	🟢	🟢	🟢	6x
anti-tank	🔴	🔴	🔴	🔴	🔴	🟢	🟢	🟢	7x
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

Weapons

Your tools of the trade and general problem solvers.

Generic weapons

Here is the list of generic weapons. They are generic to facilitate and simplify their names and uses and the terms are easier to remember and associate than names of weapons and brands. M.I.S.S. class weapons need to be powered by a M.I.S.S. power source. M.I.S.S. class weapons are armor piercing by default

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	4peace (1d6)	25	5	very short	Kz

(automatic)					
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 (automatic)	8mm kraken (1d6+1)	30	5	short medium	Kz
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	450 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	1 000 Kz
hunting rifle (precision)	.41 wolfhound (2d6+2)	5	1	long	750 Kz
DMR (precision)	.208 earth cracker (3d6)	25	2	medium long	1 200 Kz
assault rifle (automatic)	.41 wolfhound (2d6+2)	32	4	medium	1 000 Kz
combat rifle (automatic)	.208 earth cracker (3d6)	30	3	medium	1 500 Kz

battle rifle (automatic)	howling rounds (3d6+3)	30	3	medium long	2 500 Kz
bullpup (automatic)	howling rounds (3d6+3)	30	3	medium	2 000 Kz
sniper (precision)	howling rounds (3d6+3)	10	1	very long	3 500 Kz
Machine guns					
support MG (automatic)	.208 earth cracker (3d6)	100	10	medium	Kz
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	Kz
M.I.S.S. class					
Gauss accelerator rifle(precision)	Short tungsten rods(12d6+12)	12	1	medium long	Kz
Tri barrel gaussian (high recoil)	Short tungsten rods(12d6+12)	12	3	medium	Kz
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

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"

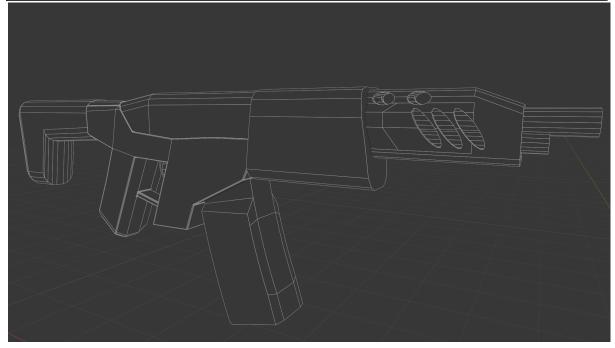| covert smg (automatic)	8mm kraken (1d6+1)	22	4	short
This smg has a case in the shape of a suitcase, it's made of a magnetic material all to make it as covert as possible, it can both fire from its suitcase shell, or with the press of a button on the handle the shell falls revealing the weapon. Due 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 can have 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				

SWORD 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				

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.

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

Armor

A general rule to calculate the price of armor is its protection^2, 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

Grenades

Name	Description	Price
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

Miscellaneous

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	1d6 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

Vehicles

Civilian vehicles

Vehicles that can, usually, be bought from your local car salesperson. Also some non land vehicles.

Vehicle	Description	Price
Used pickup truck	Decent bed size for hauling, only fits 2 people though	15 000 Kz
Used subcompact	You wont turn any heads driving this, not very fast, not great trunk size either	10 000 Kz
Used sedan	Has a good sized trunk, enough to fit a body	8 000 Kz
Used muscle car	Fast, good steering, and surprisingly decent trunk size, it draws attention though	35 000 Kz
Used SUV	A lot of space, this car is quite big, good for those with a big family	35 000 Kz
Bullet resistant coating	Not a car but an upgrade, gives armor to the car, up to 35 points of armor	(armor x 5)% of car value
Tiny helicopter	2 seats helicopter, up to 6 sat hanging outside, small and fast, but has trouble dealing with strong winds	80 000 Kz
Small	2 seats helicopter, small and fast, has some room for	230 000

helicopter	hauling	Kz
Carrier helicopter	Pilot, copilot and space for 8 passengers, has sliding doors	500 000 Kz

Combat vehicles

Decommissioned and retired military vehicles that were procured by private entities and now put on the market, might require paperwork to be fully legal, depending on the nation. All military vehicles can be connected to with an interfacer.

Vehicle	Description	Price
Combat vehicle	35 points of armor, this decommissioned armored car is used for patrols and escort operations, mounted gun not included	55 000 Kz
Combat ambulance	Tracked, lightly armored with 40 points, all terrain and fast, not only that it can fit all the required ambulance gear inside	75 000 Kz
APC	Armored personnel carrier, this version has no turret but a thick armor of 65 goes up to 100 km/h, wheeled model	120 000 Kz
AAPC	Armed and armored personnel carrier, comes with M.I.S.S. powering a tri barrel gaussian, otherwise, same as APC	170 000 Kz
Light tank	The gun has been decommissioned, has an armor of 70, has space for commander, pilot, gunner and radio.	250 000 Kz
MRAP	Combat vehicle prepared for adversity, armored even below with 45 points of armor, can be fitted with a turret(not included) and has a hydraulic arm included	80 000 Kz
CVRT	Armed with either 20mm autocannon(special weapons rule) or 4 linked HMGs(automatic) on the protected turret, has 8 smoke launchers in 2 pods of 4, armor of 55	200 000 Kz
Armored combat car	Fitted with custom turret with either super heavy machine gun(HMG rules with ROF of 10) MARS hellhound(ROF of 1, DAM of 10d6+10, HEAT variant, 20 Kz per shot) 45 armor and up to 120 km/h	100 000 Kz
Amphibious assault vehicle	Either APC configuration with only machine gun ports or combat configuration with same options as CVRT 40 armor	220 000 Kz
M.I.S.S.	Decommissioned a few decades ago, 35 points of armor, treating your physical as being 30, roll all shots to hit rolls with advantage, requires an interfacer implant, and can be used to power M.I.S.S. class weapons	

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	