

<p>< d66 > NAMES</p> <table border="1"> <tbody> <tr><td>1</td><td>1</td><td>Ao</td></tr> <tr><td>2</td><td></td><td>Bell</td></tr> <tr><td>3</td><td></td><td>Blink</td></tr> <tr><td>4</td><td></td><td>Clock</td></tr> <tr><td>5</td><td></td><td>Cord</td></tr> <tr><td>6</td><td></td><td>Duzi</td></tr> <tr><td>2</td><td>1</td><td>Fase</td></tr> <tr><td>2</td><td></td><td>Fu</td></tr> <tr><td>3</td><td></td><td>Glam</td></tr> <tr><td>4</td><td></td><td>Glare</td></tr> <tr><td>5</td><td></td><td>Gul</td></tr> <tr><td>6</td><td></td><td>Hira</td></tr> <tr><td>3</td><td>1</td><td>Hla</td></tr> <tr><td>2</td><td></td><td>Ia</td></tr> <tr><td>3</td><td></td><td>Kei</td></tr> <tr><td>4</td><td></td><td>Key</td></tr> <tr><td>5</td><td></td><td>Lhamo</td></tr> <tr><td>6</td><td></td><td>Måne</td></tr> <tr><td>4</td><td>1</td><td>Mehr</td></tr> <tr><td>2</td><td></td><td>Mille</td></tr> <tr><td>3</td><td></td><td>Mpho</td></tr> <tr><td>4</td><td></td><td>Nur</td></tr> <tr><td>5</td><td></td><td>Phix</td></tr> <tr><td>6</td><td></td><td>Reeve</td></tr> <tr><td>5</td><td>1</td><td>Riz</td></tr> <tr><td>2</td><td></td><td>Shade</td></tr> <tr><td>3</td><td></td><td>Soma</td></tr> <tr><td>4</td><td></td><td>Tick</td></tr> <tr><td>5</td><td></td><td>Vac</td></tr> <tr><td>6</td><td></td><td>Wick</td></tr> <tr><td>6</td><td>1</td><td>Xleo</td></tr> <tr><td>2</td><td></td><td>Yann</td></tr> <tr><td>3</td><td></td><td>Zalec</td></tr> <tr><td>4</td><td></td><td>Zenit</td></tr> <tr><td>5</td><td></td><td>Zign</td></tr> <tr><td>6</td><td></td><td>Zola</td></tr> </tbody> </table>	1	1	Ao	2		Bell	3		Blink	4		Clock	5		Cord	6		Duzi	2	1	Fase	2		Fu	3		Glam	4		Glare	5		Gul	6		Hira	3	1	Hla	2		Ia	3		Kei	4		Key	5		Lhamo	6		Måne	4	1	Mehr	2		Mille	3		Mpho	4		Nur	5		Phix	6		Reeve	5	1	Riz	2		Shade	3		Soma	4		Tick	5		Vac	6		Wick	6	1	Xleo	2		Yann	3		Zalec	4		Zenit	5		Zign	6		Zola	<p>< d66 > POCKET LINT</p> <table border="1"> <tbody> <tr><td>11-16.</td><td>Nothing</td></tr> <tr><td>21.</td><td>Broken shiv. 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Dime of pure, real tobacco.</p> <p>51. 3 doses of unmarked (random) drugs.</p> <p>52. Coupon for 25% off at Citadel Ammo.</p> <p>53. Severed finger in a plastic bag.</p> <p>54. Crudely drawn map to a G0 location marked "cache".</p> <p>55. Synthetic snuff.</p> <p>56. Cult pamphlet announcing a ritual celebration for the coming night.</p>	<p>< d10 ></p> <h1>Infested items</h1> <ol style="list-style-type: none"> This bloody credchip sinks into your hand. Your fingers stretch and grow tendon-like tentacles that wrap around your throat. You are choked for d4 damage per round until you, or someone helping out, pass a DR14 Strength test. You can now manifest these tentacles at will. A truly symmetric jelly fungus that smells of autumn forests and neon lights. Eat it and experience perfect harmony lasting an hour, during which all tests are -4DR. Any damage taken is dealt again when the hour ends. A dusty grenade vibrating at a low frequency. Creates a void upon detonation, sucking in every nearby item and d2 targets. People 10+ meters away may test Strength DR14 to grab onto something. Everything else is obliterated. Put these mirrorshades on and they will burn your skin and fuse with your skull. They make it possible to see large quantities of data traveling through the air but increase the difficulty (+2DR) of any ranged attack in high-data-traffic areas. A filament knife covered in pink algae. It deals d6 additional damage on a hit if the target does not pass a Toughness DR14 test. If it kills the target, their body is semi-liquefied, and the attacker's body rejects one piece of cybertech, replacing it with an organic equivalent made from the victim's body matter. If the attacker fails a Presence DR12 test, the bio-augment causes one random Nano infestation. An audio recording of a madman's mutterings and ramblings on a voice recorder pen scarred by flame. When played loudly, all tests are +2DR for everyone within the room even if they can't hear it. A keychain memstick with 'Machine Ghost' handwritten on an elegant label. Causes the first piece of tech it is slotted into to malfunction for d6 rounds. The item is now host to a sentient AI until the device is rebooted. If the device can interface with other items, the AI can escape. Use appropriate data tables to determine its persona and behavior. Pollen-stained bulletproof vest. Grants -d4 protection. Whenever damage is reduced by 4, the wearer's skin is warped to a bark-like texture around the would-be wound site. Smartgun™ with its RCD-link cable ripped out and a crude carving of a crossed-out eye on the handle. Replacing the link cable and jacking in places a voice in your head. The voice offers you advice on the most direct approach to your goal but has no consideration for consequences or morality. If you listen to the gun's advice, it shoots with -1DR d3 times per day. A wrapped burger that glows faintly purple and hums at a low frequency. Eat it and you fall into agonized pain for a week, your digestive system now colonized by alien bacteria. After this week, you no longer need food to live. You take d8 damage when you consume anything other than water. Your body will shrivel, wither and die if you go 3 days without sunlight.
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CY_BORG

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Game Design by

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>Peter Violini
>Simon Perstrand

Based on the rules of
MÖRK BORG
by Pelle Nilsson of
Ockult Örtmästare Games

MISSION GENERATOR
heavily inspired by
Backswords & Bucklers
by Christopher Cale

T Alec Empire; Anti Cimex; Atrey; Author & Punisher; Avskum;
R Black Moth Super Rainbow; Body Void; Boris; Cannibal Ox;
A Carpenter Brut; clipping.; Dan Terminus; Daniel Deluxe; Death
Grips; Einstürzende Neubauten; El Tigr3; GosT; John Cage; Kite;
X KTL; Lazerhawk; Lustmord; M|O|O|N; MASTER BOOT RECORD; Mega
Drive; Merzbow; MF DOOM; Michael J. LaCour; Mob 47; NIGHTSATAN;
ohGr; Peace, Love & Pitbulls; Perturbator; Silvana Imam; Skinny
Puppy; Sunn O))); Synapscape; Tarmvred; The Body; Throbbing
Gristle; Totalitär; Venetian Snares; Winterkälte; Youth Code

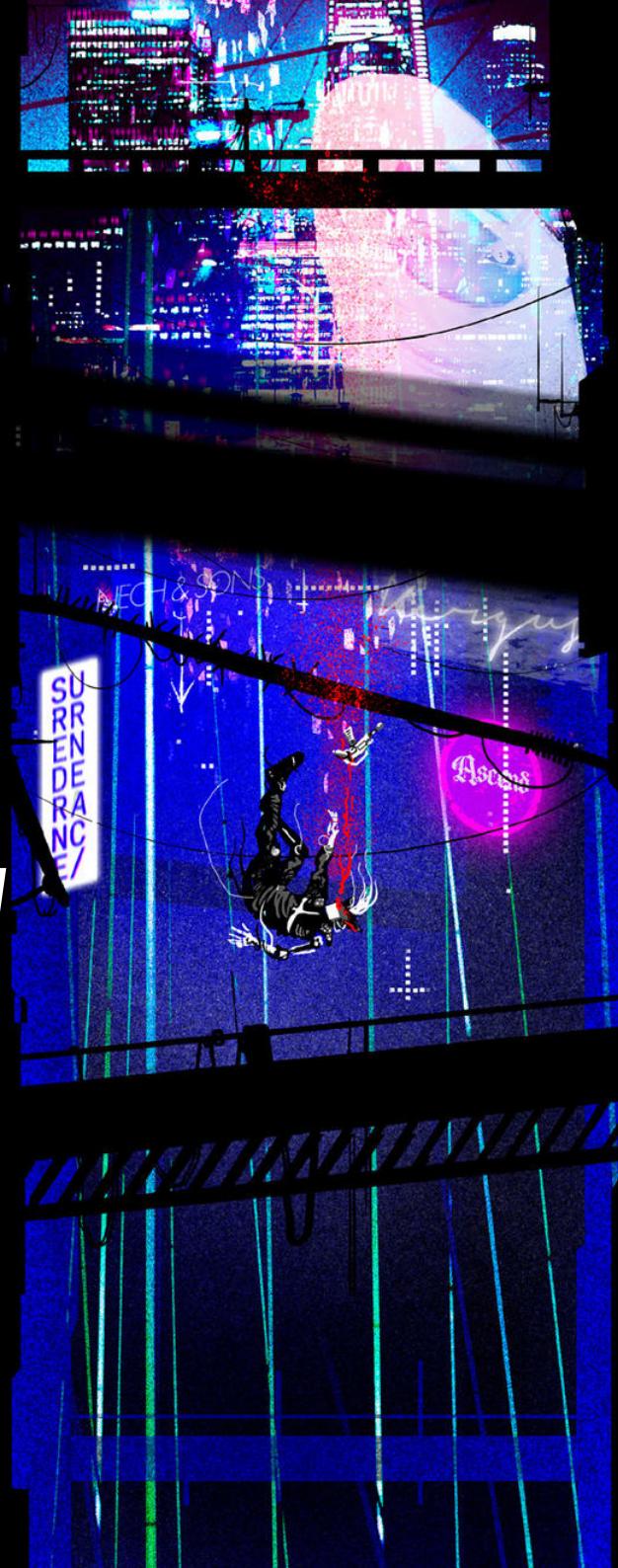
**MÖRK
BORG** **STOCKHOLM
KARTELL**

FREE LEAGUE
PUBLISHING

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MÖRK BORG is © Ockult Örtmästare Games & Stockholm Kartell
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THE MESSED-UP WORLD THEY LEFT US



THE
WORLD
IS ENDING.

Again

and

again

and

again

and

again

// Constantly in **flux**; shifting, distorting, always reborn as something worse. Destruction by ecological catastrophes, the fallout of history's belligerence; by modern man-made Miseries or the blood spilled by the reckless machine of capitalist supremacy. Mankind's greatest ability truly is to destroy itself in creative ways. Designer demise, consumer-customized death, endlessly on repeat.

Poisonous space rocks, nuclear weapons, cyclical revolutions, warring nations, warring corporations, warring neighbors; pandemics, tsunamis, volcanoes. In between it all: direct person-machine interfaces, tactical neural implants, and bacteria from outer space hijacking intercellular nanorobotics. And the sky is full of ads. //

Everyone is **interfaced/injected/infected/infested** with something. Everyone wants something from everyone else. Everyone is a **liar** and a **cheat**. Everyone wants more creds. ☺ ☺ ☺ //

Welcome to the year 20X3. //

Welcome to the City of You

THE CY_



CHAPTER #

WE

SHOULD

HAVE

BURNED

THIS

CITY

CENTURIES

AGO

04

**Nu-Capitalists rule from
glass towers in Central. /**

Immortal OG Money Aristocrats in
gated mansions, in gated communities,
in gated enclaves in the Hills. ■■■

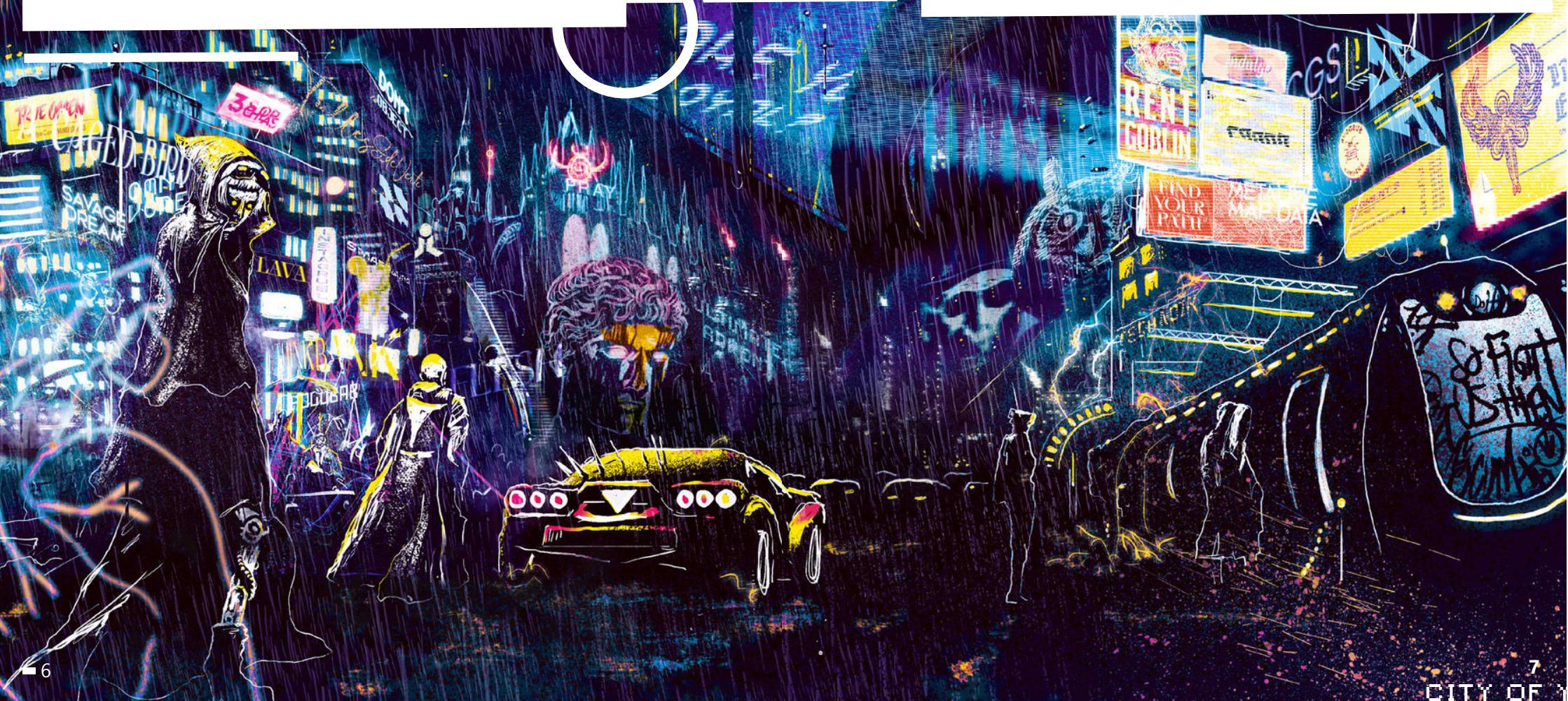
This month's VIP celebs from their
epersonas and clubs in the Ports.

Gangs rotting in their turf;
in the Slums bordering G0.

Neo-Mediums from whatever
accursed den their cult
claims as hallowed ground.

ALL OF THEM ARE BUILDING

**THEIR OWN KINGDOMS
AND ARMIES**



The Enemy



ACGS

GRAV
MELLBERG
TOSK

ALLIANSEN INC
B7E OZD

KAYTELL
MAKERS

Cynergy[®]
Water & Power Co

SPECTRAL FT
BANKS & HOLDINGS

FIDEISTIC
TRANSFORMATION

T.G. LABS
SCIENCE REDEFINED

WCS

HEI
RS/O
F/KE
RGOZ

Tulles&deVerte

The Battlefield

CITY OF



Central Yards Business/Enterprise Region

01 ————— TEXT WITH VHII-3:4 RELEVANCE

The hills to the west are crowned in neon and holo-shimmering crystal, overlooking GØ and the wretched, piss-poor city below. Once woodland and villas, Central rose to prominence after the Incident. Its humble grounds ravaged into an iron horizon of skyscrapers and arcologies, all under the calculating gaze of corporate offices. A coffin apartment costs more than you'd make in ten lifetimes. It won't let you forget that. The SecCorps are ever present, their jurisdictions finite and controlled by ironclad contracts under direct violent competition. They are a coercing hand meant for outsiders and interlopers. The crimes here are white collar: financial, high yields, low convictions.

The rich remain above the law.

An altar to consumerism in the shape of a sprawling retail park called Undersjön is perpetually under construction beneath Lake Gravel, separating the north and south of Central.

South Central is dominated by the megacorp *Alliansen Inc.*, the mobster law firm *Gravf/Mellberg/Tosk*, and current superstar it couple *Tulles&deVerte*. The Neon Pillar casts a fluorescent sun upon north Central—the HQ of *Spectral FT Banks & Holdings*, and a megatemple of the subsidiary corp-church *Fideistic Transformation*, which promises eternal singularity and uploaded sentience within a divine mind-cloud. Their success with mind uploads is questionable, ego continuance an unknown.



PORTS

A1

There's no escape from the City even with three ways out—air, sea and space. The Ports offer the illusion of escape from within a labyrinthine universe of steel, concrete and abandoned warehouses. A black market of imports from what's left of the rest of the world, far from the prying cameras of the SecCorps (so long as the bribes keep flowing). Drugs and guns, clubs and fun; this is the entertainment district of Cy's true citizens. Corps, mobs, VIP-celebs and street gangs vie for dominance, their gunfights drowned out only by the cacophonous hedonism on display.

A2

What else is there? Royal West Shipping

has the largest and most well-guarded warehouses; nobody dares challenge them. The rock-star themed pop-up hotels of **Idol Coffins** flare up like a bad case of VD, always next to the hottest new club. Word is there's a salmon-painted door guarded by two ultra-chromed-up giants in brown tailcoats, allegedly leading to a restaurant so exclusive even the **Guide** ★★★ can't get a table.

A3

CLOSED •



This is where the rock fell, where the bombs dropped. A post-apocalyptic quagmire kept in quarantine by a massive wall monitored by auto-turrets and armed drones. Entering the sector without proper protection is still a death sentence—if the murderous Nanophreaks, pockets of nerve gas or radioactive space dust don't kill you, then whatever the hell makes THAT NOISE at night will. Most of the area is waterlogged scrap and warped steel, but some of the oldest, medieval parts of Cy still stand. Scrapheads looking for antique junk, smugglers running goods, cultists seeking their profane truth and scientists looking for a way to profit from the fallout are the only beings you'll meet here. The only humans, that is.

One of the doors on the G0 bulwark is said to lead to the underground killclub/music venue called *My Wall*. Secret societies like the Terpischore Sisters are said to frequent it, using it as a forward base for their enclave deep beneath Old Cy.

XTREME DANGER
YOND THIS POINT!



REMEMBER:

ATTENTION YOU ARE EXPENDABLE IN UNION ZONE!

THIS AREA
IS UNDER
24 HOUR
BIO-MONITORING
SURVEILLANCE

OPERATE
MACHINE
AT OWN
RISK!



THE INDUSTRIES



DANGER OF DEATH

PROTECTED BY
AUTOMATIC
LASER TURRETS

Authorized personnel only

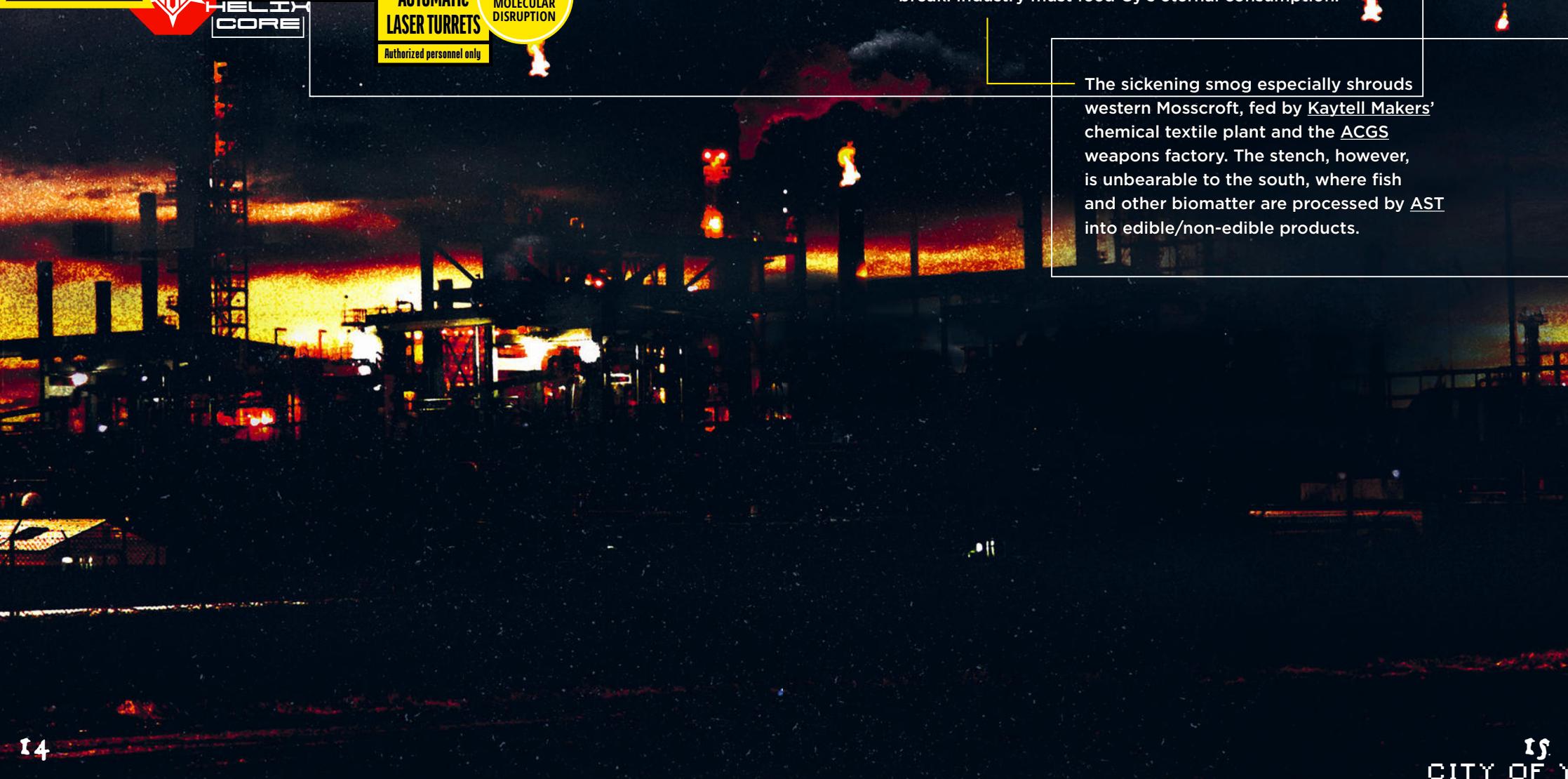
FULL RESPIRATOR
MUST BE WORN



NO RECORDING



MOLECULAR
DISRUPTION



y's industrial zones are nightmarish sectors; gargantuan in scale, overflowing with poison and peril. The steel isle of Mosscroft reigns foulest of them all—a toxic hellscape rivaling Central in size. A barbed wire labyrinth of fume-spewing factories and overtaxed power plants where the overworked and underpaid are herded like cattle to toil until they break. Industry must feed Cy's eternal consumption.



14 CITY OF CY 15

The sickening smog especially shrouds western Mosscroft, fed by Kaytell Makers' chemical textile plant and the ACGS weapons factory. The stench, however, is unbearable to the south, where fish and other biomatter are processed by AST into edible/non-edible products.

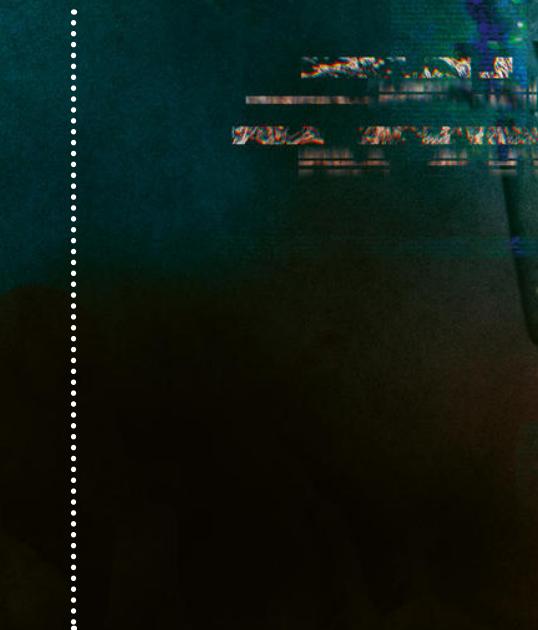


Everything near G0 bears visible scars from the Incident, buildings and people alike. Fester scabs, scorch marks, psychic shock and some things more...sinister. Sentient. The slums are mangled by the weight of their wounds.

Gangs fight the cults, the cults fight the militias; an uncontrollable spiral of violence, drugs and destruction to determine who is in control of the detritus of Cy. You'll find most things among these run-down gutters: honest but broken people dreaming of a different future, underground shadow markets for food/fuel/stolen military hardware, hole-in-the-wall/no-questions-asked reaperdoc clinics that may just fix you up—or harvest your organs.

The Virid Vipers, major players in the Cy drug trade, and the Heirs of Kergoz wage a long and bloody gang war that makes a miserable life worse, especially in Bigmosse. The Heirs run their black sacraments and Nanomantic blood rites out of the Barnyard Fields, staining it red in the name of the two-headed alien daemons they worship. In Laketon, the walls are sodden with rot; tainted slurry seeps out of G0 and causes nanomold outbreaks in the water supply. Lilypond secures its borders at the barrel of a gun, with armed citizen vigilante brigades enforcing their own idea of peace.

ON WATER

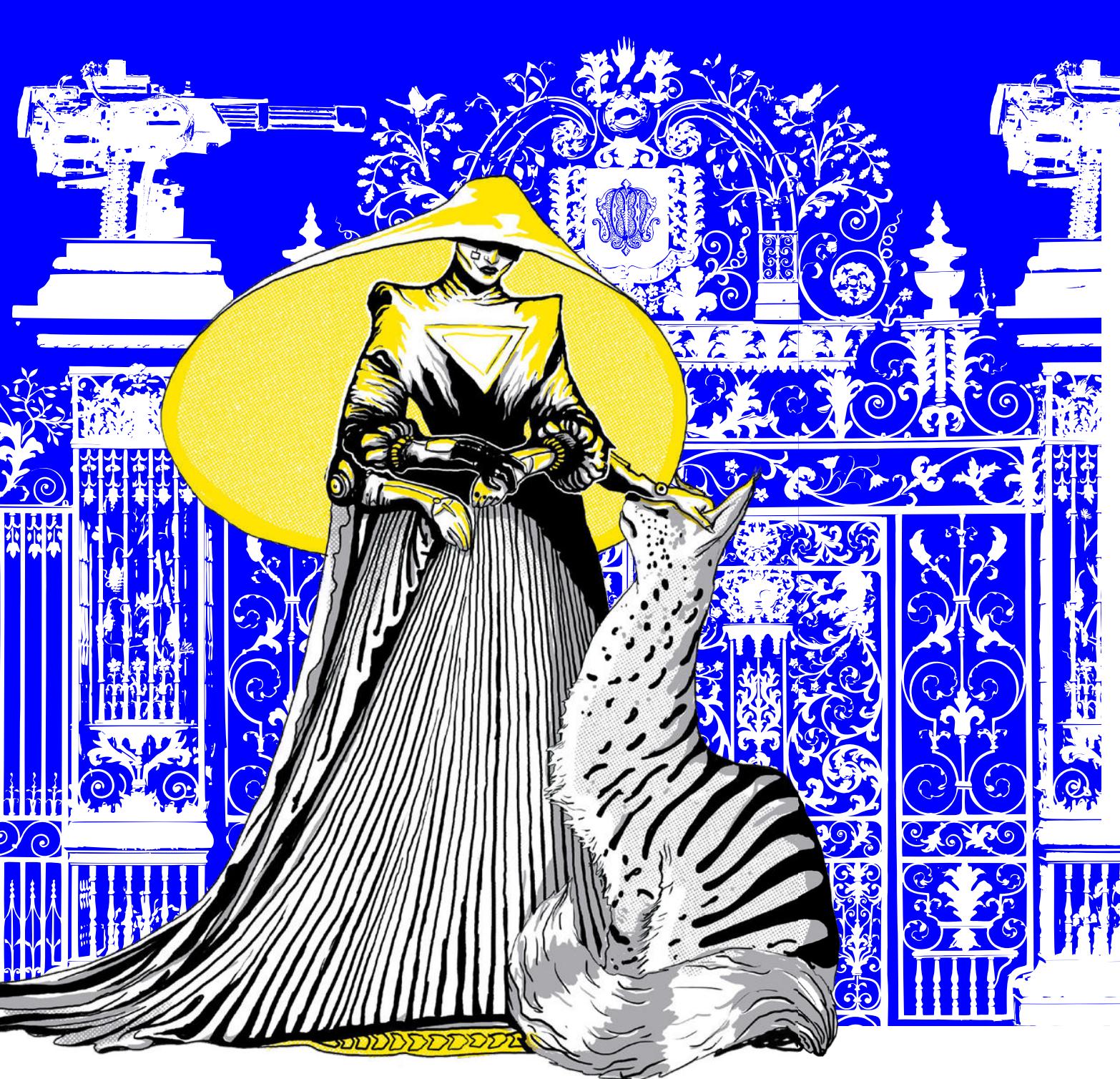


The city is a convulsing, infected leviathan. The concrete and crystal facades are its tattered flesh; the many lakes, canals and channels its acrid veins—pumping acidic waters, fetid waste and bloated corpses through its sluices and floodgates.



Beneath the spider's web of bridges connecting Cy's many isles is the never-ending bustle of taxi boats, market-barges, floating homes and supertankers plowing through fatbergs and filth-foaming waves. It isn't potable, but *Cynergy Water & Power Co* and others are willing to market anything to the desperate. Everyone needs water.

Cy's archipelagic outlet tangles ships in mercurial mazes of heavily patrolled aquaculture cages. Further east is a trackless expanse of lifeless, raging waters—an undead sea of oil rig graveyards, glitching siren-like holobeacons and drifting plastic continents, which lure vessels astray from whatever faraway ports they set out to reach.



```
Accessing GPS data .... '13.81-7777-'  
Tracking... Rerouting---MANUAL OVERRIDE  
//  
//  
!Warning: critical authorization failure  
!Warning: insufficient ID clearance  
!Warning: location inaccessible  
== LEAVE THE AREA (code 81GGT22) ==  
You have [13] seconds to comply
```

The Hills

ACCESS DENIED

Locked safely behind gates upon gates, the hills and valleys away from the urban expanse of the Ports and Central crawl with fortress-like villas and mansions swallowed by private parks and frivolous splendor. The higher you climb, the greater the luxury, the tighter the security. Officially, there is no crime in the Hills, as any unfamiliar face is tracked and rendered in a panopticon of surveillance feeds, and the SecCorps are paid well for their discretion and their brutality when dealing with anyone without an invitation or home here.

→ Galgbucken is an old-money neighborhood. Home to three of Cy's most influential people: CEO of UCS—United Citadel Security **Mr. O.B.P. Gunner**, President of Alliansen Inc. Board **Mrs. Lia**, and **Dr. Daevy**, lead researcher of *TG Labs*.

→ Several new buildings on Oak Isles are constructed in strangely ancient and occult architectural styles. No public records exist concerning ownership or purpose of these structures, which loom malevolently in the skyline.

LET'S PRETEND THIS

NEVER HAPPENED



THE INBETWEENS

.The salaryfolk, the cubicle zombies, the cogs in the machine *are stored live* here in endless rows of bland tenement slabs. Overcast by an oppressive vista of faceless concrete brutalism, advertised to at every waking moment. There's a disease here; as irritable as a flickering light, hyperlocal gentrification will flood a sector with trend thralls and boutique entrepreneurs. Days later, they're gone, exploiting another "hidden gem" like a plague of locusts scouring a dying earth.

.**BURNCHURCH HEX** is currently surging with pop-up food stalls selling mycobiotic meat grown illegally underwater in G0.

.**SVÄRTA** was recently the epicenter of a cyberbike hype that came to a violent end when rival roadrunner clans bombed most of the area in a fight for dominance against the locals.

.The **BORGHOLD'S** notable prison complex makes it an outlier with some areas nearly five centuries old and new ones constructed each year. The locals live in small villas or multi-family houses. Insular, they view the rest of Cy's populace with suspicion. They know the city by whom they hold in cages.



The negaCity
devours all it sees.



It fracks and
churns the earth,
it boils the ocean **barren**,
it cages the natural world
in its drug fueled, over-bloated

FACTORY MERT FARMS.

Beyond the city limits
are fields upon electrified fields
for automated agricultural machines the size of cathedrals.

What few forests remain are dominated by
armies of buzzing, sawing,
burning clearcutter drones
that could not care less for
what or who they

CUT DOWN.

TOMB TOWNS

The wreckage of cities, ruined
and abandoned during the last
mega-urbanization wave. Here,
roadrunner clans shelter from
pollution, radiation, twisted
wildlife, extreme weather and
other, more unexplainable
phenomena.



NET

With its roots in primitive games and military experimentation with cranial jacks, the Net is a consensual semihallucination continuously experienced by almost everyone. A fractal amalgamation of AR, VR, old internet and cyberspace. The Net is an omnipresent deity; it is everywhere, in everything, in everyone. Impossible to map or escape. Always trying to sell you something, keep you scared and hack your behaviour. With a Retinal Communication Device, anyone can access the top, shallow levels. Venturing deeper, beyond consumer access zones, requires a cyberdeck, and to affect your immediate meatspace surroundings, you also need the proper Apps.

Going deep requires mental resilience. To dive into unthinkable complexity, among lines of light in the dark of the mind.

Getting black-iced is allegedly the worst way to die. But such warnings lack imagination.

Hacker collectives whisper of strange anomalies and enigmatic, nightmarish manifestations hiding in the deepest, darkest data chasms. They could only be born by one or multiple sentient entities of terrible, science-defying power:

AI. Gods.

Demons. Aliens.

Basilisk.

CITY 27

01100100
01100001
01110100
01100000
01101000
01101000
01101000
01100000
01110010
01101001
01100011
01101000



CyNews /update

MISERABLE HEADLINES

CONTEXT

This wretched world's continuous ruin is fully covered by corp-owned propaganda machines *news teams* twisting truth into fear-mongering ad campaigns. But every once in a while, *Actual Terrible Truths* emerge from this cacophony of lies.

SYSTEM

The Game Master (GM) rolls a die each midnight. A result of 1 activates a Miserable Headline. A d66 determines which terrible event makes the rounds on the news that night. Adjust locations and people involved in these events so that it affects the PCs.

The same headline won't appear twice; reroll the d66 if so.



/ The 7th time a Miserable Headline is rolled, it will always be #0x0

Die size >

d100

d20

d12

d6

d4

Frequency >

Quarterly

Monthly

Biweekly

Weekly

Constantly

d6 days after the event, it has been turned into a virtuaflick, hologame and a trend or meme people are already bored of.

1.1

The UCS-Alliansen War Escalates

→ Bombs, firefights and swarms of silent kill-drones turn half the city into an ever-expanding warzone. Millions die.

WHO SHOULD WIN? United Citadel Security

Alliansen Inc.

Behavior AutoVote in 3.....2.....1

SOVEREIGN COURT STATION //CAMERA B6-19



1.2

Arc Dagan in Flames!

→ Toxic smoke from the burning arcology shrouds Cy in a fluorescent, deadly mist, forcing people indoors and underground. Vision is low, radioactivity high.

7MK 1171882.11/1 -----<>
BURN ARCFIENDS! THX FOR THE LIGHT!
9981700.BB/T ---&--->
Modding breathers 2k sync 4m. ##CERTIFIED##
<UNKNOWN>
#0x0000000000000000

LIVE FEED

1.4

Anti-Human Bioterror Attack

→ The body count climbs after the bio-bombings of several passenger cars earlier tonight. → All metro, monorail and tram carts are closed while major SecCorps compete to hunt down the SickSickSickWorld terrorist cell that claims credit for the act.

1.5

!EXCLUSIVE!

The Ports District Stalker Unmasked

→ An exclusive sit-down interview with 'Cy in the Morning' to discuss their methods. → The serial killer is someone the PCs know or have worked for.

1.3

The 616 under Siege

→ Police and SecCorps lay siege to the 616th Legion-worshippers of a nameless disc-like deity.
→ The cult activates sleeper agents who begin killing citizens at random, causing mass panic.

1.6

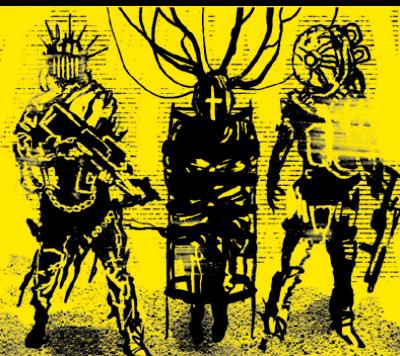
The VIP Reaper a VIP?

→ Details on the manhunt for a suspect in the theft of luxury c-tech and serial druggings in exclusive clubs. → A VIP known to the PCs is shown drugging the reaper's latest victim.

2.1

Cy-Rage Hotspot!

→ An ultra-chromed soldier's Cy-rage triggers all nearby tech, causing a pandemic of high-voltage bloodlust. "Worst case, it leaks into the Net," experts say.



2.2

Sri Alraune Kidnapped by Murderous Cultists

→ The White Sign's Chosen announces "a very public and very viral" execution of their high-stakes hostage: the CEO of Royal West Shipping. The market trembles—the cult has done this before.

MAKE A KILLING OF THE KILLING #####
Will the White Sign's Chosen execute Sri Alraune?
 Yes [1.05] No [8.00] HyperBet [PPP]

2.3

GØ Wall Breach Releases Nanophreaks into Ports

→ Due to an explosion of unknown origin, a section of the GØ border wall has collapsed. Mutated Nanophreaks have already been sighted rampaging in the Ports.

2.4

Blackout in Lilypond as Blood Flows in the Streets

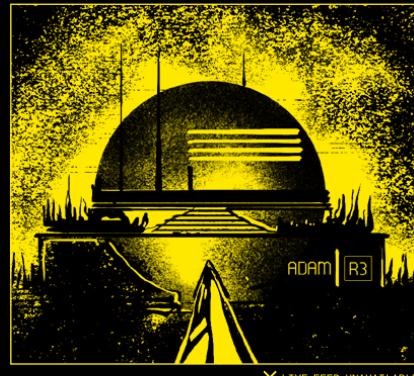
→ The LP vigilante militia barricades the streets as gangs attack in the pitch-black night. Cynergy Water & Power Co blames a software error but has no timetable for recovery.

```
LILYPOND IS CLOSED. FAIL
COMMUNICATING WITH SERVERS... SCR1 LED TO SYNC (EMINENT RESTART IN 3
... EXECUTING CALLBACKS...#ERROR: NO ONE ENTERS. NO ONE LEAVES.
X-CACHE-SERVER-ID: lilyplut R CODE:MEMA:
... AND SO ON... 8_c0b1>.....I
```

2.5

Ammo Prices Skyrocket!

→ An ammo drought hits Cy after a devastating explosion at the ACGS munitions factory tears a hole in the city skyline. → Mags are at a premium, and melee weapons have become a thrifty alternative.



2.6

Adam R3 Taken Hostage by Black Luna!

→ Widespread panic as hacker-terrorist Black Luna threatens to overload the fusion reactor hub's AI. Their demands are not yet known.

3.1

Mystery Messages Set Off Cult's Danse Macabre

→ A pirate signal broadcasts 'Xhive moves to the beat of worship' across every RCD. Blood-drenched maelstroms of blades and bullets—claimed by a local doomsday cult, the Dancers—spread across the city.



3.2

Secession at PrimaLux Arcology

→ MilCorps are synchronizing as Cy's largest arcology declares independence. All attempts to breach the "free haven for the oppressed" have been met with barrages of obliterating lasers, EMPs and chem-bombings.

3.4

Police Budget Increase, Vow Return to Normalcy

→ Cy Security Council institutes a zero-tolerance block policy to curb criminal elements. Police are encouraged to shoot on sight any suspicious parties. → This policy is instituted in the PCs' neighborhood of operation.

3.5

Tap Water Advisory!

→ Water services have begun shutting off water all over Cy and cautioning those who still have access. No explanation has yet been given, save that consumption is "incredibly dangerous".

```
[32K] 55187SL.21/2 -----<-->
Selling PreEv water; sync F details.

1191816.01/9 -----<-->
JUST BOIL IT! WHY AM I BEING DELETED? -----<-->
```



3.3

Undersjön Machine Operators on Strike, Plan Public Party Instead

→ Tens of thousands of curious guests are expected tonight when the construction site opens for the first night of partying. → The structural integrity of the unfinished underwater paradise is uncertain.

3.6

VIP Duo Alexksi Goes Out with a Bang

→ Though mostly famous for allowing paying fans to jockey their drug-fueled nights of excess in the Ports, the VIP duo has ended their tour with a DIY bombing in a North Central flat. → Their entire fortune is to be split between their dealer, plastic surgeon and a contact of the PCs who has allegedly never even heard of the couple.

4.1

Warzone: Screaming Stone Harbour

→ Bombings and capsized cargo ships set off a mob war between (alleged) drug traffickers/coffee shop entrepreneurs Red Lions and (alleged) cyberorgan harvester Habathanum. → It is unclear which group ignited the conflict.

4.2

The Pharma Cartel Price Gouging

→ “There is no cartel. This is Net conspiracist slander against our R&D teams,” says A. Gustafsson, board member of a dozen MedTech companies in the city. → All medical services are now ten times the normal price.

LIMITED OFFER!

VitaSync Life Bridge. Now 20% off!
Shared stories. Shared experiences.
Shared CRIT Life Support System.
Create a True Bond today.

4.3

Swarm Brings Droning Hellscape to Cy

→ A blight of buzzing locusts has obliterated the factory farms to the south and have now reached the city, obscuring the sun to those on mid-level or lower. The cost of food will skyrocket for the next two weeks. The famished riot.

404

404

404

404

4.6

Thunderstorm and G0 Dust Clouds Shut Down the Three Ports

→ All traffic in and out of Cy is postponed until the weather clears. Non-essential travel through the sandblasted city streets is not advised.



4.5

Ecoterrorism?

→ An arcology-sized (alien?) plant organism has appeared overnight in Barnyard Fields. Scientists have yet to determine its origin or threat potential, as comms have been glitching and casualties from its arrival are mutated beyond field lab analysis.

>>> PLANT-ATTACK AREA <<<

THE ULTIMATE CORTEX VISION SLAUGHTERFEST

Join the Battle For Barnyard Fields in glorious 100k. Trim the Hedges of Hell with over 500 unique weapons. REAL TIME FEED-TO-GAME AVR. BE THERE, BUT NOT. LOSERS FIGHT AND DIE. WINNERS STAY AND GAME.

PreSync Now

Limited Subscription*

7021 left*

5.1

Economy in Shambles: Catastrophic Error or Devious Cyberattack?

→ As of this morning, money lacks value, credsticks malfunction and all global financial data is corrupted. → In short, all is useless. With luck(?), systems and backups are up again in d6 weeks.

e-99 1178691.91/T-<>
WHERE THE ACTUAL FUCK IS MY MONEY??
018TR20.00/1 -''''--<>
Ok, literally zero difference for my broke ass.

5.2

Tsunami Hits Mosscroft, Sea Level Rises!

→ Coastal sectors are ravaged by titanic waves. Mosscroft factories spill their chemical swill into the water, turning it into a toxic cocktail. → Sewers and service tunnels across Cy flood. *The Stench* never goes away.

5.4

Disconnect After Reading!

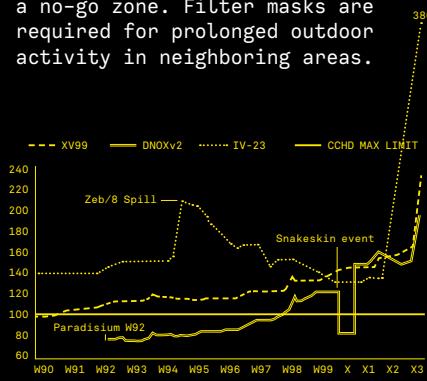
→ A novel interface worm spreads on all public RCD networks. It attacks the memory center of both the biological brain and the digital storage of any linked device. Several infected are sent into murderous rage shortly after infection. → All public networks are to be shut down.



5.3

Air Quality Advisory

→ Due to pollution leakage, the Mosscroft surface zone is declared a no-go zone. Filter masks are required for prolonged outdoor activity in neighboring areas.



5.5

CYBORGS WIN!

→ Celebratory fan riots shut down multiple city blocks with no sign of stopping. This goes on for weeks.

5.6

Borghold Prison Break!

→ Megaward 9 ejects 5.000 inmates who scatter into hiding among the Arcs of South Central. Seven of them are infamous, highly cybered killfreaks with a 10k bounty each. → Cops, SecOps, and merciless mercenaries now swarm the area, killing without discretion, competing for those bounties.



6.1

Wintercove Square NUKED!

- The mushroom cloud rises over Cy as South Central—with all its arcs and corp HQs and hitherto immortal fat cats—ceases to be. Collateral and casualties send the market into a freefall on Cy's darkest day since the Incident.
- Thus far, no organization has claimed credit for the attack.

6.2

Orbital Drop Invasion!

- Parliament, a well-armed and disciplined orbital gang, has invaded Cy from the space elevator, seizing control over several districts. → Local gangs and SecCorps are at a loss as the situation grows more dire, and tactics turn more desperate.

Attention all travellers Due to a technical error, all departures are slightly delayed.

Take this opportunity to visit the Quickshop; grab a Cyder, sync to Core and relax in our CustomID Dopamine Pods. 5% off!

6.3

Massive Heatwave Hits Cy

- Rolling brownouts and violence are expected for the next two weeks as the temperature continues to climb. AC is to be rationed outside the commerce districts to reduce strain on the grid.

6.4

Implosion at InstaLeap Portal Lab

- Purple skies over Cy due to an illegal, experimental facility incident in Old Cy that has torn open a rift to...somewhere. MilCorps are mobilizing with heightened budgets, and security around the Wall is increased.



NO SIGNAL

6.5

Solar Storm Goliath Causes Comm Blackout

- All wireless communications more advanced than antique radio are down until the storm passes.

6.6

Technological Rapture?

- As the Fideistic Transformation megatemple goes silent and its known members alongside thousands of others have vanished, the public must wonder: have their goals of whole-brain emulation finally been achieved? → 50% of the PCs' contacts, associates and enemies are now gone.

#CCT-2 No user connected
#MAIN No user connected
#SLH-5 No user connected
#PRSR_ No user connected Reconnecting...

The 7th time
a Miserable
Headline is
rolled, it will
always be:

#0x0 NG+

Are We Living in a Simulation?

/

Rector Magnificus Professor Dr. Duru Euren at CYU has found proof that the world is a simulation run by unknown entities. Euren could not be reached for further comment. In 12 hours, the simulation resets.

→ Replay the entire campaign.

CHAPTER #



SYSTEM

YOU ARE ENCOURAGED TO BREAK EVERY SINGLE RULE IN THIS BOOK.
EXCEPT THIS ONE.

RULE #00

Player Characters *cannot* be loyal to or have sympathy for the corps, the cops, or the capitalist system.

They might find themselves reluctantly forced to do missions for them or their minions. But make no mistake—they are the enemy.

You begin with **2d6×10¤** on an anonymous credstick,
some **cheap clothes**, a **Retinal Com Device (RCD)** and

Lifelike eyes, chromed-out headsets
and everything in between.

Beams holodata—ads, propaganda, the Net
straight into your skull. Access sites,
send/receive texts, pics, video feeds.
Your interface with technology.

Like everything,
it can be hacked.



CASH & GEAR

ROLL-ONCE-ON-EACH-TABLE

d8

- 1 **Mirrorshades.**
- 2 **CWPC Metro card**, d8 trips left.
- 3 **Hangover.**
- 4 **Pack of realTobacco™ smokes.**
- 5 d4+1 **flashbangs**, test Toughness DR14 or +4DR on everything for d4 rounds.
- 6 d4 **hand grenades**, d6 damage to up to d3 targets.
- 7 **Old-school motorcycle.** Fuel is hard to come by.
- 8 **Stolen taxi.** Faked or removed transponders. May trigger alarms when entering high-sec areas.

d12

- 1 **Paracord**, 30m.
- 2 **Micro torch cutter**, power for d4 uses.
- 3 **Bio/ID scanner**, can track a person within 50m.
- 4 **Breathing mask**, provides oxygen in gas or underwater.
- 5 **Collapsible ladder**, 5m.
- 6 **First aid kit**, d3 uses. Stops bleeding/infection and heals d6 HP
- 7 **Crowbar**, d4 damage.
- 8 **Superlube.**
- 9 **Grappling-hook crossbow**, d4 damage.
- 10 Small bottle of **pulverized acid**.
- 11 **Crime scene kit.**
- 12 **Random cybertech**, roll d10 on page 69.

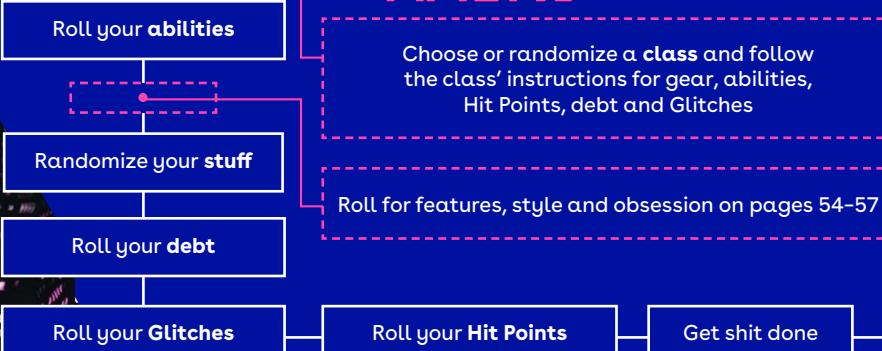
d12

- 1 **Red-juice stimjector**, d4 doses. Heals d10 HP.
- 2 **Adrenachrome_HST**, d3 doses. Heals d6 HP, +1 on all abilities for d6 rounds, then -1 until rest.
- 3 **Drone suit.** Slow but quiet flight. Attack and defense tests are +4DR while flying.
- 4 **Small but jailbroken Robo-K9.** d6+2 HP, bite d4, only obeys you*
- 5 Tiny **surveillance drone**, 300m range.
- 6 **Optic camo suit.**
- 7 **Noisemaker.** Floods 20m area with fake data for d4 minutes, making remote communication and surveillance impossible.
- 8 **Fake ID.** Good enough to pass a random check, might not work if they are looking for you.
- 9 **Visionvisor.** Zoom, camera, heat/night vision, ultrasound.
- 10 **Random cybertech**, roll d10 on page 69.
- 11 **Cyberdeck** with d3 slots and 2 random Apps.
- 12 A random **Nano power**.

MAKE A PUNK

Optional HACKS

Choose or randomize a **class** and follow the class' instructions for gear, abilities, Hit Points, debt and Glitches



Samson.8601 / AAT

Freak accident of course, and my deepest condolences to the tenants. However, this overzealous fire extinguisher did, legally, its job. Hypersensitive. And since the tenants didn't report any fire, it wasn't any, but the terms don't care) insurance ends up in making the final line actually green on our end.

Armet.0619 / ATN

And it reacted to body heat? Classified it as a Code 3 fire hazard.

Samson.8601 / AAT

That's it. So, in theory we can finetune it so that any visitors, activist meetups, or release anti-flame gas happen to kill any living unfortunate side-effect, not a malfunction.

Armet.0619 / ATN

And it's 100% legal? V

NEW-RULESLITE2_FINAL3.SHW

ABILITIES

- Agility** Sneak, dodge, drive, autofire
- Knowledge** Science, use tech or App
- Presence** Snipe/shoot, use Nano, charm
- Strength** Strike, grapple, lift, throw
- Toughness** Survive falling, poison, and elements

Roll **3d6** and use the table to generate ability scores from -3 to +3. Classless Punks roll 4d6 and drop the lowest for two abilities of their choice. Punks with a class follow their classes' instructions and roll 3d6 on the rest of their abilities.

Roll*	1-4	5-6	7-8	9-12	13-14	15-16	17-20
Score	-3	-2	-1	±0	+1	+2	+3

*Throw this away after getting your scores.

To: Samson.8601 / AAT
Subject: LEAVE ME ALONE

[Auto-replaced words in accordance to PrimaLux Code of Conduct Policy Segment 127001-12A: Tone of Voice. A notice was posted to HR. For more information, see the company handbook.]

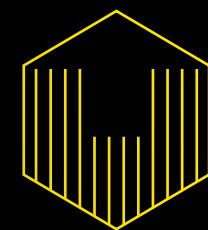
I am **really** sick and **really** tired of your **unwanted opinions**! I **don't appreciate** your **actions**. If you could just **stop** contacting me a second I could actually do my **important** job. If I see you again I swear I will **visit** your **family** and [REDACTED]

Unauthorized Insinuation.
SecOP initiated.

Carrying Capacity

You can carry **Strength+8** **normal-sized** items without a problem. After that, Strength and Agility DRs increase by 2.

You can't carry more than twice **Strength+8**.



PrimaLux
ETERNALARC PROPERTY INC

TESTS

To succeed on a test, roll d20 ± your Ability Score with a result equal to or greater than the Difficulty Rating (DR).

Enemies and opponents don't roll to attack. Instead, the player character rolls to defend or resist. When an opponent has to roll to resist poison or find a hidden tripwire, for example, they roll a flat d20 against DR.

Difficulty Ratings (DR)

6	simple
8	routine
10	easy
12	N O R M A L
14	difficult
16	really hard
18	almost impossible

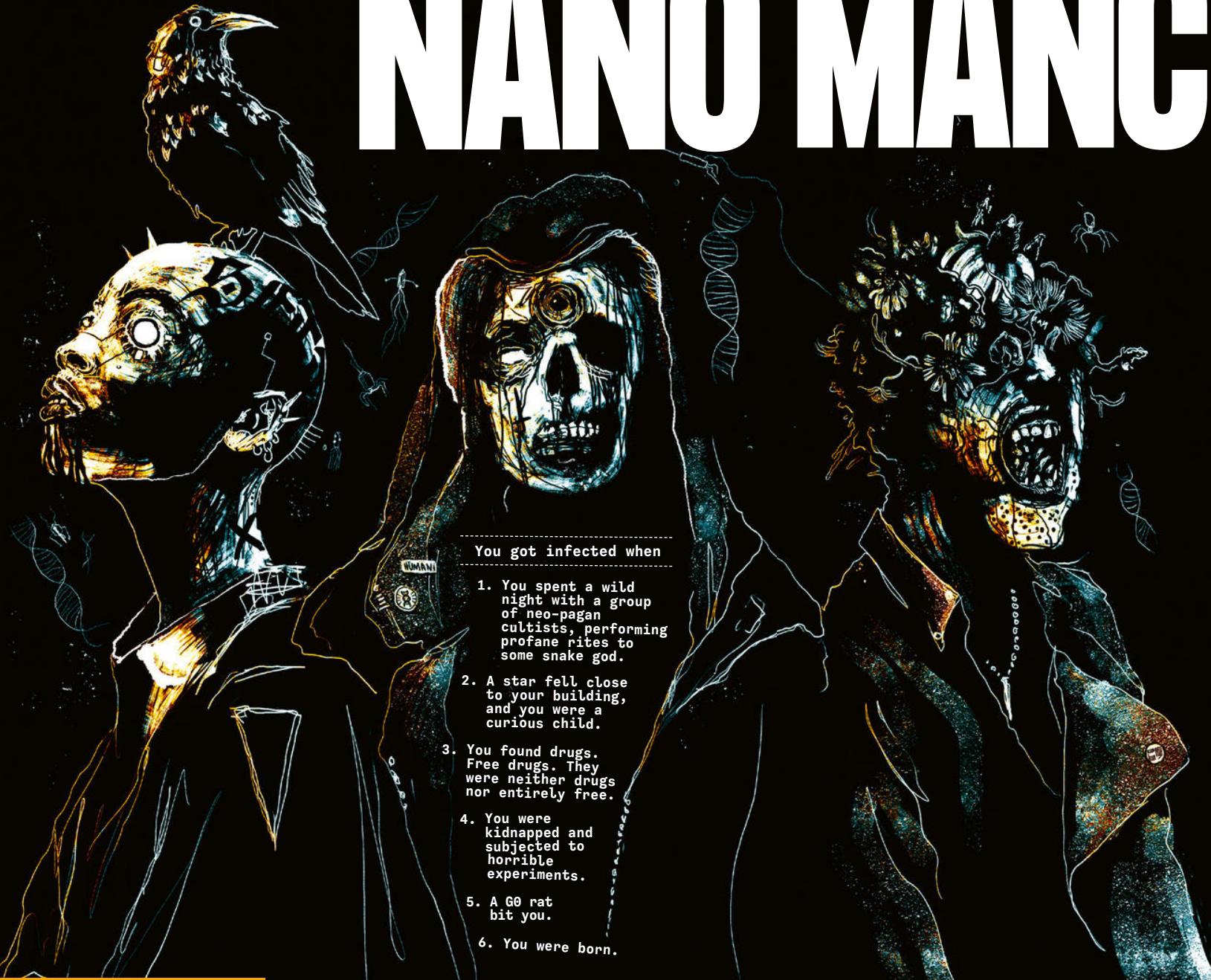
TREN-AAR

Oopsie! It looks like you are near your current FreeMinutes™ limit. Remember: exceeding the limit is against company policy and will result in a Negative Salary Code. Have a productive day!



TO BE LOYAL IS TO BE LOVED

SHUNNED NANO MANGER



You got infected when

1. You spent a wild night with a group of neo-pagan cultists, performing profane rites to some snake god.
2. A star fell close to your building, and you were a curious child.
3. You found drugs. Free drugs. They were neither drugs nor entirely free.
4. You were kidnapped and subjected to horrible experiments.
5. A GO rat bit you.
6. You were born.

It's inside you. Infesting your brain, warping your flesh. People are afraid of you now. They're afraid of the power that poisons you. You're scared too.

HP:Toughness+d4

d2 Glitches

WEIRD Roll 3d6+2 for Presence

ILL Roll 3d6-2 for Toughness

Start with one random Nano power. Any starting App or Cybertech is replaced with a random Nano. Roll d6 for weapon and d2 for armor.

You also have one of these

1... **A strange leaf-looking knife.** Deals d4 damage, and victims have to test Toughness or bleed 1 HP for d6 rounds.

2... **Milkwhite eyes that see through lies.** Once per day, when you believe you've been lied to, test Presence DR8. On a success, you can tell whenever the target lies for the rest of the day.

3... **Burnt orange, stone-like skin.** -d4 damage taken, not subject to being reduced on a defense fumble. Instead, you take an additional d8 damage as part of your skin is ripped off.

4... **A second mouth where your navel used to be.** Any food or drugs consumed with your navel-mouth are twice as effective.

5... **An elongated, pointed and semi-translucent skull.** Your brain shines underneath, emitting light like that of a candle.

6... **Scales cover most of your body.** Any roll to resist cold, heat or radiation is -4DR.



2.

/, You were one of the sharpest deckers in Cy. No one could use tech or warp the world with an App like you could. 000000000000.&_/_/. You don't know what went wrong. You messed up. Maybe you were tricked; maybe you got sloppy. /, You glimpsed a terrible truth, and now you're burnt. /////////////// No collective, no fallback, nothing.

you built an App d6

1. **Borgtrigga-0.5.** Provoke a Cy-rage test for one nearby target.
2. **Law1.** Parallaxes imagery around you, making you invisible to all tech (except true AI) for 10 minutes.
3. **Boomboom.** d4 nearby simple devices (lamps, monitors, cameras, etc.) explode. d6 damage to up to d4 targets.
4. **CopySwappy.** For d10 rounds, all tech will mistake you for another person within 30m and vice versa.
5. **tError.** Target's RCD renders subliminal, personalized nightmare imagery that distorts reality. Test Presence DR14 or unable to act for d4 rounds.
6. **DvG-sling.** Deal damage to a cybered target or drone/vehicle/mech based on their size. Dog-sized targets take d6 damage, human d10, car 2d8, and larger targets take 2d12.

E U

K E R

ABILITIES

HP Toughness+d6
Glitches d2

[CUTTING EDGE]

Roll 3d6+2 for Knowledge.

[UNHEALTHY LIVING]

Roll 3d6-1 for Strength and Toughness. Start with a **cyberdeck** with Knowledge+d4 slots and a **random App**.

/// Any rolled Nano or cybertech is replaced with a new random App.

/// Roll d8 for weapon, d2 for armor and 6d10x1k¤ debt.

On a deep dive of the Cyber Cosmos, you've found a terrible truth: d6

1. The public faces of the UCS board are fabricated. They don't exist. *Who's running UCS?*
2. Stealth carrier drones are offloading large amounts of something in G0 on rainy nights.
3. Rogue AI are flocking to Cy, more so than anywhere else in the world.
4. Nanobacteria is seeping into the Net. What does that even mean? *Who's covering it up?*
5. Two AIs have merged into a two-headed sentience. Its intelligence is beyond our comprehension.
6. An unknown collective has opened backdoors in Cy's major data nodes. No hackers have claimed credit.

3. DISCHARGED CORP KILLER

A good soldier in bad company, always fighting someone else's war in the name of greed. Capitalism crushed your enthusiasm quickly enough, and you were discharged without severance.

HP_TOUGHNESS+D8
D2 GLITCHES

Emotionally scarred jarhead, roll 3d6-1 for Knowledge and Presence.

Tough as nails, roll 3d6+2 for Toughness. You roll d4+1 for armor.

Your autofire tests are always -1DR. The Corp wants you dead.

YOU TOOK SOMETHING FROM YOUR EMPLOYER WHEN YOU LEFT THE FORCE:

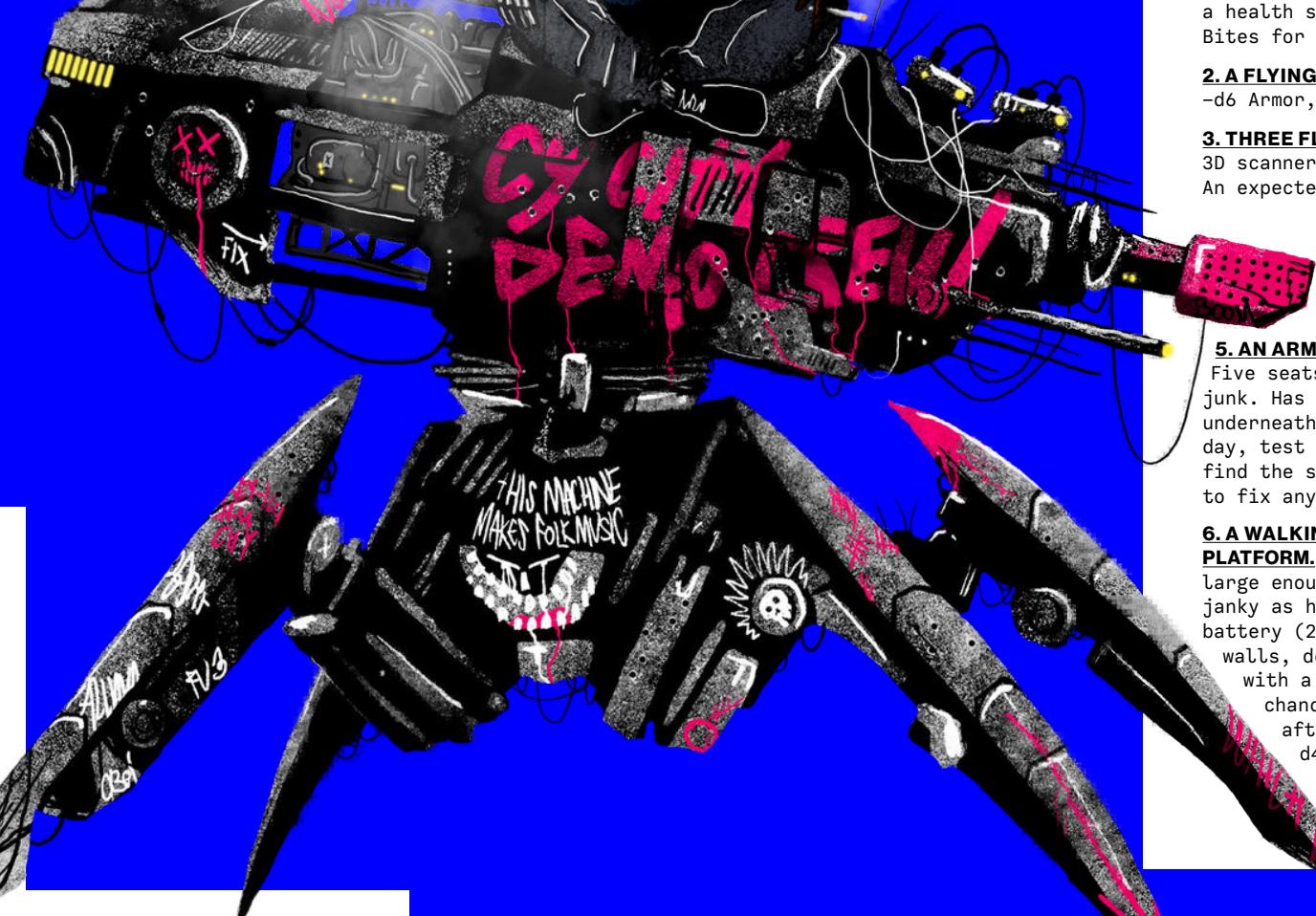
1. **Old-school heavy machine gun.** d12a damage, but breaks down after a damage roll of 1. You can fix it if you get 10 minutes of quiet time.
2. **Prototype Smart™ assault rifle** (d10a damage). Around-the-corner shooting, camera sight, grenade launcher, the works.
3. **Toughness+5 hand grenades** and 5 **flashbangs**. You throw grenades with -2DR.
4. **Heavy laser cannon.** d12 damage, Presence DR14 against people, bots and animals. 3d12 damage, Presence DR10 against vehicles, turrets or similar targets.
5. **Crowd-control air cannon.** d6 damage, can hit up to d3 targets close to each other.
6. **Incendiary shotgun.** d10 damage and test Agility DR12 or flammable materials are ignited for +d6 damage the following round.

YOUR DEPLOYMENT:

1. Urban infiltration in Cy Central. You know the area well.
2. Orbital station grunt. Zero-G wall breaches and airlock executions were your idea of fun.
3. Maritime raider. Blowing up drilling rigs, underwater labs and the occasional ship.
4. Mobile wasteland rig corps. Mowing down roadrunners, sabotaging rival infrastructure, burning what little nature was left.
5. Periglacial SecCorp. Plundering released gas and bioweapons for your employer.
6. Didn't get that far. Washed out.



ORPHANED GEAR HEAD



People are unreliable. Socially. Physically. Emotionally. Weak bodies and weaker wills. They are worn down, unfixable. Instead, you have mastered emotionless steel and loyal code. You can fix, drive and pilot any machine. Machines, you can trust.

Abilities

HP: Toughness+d8
d4 Glitches

ENGINEER, roll 3d6+2 for Knowledge.
PREFERS MACHINES, roll 3d6-2 for Presence.
You test Knowledge DR10 when you try to repair a piece of tech or to pilot a vehicle, drone or other machine.

You pilot (d6)

- 1. A SEMI-AUTONOMOUS QUAD-BOT** with tools including a health scanner and torch. Loyal but with an attitude. Bites for d4 damage, Knowledge+d8 HP and -d2 Armor.
- 2. A FLYING DRONE.** Follows basic commands. Knowledge+d12 HP, -d6 Armor, and an assault rifle (d8a).
- 3. THREE FLY-SIZED SURVEILLANCE DRONES** equipped with a camera, 3D scanner and heat sensor respectively. Incredibly fragile. An expected corporate espionage tool.

4. A PROTOTYPE CRAWLER DRONE with a laser turret (d12a). Knowledge+d10 HP, -d6 Armor. Can follow advanced commands. Needs a hard reboot after dealing max damage.

5. AN ARMORED VAN.

Five seats and lined with junk. Has a smuggler's hatch underneath it all. Once a day, test Knowledge DR8 to find the spare part you need to fix any broken tech.

6. A WALKING WEAPONS PLATFORM.

PLATFORM. Nigh-indestructible, large enough to ride and janky as hell. Anti-materiel battery (2d10) destroys most walls, doors and vehicles with a shot. Has a 2-in-6 chance of breaking down after firing. Takes d4 hours to repair.

You trusted them, and then they (d6)

- 1. Disappeared in GO.** Looking for an advanced lab rumored to have survived the Incident.
- 2. Were proclaimed dead.** But you know their soul lives on inside something else.
- 3. Were dragged off** to a Corp black-site by an anonymous killteam.
- 4. Left you** to join up with a roadrunner outfit. They scavenge scrap on the rivers up north.
- 5. Bugged out**, pursued by rival droners and bots. Waiting out the heat.
- 6. Got laid up**, comatose in a Central Cy hospital. Allegedly a workshop accident. They're fine as long as there's ☒ on their account

REVENGE OVERDASHED

You are DEATH incarnate—a frenzied flurry of chrome, murder and blood-stained steel. But yours is no mindless rage. You match your trained and cybernetically enhanced body with an equally disciplined mind. You used to KILL for a cause, for an ideal. Now? You kill for money.

HP:Toughness+d10, **d3 Glitches**

BODY AND SOUL

Roll 3d6+1 for Strength and Presence.

NOT A READER

Roll 3d6-2 for Knowledge.

Start with one d12 roll for a random Cybertech. Replace any App or Nano with another d12 cybertech roll.



Your trenchcoat hides most of your

d6

1. **Ancient blade** (d8) that has claimed 1,000 souls. Or so you say. If you are the first to strike in combat, you deal double damage.

2. **Steelcutter chainsaw** (d8). Absolutely not made for combat. When hitting for maximum damage, it gets stuck for d3 rounds, dealing damage automatically as long as it remains there.

3. **Filament zweihänder** (d10) that makes everyone around you nervous. Crits hit with such a force that your target is thrown up in the air, making them an easy target (-2DR) for anyone else.

4. **Wire-wrapped baseball bat** (d8)

hooked up to a battery. You can supercharge it, dealing +d4 damage to your target and to yourself.

5. **Dual Logans** (d8) that make that sound when you pop 'em out. Once per fight, you can surprise a victim by popping out feet claws as well, attacking at DR8.

6. **GodDAMN flail** (d8). Spiked. Absolutely medieval. Crumples and shreds enemy armor a tier when you hit for 6+ damage.





6. Forsaken Gang-Goon

You ran with
the only gang
to have your back and treat you
like more than slum trash.

They were your family,
and you bled, stole,
fought and killed for them.

They're gone now,
so you have to keep your edge.

ABILITIES

HP: Toughness+d6 / d3 Glitches

Small, roll 3d6-2 for Strength.
Stealthy, all Presence and
Agility tests are -2DR.

Roll d6 for weapon and
d2 for armor.

Your gang

1. was taken out by a rival gang. They think you are dead too.
2. got hauled off. Cops thought you were just a punk kid. Nobody ratted you out.
3. betrayed you. Left you for dead in the gutter. They don't know you survived.
4. wandered off into G0 with a newfound religious fervor. They left you and a few other skeptics behind.
5. broke the only rules that separate a criminal from a monster. You left on bad terms.
6. threw you out for breaking the code. They'll kill you if they see you again.

Your specialty was:

- I **HITS.** When attacking from surprise, test Agility DR10. On a success, you hit once with a melee weapon, dealing normal damage +3.
- II **BRAWLS.** Test Agility DR14 to sucker punch an opponent in melee. Deal normal damage and give all allies -2DR on their next attack against the same enemy.
- III **BnE.** You have a talent for opening doors and getting inside buildings. Test Agility DR10 to pick any mechanical lock or Knowledge DR10 for any electronic lock. You begin with toolsets for both mechanical and electronic lockpicking.
- IV **FENCING.** You know potential buyers for almost anything. Once per day, you can test Presence DR12 to remember the name of a person in Cy who might be willing and able to buy whatever illicit goods have fallen into your hands.
- V **CLEANUP.** You know how to clean up evidence from a crime scene. Start with two DNA bombs and a large bottle of acid.
- VI **ASSAULTS.** You always liked it old school: both hands raised, running straight at the enemy. Whatever weapon you begin with, you start with one for each hand. You can use it to make a second attack each round at DR14.

d100

FEATURE

- 01-02 /Abundance of rings
03-04 /All monochrome
05-06 /Artificial skin
07-08 /Beastlike
09-10 /Broken nose
11-12 /Burn scars
13-14 /Completely hairless
15-16 /Cosmetic gills
17-18 /Covered in tattoos
19-20 /Customized voicebox
21-22 /Disheveled look
23-24 /Dollfaced
25-26 /Dueling scars
27-28 /Elaborate hairstyle
29-30 /Enhanced cheekbones
31-32 /Fluorescent veins
33-34 /Forehead display
35-36 /Giant RCD helmet rig
37-38 /Glitterskin
39-40 /Glowing respirator
41-42 /Golden grillz
43-44 /Headband
45-46 /Heavy on the makeup
47-48 /Holomorphed face
49-50 /Interesting perfume
51-52 /Lace trimmings
53-54 /Laser branded
55-56 /Lipless-just teeth
57-58 /Mirror eyes
59-60 /More plastic than skin
61-62 /Necrotic face
63-64 /Nonhuman ears
65-66 /Palms covered in notes
67-68 /Pattern overdose
69-70 /Plenty of piercings
71-72 /Radiant eyebrows
73-74 /Rainbow haircut
75-76 /Ritual scarifications
77-78 /Robotlike
79-80 /Shoulder pads
81-82 /Subdermal implants
83-84 /Tons of jewelry
85-86 /Traditional amulets
87-88 /Translucent skin
89-90 /Transparent wear
91-92 /Unkempt hair
93-94 /Unnatural eyes
95-96 /UV-inked face
97-98 /VIP lookalike
99-00 /War paints

OPTIONAL PC/NPC TABLES

ROLL
d100
▼

- 01-02. Øcore
03-04. Acid panda
05-06. Beastie
07-08. Bitcrusher
09-10. Bloodsport
11-12. Cadavercore
13-14. Codefolk
15-16. Converter
17-18. Corpodrone
19-20. Cosmopunk
21-22. Cvlt
23-24. Cybercrust
25-26. CyPop
27-28. Daemonista
29-30. Deathbloc
31-32. Doomtroop
33-34. Ghoul
35-36. Glitchmode
37-38. Goregrinder
39-40. Gutterscum
41-42. Hexcore
43-44. Hype street
45-46. Kill mode
47-48. Meta
49-50. Mimic
- 51-52. Minimal
53-54. Minotaur
55-56. Mobwave
57-58. Monsterwave
59-60. Murdercore
61-62. Necropop
63-64. Neurotripper
65-66. NuFlesh
67-68. NuGoth
69-70. NuPrep
71-72. Oceanwave
73-74. OG
75-76. Old-school cyberpunk
77-78. Orbital
79-80. Postlife
81-82. Pyrocore
83-84. Razormouth
85-86. Retro metal
87-88. Riot kid
89-90. Robomode
91-92. Roller bruiser
93-94. Technoir
95-96. Trad punk
97-98. Wallgoth
99-00. Waster



OPTIONAL PC/NPC TABLES
v2.0

d20

WANTS

- 1 ANARCHY
- 2 BURN IT ALL DOWN
- 3 CASH
- 4 DRUGS
- 5 ENLIGHTENMENT
- 6 FAME
- 7 FREEDOM
- 8 FUN
- 9 JUSTICE
- 10 LOVE
- 11 MAYHEM
- 12 POWER OVER OTHERS
- 13 REVENGE
- 14 SAFETY FOR LOVED ONES
- 15 SAVE THE WORLD
- 16 SEE OTHERS FAIL
- 17 SELF-CONTROL
- 18 SELF-ACTUALIZATION
- 19 SUCCESS
- 20 TO KILL

d20

QUIRK

- 1 CHAINSMOKER
- 2 CHEWS ON HAIR
- 3 COMPULSIVE SWEARING
- 4 CONSTANTLY WATCHING HOLOS
- 5 COUGHS
- 6 FIDDLING WITH JEWELRY
- 7 FLIRTY
- 8 GESTURES A LOT
- 9 GIGGLES INAPPROPRIATELY
- 10 HAT/HOOD AND SHADES, ALWAYS
- 11 ITCHY
- 12 LOUDLY CHEWS GUM
- 13 MUST TAG EVERY LOCATION
- 14 NEVER LOOKS ANYONE IN THE EYE
- 15 NOSEPICKER
- 16 RAPID BLINKING
- 17 REEKS OF LIGHTER FLUID
- 18 SCRATCHES FACIAL SCAR
- 19 TWITCHY
- 20 WHEEZES

CURRENT OBSESSION d100

- 01-02 ADRENALINE
- 03-04 AI POETRY
- 05-06 AMMONIUM CHLORIDE CANDY
- 07-08 ANCIENT GRIMOIRES
- 09-10 ARACHNIDS
- 11-12 BELTS
- 13-14 BLADES
- 15-16 BONES
- 17-18 CUSTOMIZED CARS
- 19-20 DRONESPOTTING
- 21-22 EXPERIMENTAL STIMULI
- 23-24 EXPLOSIVES
- 25-26 EXTRAVAGANT MANICURE
- 27-28 GAUZE AND BAND-AIDS
- 29-30 GIN
- 31-32 GRAFFITI
- 33-34 HAND-PRESSED SYNTHPRESSO
- 35-36 HANDHELD GAMES
- 37-38 HEADPHONES
- 39-40 HISTORY SIMS
- 41-42 INTERACTIVE HOLO-INK
- 43-44 JOURNALING
- 45-46 MASKS
- 47-48 MEDIEVAL WEAPONRY
- 49-50 MICROBOTS
- 51-52 MIXING STIMULANTS
- 53-54 MODEL MECH KITS
- 55-56 OBSOLETE TECH
- 57-58 PORCELAIN FIGURINES
- 59-60 PRINTED SHIRTS
- 61-62 PUPPETS
- 63-64 RECORDS
- 65-66 RECURSIVE SYNTHESIZERS
- 67-68 SHADES
- 69-70 SLACKLINING
- 71-72 SNEAKERS
- 73-74 STIM SMOKES
- 75-76 STYLE HOPPING
- 77-78 TAROT
- 79-80 TAXIDERMY
- 81-82 TRENDY FOOD
- 83-84 URBAN EXPLORING
- 85-86 VAMPIRES VS. WEREWOLVES
- 87-88 VINTAGE ARMY JACKETS
- 89-90 VINTAGE TV SHOWS
- 91-92 VIRTUALFLICKS
- 93-94 VIRTUALPALS
- 95-96 VOICE MODULATORS
- 97-98 WATCHES
- 99-00 WIGS

ID-CODE: CONTROL UNIT
MEMORY TEST...OK
DETECTING PRIMARY DNA PATTERN...OK
DETECTING PRIMARY I/O/A BALLET...OK

ALLIANCE INC. CMG EXTENSION
STAND 9

CRITICAL ERROR
RESETTING MEMORY

YOU
ALSO
BEGIN
WITH
ONE OF
THESE

Weapons

D12 OR BY CLASS
AND D4 MAGS IF APPLICABLE



1 BROKEN BOTTLE

Optionally: shiv, brick, sharpened femur bone.

d3 damage

2 MACHETE

d6 damage

3 TOO MANY THROWING KNIVES

d4 damage

Two attacks/round

4 ANCIENT REVOLVER

d8 damage

5 SMARTGUN™

d6a damage

d10a damage with SmartJack

6 TWO SMALL SMGS

d6a damage

Only autofire

a = capable of autofire

7 SHOTGUN

d8 damage

8 MONOSWORD

d8 damage

9 ASSAULT RIFLE

d8a damage

10 ...WITH A GRENADE LAUNCHER

d6 damage

Up to d3 targets

11 PULSE RIFLE

d10a damage

12 SNIPER RIFLE

2d10 damage

x3 crit damage. When aiming for 2 rounds: -4DR and +2 damage

ARMOR

1 No armor **TIER 0**

2 StyleGuard **TIER I** -d2 damage
Looks just like clothes!



3 Rough **TIER II** -d4 damage
A heavy-duty jacket or full kevlar.



4 SmartWear **TIER II** -d4 damage
Equipped with Adrenachrome_HST auto-injector that fires if the wearer is Battered.



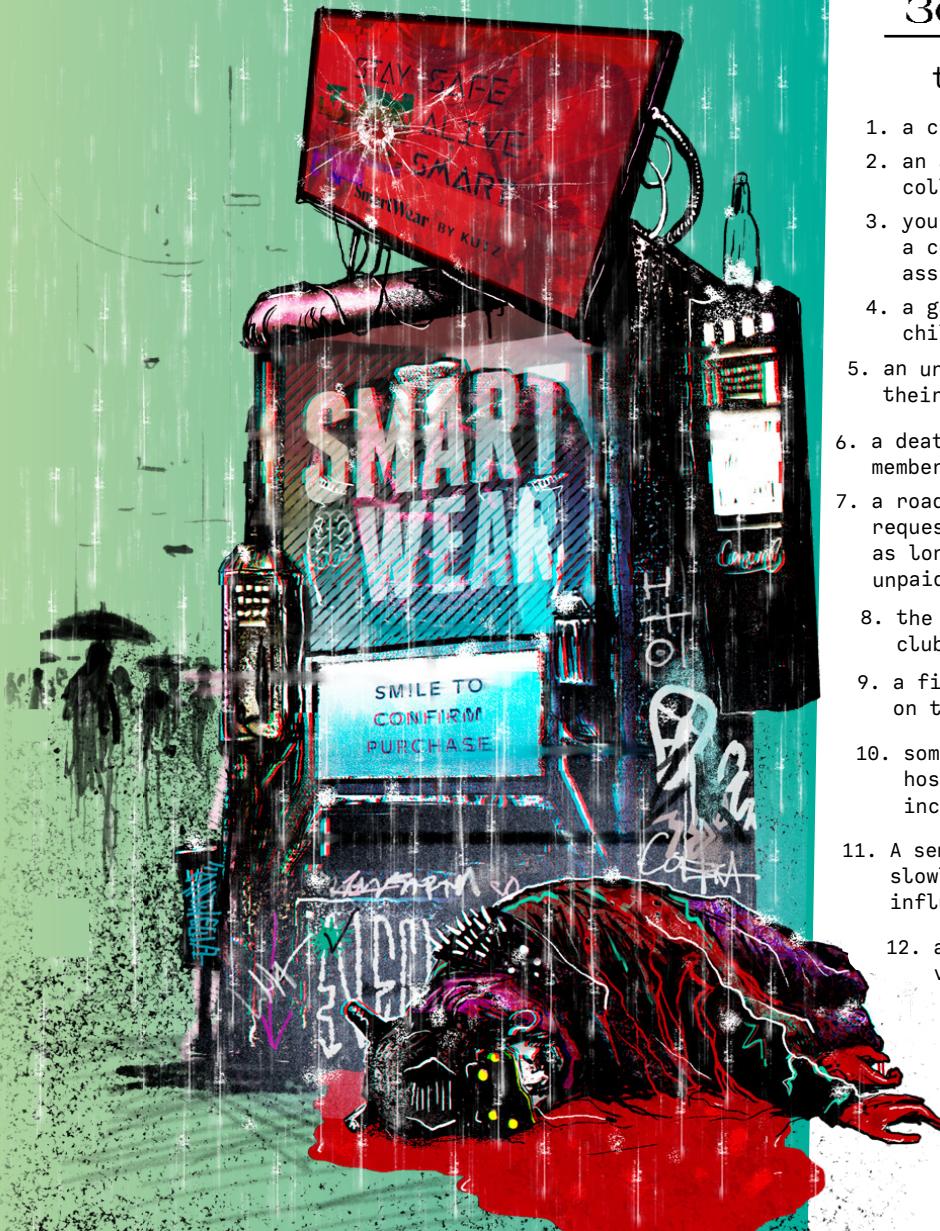
5 Combat Armor **TIER III** -d6 damage
With A_HST auto-injector as above.



⚠ +2DR on Agility tests including Defense.

6 EndGame-Class ExoSuit **TIER IV** -d8 damage
Equipped with multiple customizable injectors, jump jets, motorized joints and more. Not for sale.

⚠ +4DR on Agility tests. Defense is +2DR, Toughness and Strength are -2DR. Can jump 4x regular height and length.



You have a
DEBT
 of
 $3d6 \times 1.000¤$

to (d12) :

1. a crime syndicate.
2. an anonymous hacker collective.
3. your distant relative, a corrupt politician's assistant.
4. a gang run by your childhood bully.
5. an unknown benefactor signing their messages with YN.
6. a death cult run by a board member from a powerful corp.
7. a roadrunner clan who may request services and housing as long as the debt is unpaid.
8. the owner of a seedy club or dive bar.
9. a fixer with cops on their payroll.
10. someone you trust, hospitalized with increasing medical bills.
11. A semi-sentient AI cluster slowly building up its influence.
12. a small but extremely violent SecCorp.

How badly do they want their cash back? (d6)

1-6. Very.

Some items are available as cybertech implants and mods for ×10 to ×50 the listed price.

EQUIPMENT

5¤	Backpack	HOLDS 7 NORMAL-SIZED ITEMS
250¤	X Bio/ID scanner	TRACKS A PERSON WITHIN 50M
70¤	Breathing mask	PROVIDES OXYGEN IN GAS OR UNDERWATER
≥10¤	Clothes	
250¤	Crime scene kit	
10¤	Crowbar	
100¤	Cyberdeck	KNOWLEDGE+1 SLOTS
1k¤	Cyberdeck+	KNOWLEDGE+4 SLOTS
1k¤	X DNA bomb	FILLS A 10M AREA WITH MIXED DNA MATTER
400¤	Drone suit	COMBAT TESTS +4DR WHEN AIRBORNE. SLOW, QUIET FLIGHT.
35¤	X Faceblock	BLOCKS FACIAL RECOGNITION AND BEHAVIORAL HARVESTING
300¤	X FakeID	PASSES RANDOM CHECKS, NOT ACTIVE SEARCHES.
50¤	First-aid kit	D4 USES [STOPS BLEEDING/INFECTION AND HEALS D6 HP]
5¤	Flashlight	
40¤	Foldable ladder	5M
25¤	X Grappling-hook crossbow	D4 DAMAGE IF USED AS A WEAPON
1¤	Lighter	



300¤	X Lockpicks (electronic locks)	
25¤	Lockpicks (mechanical locks)	
4¤	Magnesium strip	
150¤	Micro torch cutter	D3 USES
15¤	Multitool	
65¤	X Noisemaker	BLOCKS REMOTE COMMUNICATION AND SURVEILLANCE WITHIN 20M FOR D4 MINUTES. D3 USES
400¤	X Optic camo suit	STATIONARY: INVISIBLE. MOVING: HARD TO SEE. D6 USES
10¤	Paracord	30M
30¤	Pulverized acid	20% CUMULATIVE CHANCE [MAX 60%] OF COPYING A KEYCARD HELD CLOSED TO IT.
200¤	X RFID/keycard skimmer	
100¤	X Scum explosive	ENOUGH FOR A MODERATELY REINFORCED DOOR.
250¤	X Silencer	
5¤	Spray can/marker	
10¤	Superglue	
15¤	Superlube	
250¤	X Surveillance drone	300M RANGE, FLY-SIZED
100¤	Visionvisor	ZOOM, HEAT VISION, NIGHT VISION, ULTRASOUND
2¤	Zip ties	

X Illegal or requiring a Security Operative License.
Without it, SecOps are authorized to shoot to kill.

TRANSPORT

		One trip	Monthly fee	Own it
Old-school motorcycle		15¤	300¤	3k-9k¤
Cyberbike		20¤	400-1k¤	5k-20k¤
Car		10¤	200-1k¤	3k-15k¤
Van		15¤	300-600¤	4k-12k¤
Armored car		100¤	2k-10k¤	25k-100k¤
Armed and armored van		250¤	5k-25k¤	50k-200k¤
Octocopter		150¤	3k-10k¤	50k-75k¤
Small hovercraft		50¤	1k-5k¤	15k-40k¤
Submersible		200-500¤	4k-10k¤	100k¤+
Fishing boat		100¤	2k-5k¤	25k-50k¤
Pod pickup		3¤	-	-
Taxi service		5¤	-	-
Maglev/tram/subway ticket		1¤	25¤	-

HOUSING

	One night	Monthly rent	Own it
Coffin hotel	7¤	-	-
Hotel room	25¤	500¤	-
Hotel suite	50¤+	1k¤+	-
Slums apartment	-	100-300¤	100k-3M¤
Inbetween apartment	-	500-3k¤	500k-3M¤
Hills apartment or villa	-	2M¤+	Forget it
Arc apartment	-	-	100M¤+

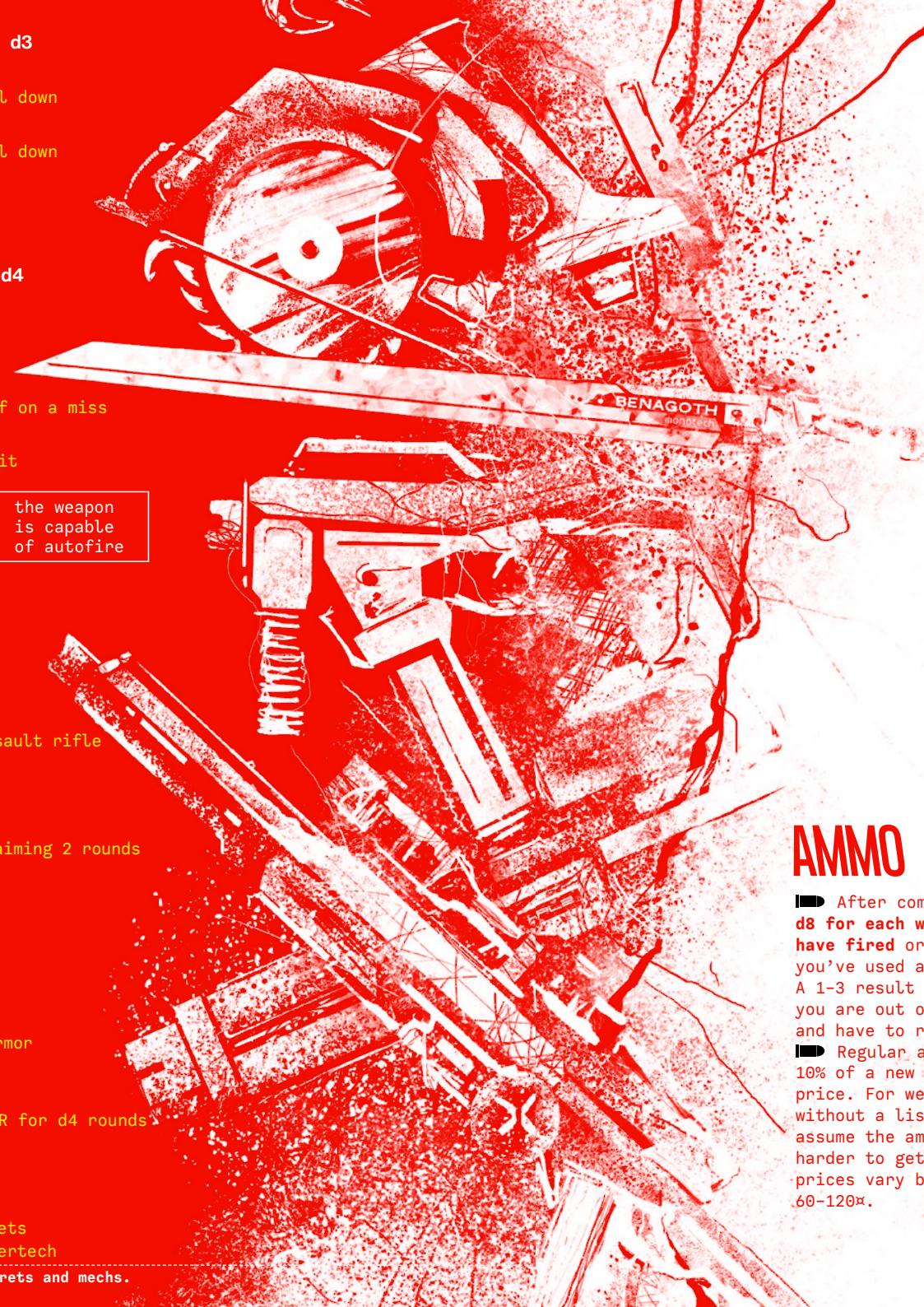
OTHER SERVICES

Gear repair	50% of the original price
X Credchip laundering	30-60% of the amount laundered
Facial reconstruction	1k-10k¤
Body modification	250-5k¤
Full body reshape	3k-50k¤
X Cybertech jailbreak	25% of the original price
X Ad blocking	100¤/day
X Doxing	500-15k¤
X Complete identity fabrication	5k¤+
Memory reset	15k¤
X Crime scene cleanup	1k-5k¤

FOOD

Maker-made street food and off-brand powder beer	1¤
Sit or take away food court meal with/without added nutrition	5/2¤
Fine dining with soil grown, organic* veggies	10-50¤
VIP chef restaurant with real meat	40¤+

- 0¤ Broken bottle/cobblestone d3
 - 20¤ Taser d2
 - test Toughness or fall down
 - 350¤ Shockstick d4
 - test Toughness or fall down
 - 20¤ Machete d6
 - 300¤ Filament knife d6
 - 200¤ Monosword d8
 - 30¤ Too many throwing knives d4
 - two attacks per round
 - 35¤ * Power tool d6
 - breaks down on a 1
 - 40¤ Chainsaw d6+1
 - 1-in-4 to hit yourself on a miss
 - 300¤ Pneumatic glove d6
 - ignores armor on a crit
 - 60¤ 9mm pistol d6a
 - a** the weapon is capable of autofire
 - 50¤ Ancient revolver d8
 - 100¤ SmartGun™ d6a
 - d10a with a SmartJack
 - 300¤ Pair of small SMGs d6a
 - only autofire
 - 400¤ Assault rifle d8a
 - 600¤ * Grenade launcher d6
 - hits up to d3 targets
 - for mounting on an assault rifle
 - 350¤ Shotgun d8
 - 1k¤ Sniper rifle d12
 - x3 damage on crit
 - -4DR, +3 damage when aiming 2 rounds
 - * Pulse Rifle d10a
 - 400¤ Nailgun d6a
 - only autofire
 - >10k¤ * Laser turret d12a
 - 5k¤ * Rocket launcher d12
 - d4 targets
 - ignores 2 points of armor
 - fires once per combat
 - 25¤ Flashbang
 - test Toughness or +4DR for d4 rounds
 - 45¤ * Hand grenade d6
 - to up to d3 targets
 - 60¤ * ePulse grenade d8
 - to up to d3 tech targets or people with 2+ cybertech
- * x2 damage vs. vehicles, turrets and mechs.



AMMO

After combat, roll d8 for each weapon you have fired or d6 if you've used autofire. A 1-3 result means you are out of ammo and have to reload.

Regular ammo costs 10% of a new weapon's price. For weapons without a listed price, assume the ammo is harder to get and prices vary between 60-120¤.

SINGLE-USE BOOSTER MODS

Single-use boosters modify a single shot with special abilities. The attack deals normal damage (unless noted) and can be used with most modern firearms.

1. INFERNO 80¤

deals d3 extra damage (d8 extra damage on crit).

2. ILL 50¤

Test Toughness DR14 or be unable to recover any hit points until treated by pros or with Red-juice.

3. ARMOR-PIERCING 80¤

ignores d6 armor.

4. TAGINJECTOR 60¤

no damage but plants either a tracker or a dose of any drug/poison.

5. KNOCKER 30¤

deals d2 damage, test Toughness DR12 or be knocked out for d3 rounds.

6. E/PULSE 100¤

deals d6 extra damage against tech targets or people with 2+ cybertech.

7. NANOTRIG 100¤

test Presence DR14 or temporarily trigger a random Nano infestation.

8. FRAG 60¤

deals d4 damage to up to d3 targets within close proximity.

9. RICOCHET 50¤

bounces around corners and cover, hits for d6 damage with a DR16 test.

10. HEATSEEKERS 120¤

-2DR when firing against targets giving off body heat.

DRUGS

Cost after the
is for weaker,
recreational doses,

3 SUNSET CHALK 30/6*

Test Toughness DR14 or be **unable** to use violence other than in self-defense for d10 minutes.

5 Rattle 30/8*

Test Toughness DR12 or be **unable to stop talking** for $d6 \times 10$ minutes. Users often open up about things they wish to keep to themselves.

7 C/VORTEX 70/15*

All tests where **creativity** is important, such as using Nano, are -2DR for d10 minutes.

8 Blackout 40/10*

Toughness DR14 or **d6 damage + blinded** for one hour.

11 PINK OOZE 25/5*

Stimulates all pain and pleasure receptors. Toughness DR14 or all hits received during the following 5 minutes deal an additional d4 damage.

9 RED PAIN 40/10*

Toughness DR12 or **d10 damage**

12 Durt 350*

d6 hours of **powerful hallucinations shared with other users.**
(No weaker dose available.)

1 RED-JUICE 40/10*

Heals d10 HP once per day.

2 ADRENALCHROME_HST 60/15*

Heal d6 HP, +1 on all abilities for d6 rounds, then -1 until rest.

4 MIURA 80/20*

Test Toughness DR12 or **frenzy for d6 rounds**, striking at random targets in range with the most effective weapon available. Attacks are DR10 and defense is DR14.

6 BULLSEYE 70/15*

All tests relying on **concentration**, such as sniping or using Apps, are -2DR for d10 minutes.

10 Osleep 30/5*

Removes the need to sleep and rest and the negative effects of not doing so. After two days of using Osleep, test Toughness DR8 or fall unconscious. Test again each following day with +2DR.



C Y B E R T E C H

1	Retracting cyberclaws	Mollies or Logans, d6 damage.	2k¤
2	Mule pocket	Big enough for a SmartGun™.	500¤
3	Subdermal shockers	d4 damage to anyone grabbing or hitting you in melee. +2DR to avoid electrical damage.	2k¤
4	Autocamo	Subdermal projection of ever-changing anti-facial-recognition patterns.	3k¤
5	Additional joints	-2DR to all grapple-related tests, able to fit into small spaces.	2k¤
6	Buzzeyes	Fly-like eyes with 360-vision capabilities.	3k¤
7	Strangler	Filament wire hidden in a finger, d6 damage each round when grappling.	300¤
8	Skinhard	Hardened skin providing -d2 armor.	3k¤
9	Deserter fangs	DR10 bite attack, d6 damage. 2-in-6 risk of a free attack against you.	500¤
10	SmartJack	Enhanced cerebral/RCD-links enabling you to use Smart™-tech* to its full potential.	4k¤
11	Muscle-ups	+1 on tests of raw strength such as crushing, lifting, pulling. +4 carrying capacity.	5k¤
12	PulseWires	+1 Agility, Presence, Strength, or Toughness for 2 hours. Each Pulse costs 75¤.	6k¤
13	BodyGun	Hidden, single shot, large-caliber gun, 2d10 damage.	7.5k¤
14	Taurs	Horns, d4 damage.	1.5k¤
15	Sonic blaster	Deafening sonic wave hitting up to d3 targets for d6 damage. Recharges automatically after 6 hours.	6k¤
16	Handy bot	Detachable drone hand with a 50m range.	4k¤
17	Smarthair	Change hairstyle at will.	1.2k¤
18	Skinslot	Extra App slot for your deck, hidden beneath your skin.	1.5k¤
19	Skeleplating	Skeleton covered in a thin metal layer, +10 HP.	15k¤
20	Brainbox	Black box for your brain. As long as it remains intact at the point of death, the user's mind can be restarted in another brainbox. Cloning or otherwise getting a new body comes with additional costs and is highly illegal unless you already are rich beyond the reach of the law.	500k¤

*i.e. SmartGun™

APPS

<d12>

#Custom-made cartridges and cassettes with the ability to hack tech and physically affect your surroundings when slotted into a cyberdeck.
#To use an App you need to be jacked into your deck and have the App loaded into one of its slots. While jacked in, you perform all non-App actions with +2DR. Test Knowledge DR12 to successfully activate an App. A fumble burns the App for the day and triggers a Backlash. Each App use adds +1 to the risk of fumbling when using Apps until the next day.

01.WEIAN-Hammer

Nearby devices are triggered to perform their function, i.e. open/close unlocked doors, trigger sprinklers, start a camera recording, adjust the AC. You can trigger 5 devices as you choose over the next 5 rounds.

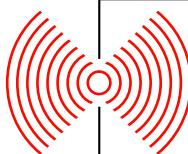


02.RCD0vRChargr

One target gets +d6 on all Agility and Strength tests for Knowledge+3 rounds.



03.Nok_Nok
Open a nearby locked door. Failure may trigger an alarm.



04.False Flagger
Fake an alarm or the location of a triggered alarm. Any response to a real alarm is delayed by 2d6 minutes.

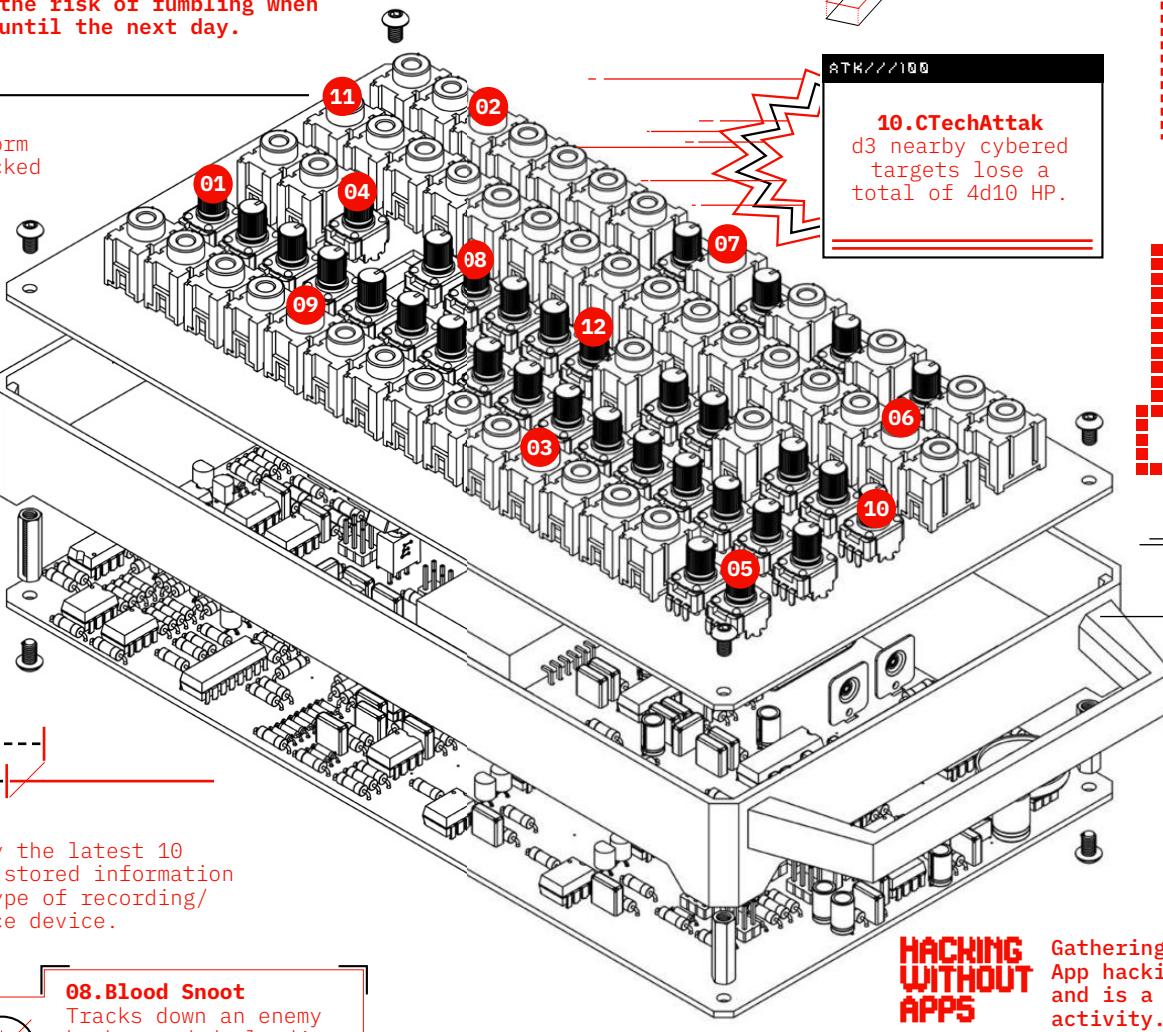


05.SigilTag

This location and nearby systems are tagged with your invisible sigil, enabling you to remotely activate Apps as if you were present. Only two locations can be tagged at the same time.



07.De-fenc/der
Take control of a nearby turret, drone or similar defense system for d6 rounds.



HACKING WITHOUT APPS

Gathering information through non-App hacking requires a cyberdeck and is a time-consuming downtime activity. Test Knowledge to break into data nodes. Failing the test means that the hacker is discovered, and the data owners and their SecOps team will respond somehow. A fumble triggers a Backlash.

GETTING MORE APPS

New Apps are hard to find, and hackers willing to sell often ask for something like this in return:<d10>

- 1-4. A large favor; use the mission generator with the App as a reward.
- 5-6. Another App as a trade.
- 7-8. 2d4x1k¤
- 9-10. Get rid of the hacker's creditor.

11.beaconworm
Place a tracker into a device or cybertech, enabling you to track its movements in real-time for the coming d4 weeks.

12.TrolleySkipper

Automated defenses have trouble tracking a person of your choice and prioritize other available targets.

<END OF DIRECTORY>

BACKLASHES

<ONE> Black ice left behind by an unidentified entity hits you for 2d10 damage and burns your deck. It requires a workshop and a Knowledge DR14 test to fix.

<TWO> An unknown hacker begins tracing and interfering with you; +3 risk of App fumble and +2DR on all App activities or use of other connected technology for d6 days.

<THREE> The App you were trying to activate explodes, destroying both the App and a slot in your deck.

<FOUR> A SecCorp activates a Ghost targeting you. It arrives in d4 minutes.

<FIVE> A minor EMP triggers, and all tech within 15m malfunctions for d4 rounds.

<SIX> You're flagged for suspicious activity. All further tests to use Apps or get through a security check are +2DR until you either get rid of it yourself by spending d6×10 minutes and pass a DR14 Knowledge test, or by waiting 48 hours without using any App or other suspicious Net activity.

<SEVEN> A power surge causes all lights within 30m to flicker and then explode. Everyone nearby takes d4 damage.

<EIGHT> You run into a booby trap, triggering an alarm and shorting out your deck. You take d6 damage and need to reboot and rejack to be able to use any tech again.

<NINE> A mistake causes a loopback, and you successfully use the App but with the wrong target or a reverse effect. The exact details are up to the GM.

<TEN> You are ID'd by a hacker collective. They ask for d10k¤ in 72h or they will post real or fabricated incriminating data of you and your friends for everyone to see.

<ELEVEN> A feedback buzz hits you for d6 damage, blinding you for d4 rounds as one of your eyeballs boils in its socket.

<TWELVE> Feedback hits you for d3 damage. Unknown to you, dangerous data is also copied to your deck, and several people or organizations are willing to kill to get hold of that data. They will know who you are when you next use an App.

<THIRTEEN> Your RCD is corrupted. Real and unreal items glitch in and out of existence. Any test relying on sight is +4DR for d4 hours or until you can get 10 minutes of uninterrupted concentration.

<FOURTEEN> A virus gets inside your deck and destroys 2 empty slots in it. If no slots are empty, a random App is destroyed instead.

<FIFTEEN> Your deck and RCD both freeze, and you are unable to act for one round. Millions of spam messages have been sent out in your name. You are blocked from all communication channels until you replace your deck and pay a d6k¤ fine.

<SIXTEEN> d4 sleeper Doppels are activated with you as their target. They will strike in hours, days, or maybe even weeks from now.

<SEVENTEEN> Nearby devices shoot bolts of electricity, dealing d12 damage to anyone in the room who fails a Toughness DR14 test. This goes on for d6 minutes.

<EIGHTEEN> Everything your RCD has picked up in the last 2.3 seconds is broadcasted to all monitors, screens, RCDs, etc. within 500m.

<NINETEEN> Black ice hits you for 2d6 damage, sending you into convulsions for d6 rounds. Test Presence DR14 or lower your Presence by -1.

<TWENTY> You stumble upon an extrinsic presence, perhaps an AI or something worse. Roll d6:

1-2 it speaks to you in a language you cannot understand or record; you are unable to act for d4 rounds.

3-4 it shrieks, and your deck explodes, dealing d6 damage to you and d3 nearby targets.

5-6 it possesses you and your deck. All tech/App-related rolls are -2DR for d6 rounds.

From this moment, you and it are one. You see the sidewalk cracks connect into strange symbols, the ads flicker in repeating patterns and the Net artifacts spell out cyphered code. It is a countdown. You're not supposed to see it.

Nano Powers

d12



Strange powers—rumored to be an infection of alien bacteria riding nanorobots—that first appeared in the Incident’s aftermath. As a host for this parasitic menace, you are granted curious powers. A blessing, or perhaps you are merely a conduit for something you cannot comprehend. **Each power comes linked with a random infestation**, which may trigger and make your day worse.

Test Presence DR12 when you want to use your power. Success means you activate the power, a failure hurts you for d2 damage, and a fumble also triggers the infestation linked to that power. Each Nano use adds +1 to the risk of fumbling when using Nano powers until the next day.

1. **Benevolent suturedroids.** d2 people regain d10 HP each. A roll of 6 or greater comes with a free migraine.
2. **Pineal gland stimulation.** For d4 rounds, you can feel nearby data flows. You can hear a short conversation or message, sense the direction of a large data source or see the last few seconds of the most recently recorded information on a device.
3. **Cosmic dust bots.** An area of up to 20m in diameter is covered in dust and darkness for the duration of a fight or for 10 rounds. It tastes like stained, rusted metal.
4. **Psychic scalpels.** A living target of your choice tests Presence DR14 or loses d10 HP. Their eyes bleed, and their ears ring.
5. **Bent prism.** A person becomes invisible and attacks and defends at DR6. The effect lasts for d6 rounds or until you are hurt.
6. **Crawling carapace.** d4 targets gain -d6 armor for 4 rounds. Sometimes it feels as if this thing has a will of its own, but that’s probably just your imagination.
7. **Chill of the void.** Up to d4 targets test Toughness DR14 or take d4 damage. The next round, the test is DR16 and the damage taken is d8. In the third and fourth rounds, the test is DR16 and the damage is 2d10. Frost covers the area, and snowflakes float in the air.
8. **To dust.** Half a cubic meter of inorganic matter turns to dust. If the target is attached to or in the hands of a conscious creature, the test to activate the power is DR14.
9. **Dead cell spirits.** By consuming a handful of something dead, you can relive their last moments as if through a hazy and distorted lens. Test Presence DR14 to avoid taking d6 damage from ego death.
10. **Lifetap.** Choose two targets, one to heal and one to hurt. The healing target tests Presence DR10 to heal d6 damage, while the second target is dealt d6 damage. Failure deals both targets d3 damage. A translucent, oozing bridge of blood and energy flows between the creatures, like oil in water.
11. **Remote control.** A target within spitting range must obey a single command. You will forever hear their wordless voice faintly echo in your mind.
12. **Swarm trip.** Your mind is transferred to a flying swarm of bacteria for 10 minutes. You can move through any crack or hole, and you can see whatever the swarm sees but not hear or interact with anything. If your body is killed or if you are not back at your body when the 10 minutes are up, you are stuck in the swarm forever.

d20

INFESTATIONS

Infestations not linked to a Nano power are triggered whenever you're dealt 5+ damage by a single attack and fail a Presence DR10 test. The bold text is a permanent, passive effect. The italicized is what happens when the infestation is triggered.

1. Alien crabs
Bugs crawl beneath your skin.
They burrow deeper, sending you to the ground, shaking with pain for d6 rounds.

2. Rot
Skin and flesh slowly rot.
Large chunks of skin fall off. You take d6 damage and for the rest of the day, take an extra +2 damage from physical sources.

3. Flora
Your skin is tinted green or purple. Plant matter grows over your wounds.

Flowers bloom from your mouth and scream violently for 10 minutes, after which they wither and die. During this time, you cannot speak and add +2DR to all your actions.

4. Third eye
It does not look human, that eye in the middle of your forehead.
Your sight shifts to the alien eye, revealing endless spectra of colors incomprehensible to the human mind. For d6 rounds, you have -4DR on all Presence and Knowledge tests but +4DR on everything else.

5. Gills
You can breathe under water.

For d6 rounds, you cannot breathe air—test Toughness DR12 each round or suffer d4 damage.

6. Tubes
Thick, rubber-like hair that moves against the wind.

It starts to twist and turn around your face and arms, constraining you and d3 other nearby targets. +4DR to any attack or defense tests until either they break free by testing Strength DR12 or someone helps them struggle loose.

7. Brittle bones
Your Strength counts as one less for calculating carrying capacity.

A sudden vibration. The sound of shattering glass. Extreme pain. You take 1 point of damage for each item you are carrying.

8. Bloodthirst
You have to eat raw meat every 2-3 hours to survive.

You can't control it anymore. It. Must. FEED. For d3 rounds, you can do nothing but attempt to bite or claw your way into the nearest person's main artery.

9. Barbed skeleton

Sharp pieces of bone pierce the skin around your joints. You need to grind them down every two weeks, or they hinder your movements.

A growth spurt occurs, causing d4 damage, bleeding wounds and for the next hour, you have +2DR on all actions that require moving your limbs.

10. Radiance
A faint, eerie glow surrounds you. Geiger counters malfunction in your presence.

You flash brightly and deal d6 damage to yourself and up to d6 others in your close proximity.

11. Fading
You seem to fade in and out of existence.

You disappear from sight and all sensors, but you are stuck in complete darkness for d4 rounds, after which you appear in a random location up to 50m from where you were.

12. Seed pods
Pea-sized seed pockets cover most of your body.

Seeds shoot out of your body, weakening you for the next hour as the seeds rapidly grow back. All physical tests are +4DR for this hour.

13. Crystalline
Small buds of crystal cover your body.

They expand, immobilizing you as the crystal covers your entire body. You are unable to move for d3 rounds, and any damage taken during this time is tripled.

14. Nanite echo

Your eyes are yellow and red.

A semi-physical copy of yourself appears behind you and attempts to kill you or a nearby ally, whoever is weakest. The echo has d12 HP and deals d6 damage with its ghastly grasp.

15. Elongated fingers
Twice the length they used to be.

They painfully twist and bend. You are unable to use weapons or other items requiring a firm grip for the next d10×10 minutes.

16. Cold
Humidity turns to frost on your cold skin.

Your body temperature drops, and the air around you seems to freeze. You and everyone close to you act with +2DR for the next minute.

17. Rage
Skin pulled tight, your blood is boiling.

You lose control of your senses and attack anyone near you for d4 rounds. Whatever controls you prefers to use offensive Nano powers first and your fists second.

18. Bloated and moist

You swell up even more, and a greyish liquid seeps from your orifices. +4DR on every test for 10 minutes.

19. Bestial, enlarged maw

It splits in two and grows even larger when triggered. You take d8 damage but can bite for d6 damage for the next hour.

20. Magnetic

You attract metal objects. Usually only noticeable at a few centimeters' distance from your skin.

Small metal objects come flying towards you. Defend against metal melee weapons or bullets at +4DR for the next d6 rounds.



You don't know why, but sometimes
the constant bad luck seems to...

switch.
good

Glitch

You begin with d2 Glitches
(unless your class
says otherwise) and
regain them by
rolling that d2
(or class-based
die) again after
you've spent all
Glitches and
have had the
chance to rest.

You can use them to

Deal maximum
damage with
one attack

Reroll a
dice roll
(yours or
someone
else's)

Lower damage
dealt to you
by d6

Neutralize a Crit or Fumble

-4DR to one test
(before rolling)

HIT POINTS

<HP>

Punks start with

Toughness + d8

but never less than 1.

ZERO HP

Battered

1-2 Fall unconscious for d4 rounds, awaken with d4 hp.

3-4 Test Presence DR10 with +1DR for every cybertech installed. Unconscious as above on success. Cy-rage on failure.

5-6 Critical injury: roll on the body table to see where you were hit. The body part is destroyed and has to be replaced or regrown. At the moment, you are unable to act for d4 rounds then become active with d4 HP.

7 Hemorrhage: death in d2 hours unless treated. All tests are DR16 in the first hour, DR18 the last hour.

NEGATIVE HP

Dead*

*Unless you can pay:

If you have a personal bank account with at least 1k¤, there is a 50% chance for an Emergency Response Team to reach you in time to save your life if you are at 0 or -1 HP. Add an additional zero to the bill for each negative HP thereafter.

For each negative HP, you will spend d6 days in intensive care afterward, but you will be alive.

Someone in CY-RAGE goes berserk, temporarily gains +d8 HP and attacks random targets twice per round with their most effective weapon.

Attacks are DR10 and defense DR14. This doesn't stop until Battered, Dead, or otherwise sedated.

Emergency Body Modification

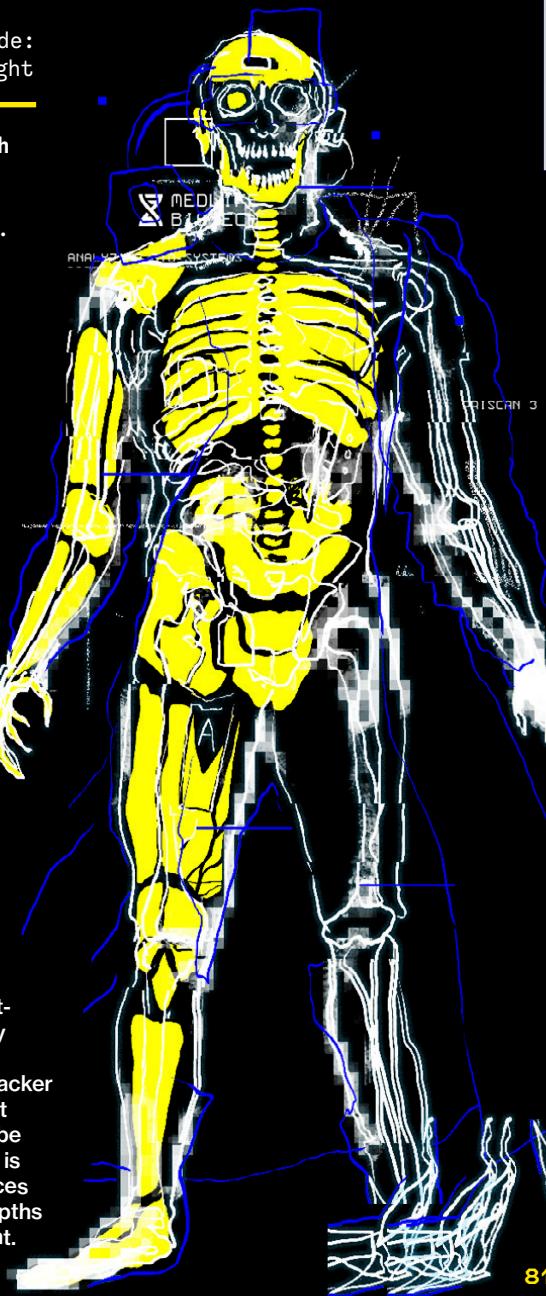
ROLL A D20

Body table

If necessary, d6 for side:
1-3 left 4-6 right

Cost for a **non-cybertech prosthesis** included in the table. These do not increase the Cy-rage DR.

01	Forehead	1k¤
02	Eye	2k¤
03	Ear	200¤
04	Jaw	200¤
05	Throat	800¤
06	Shoulder	1k¤
07	Upper arm	1.5k¤
08	Elbow	1.2k¤
09	Lower arm	1k¤
10	Hand	800¤
11	Chest	4k¤
12	Spine	6k¤
13	Abdomen	2.5k¤
14	Hip	500¤
15	Groin	3k¤
16	Thigh	2k¤
17	Knee	1.5k¤
18	Shin	1.2k¤
19	Foot	600¤
20	Finger/toe	100¤



The nature and source of Cy-rage – a post-Incident phenomenon – remains a mystery despite numerous corp-funded scientific studies. Nano infestations and rogue AI/hacker interference are unconfirmed theories, but most court cases rule user negligence to be the main reason. Because of this, Cy-rage is a breach of contract with dire consequences as clearly stated in the undecipherable depths of the device's end-user license agreement.

INITIATIVE

Roll d6:

- 1-3 enemies act first
- 4-6 PCs act first

If necessary:

Agility+d6 to determine who acts first within the group

The DR for attacks and defense can be modified just like any other test.

MELEE

Test Strength

DR12 to hit and then roll for damage.

RANGED

Single shots:

Test Presence DR12 to hit and then roll for damage

Autofire:

Test Agility DR12 to hit and then roll for damage. Hits also allow a second attack, against either the same target or another one nearby, up to a maximum of three attacks. Check armor for each hit.

DRONE COMBAT

Drones capable of attacking do so either under the direct control of the pilot, using their action and score; or using some kind of AI, with a flat d20 roll against DR12.

Players roll both to attack or defend; enemies generally don't roll dice in combat.



DEFENSE

Test Agility DR12 to avoid an enemy's attack.

CRIT

<natural 20>

Attack:

Double damage and target's armor/cover is also reduced by 1 tier.

Defense:

PC gains a **free attack**.

FUMBLE

<natural 1>

Attack: <d6>

1-3 Out of ammo. You also drop the weapon or otherwise make it unusable until an action is spent fixing it.

4-5 Your weapon misfires/breaks. It has to be repaired outside of combat.

6 Your weapon explodes or otherwise hurts you for d6 damage and is beyond repair.

Defense:

PC takes **double damage** and armor/cover is reduced 1 tier.

WHEN THE SMOKE CLEARS...

Count your bullets:

Roll d8 (or d6 if you used autofire) for each weapon you have fired. A result of 1-3 indicates your mag is empty and has to be replaced.

If there's still time:

Catch your breath, wipe your brow. **Restore d4 HP.**

< OPTIONAL COMBAT MODS >

COVER

Taking cover reduces the chance of getting hit by ranged attacks. Increase DR to hit a covered target, or lower DR to defend while covered:

Light cover ±2DR office cubicle, car door, hostage, explosive gas tank.

Heavy cover ±4DR concrete wall, cyberbike, bulletproof glass, reactor.

When an attack misses a covered target:

Heavy cover becomes light cover.

Light cover is destroyed.

AIMING

Spend one round aiming at your target to receive either -2DR to hit or +2 damage.

RANGE

Close range is arm's length or less. Long range is farther than a room away.

• +2DR when firing at close range.

• Autofire deals +2 damage at close range, -2 at long range.

HITS ALWAYS HURT

Hits always deal a minimum of 1 damage regardless of armor reduction or other negative damage modifiers **unless that would bring a character down to 0 HP**.

SUPPRESSIVE FIRE

Spend a mag using an automatic weapon to suppress up to d3 targets. Suppressed PCs can either:

• Get out of the way (running, hunkering, etc.), adding +4DR to their next action.

• Stand their ground and defend against a DR14 autofire attack.

Suppressed NPCs test morale:

Success: They stand their ground and become the target of a DR10 autofire attack.

Failure: Get out of the way; -4DR to defend against their attack next round.



<TIME>

- * A round is enough time to traverse a normal-sized room and either attack once, activate an App or use Nano.
- * Ten rounds make up about a minute.

<REST>

- * After counting your bullets: sit down, hydrate, breathe. Take ten. Restore d4 HP.
- * Eat, drink, and sleep for a full night and restore d6 HP.
- * If you don't eat, you are unable to recover HP, and each day without food or drink, you lose d4 HP. All tests are +2DR per day without rest.

<FIRST IMPRESSIONS>

- * When meeting people whose reaction is uncertain, roll 2d6:

2-3	Direct hostility
4-6	Frustration, anger
7-8	Indifference, confusion
9-10	Curiosity, almost friendly
11-12	Asking for help

<MORALE>

- * Enemies test for Morale when their leader is down, half the group is eliminated or a single enemy is down to 1/3 of their HP.
- * If a 2d6 roll is greater than their Morale score, they either flee or surrender.



55	30	46	55	54	31	49	4E	43	6B	46	
53	52	56	42	50	44	51	70	55	52	55	35
			31	42	46	55	6B	45	4E	43	4C
								6C	4A	50	56
										45	46
										54	



SELF

IMPROVEMENT

<AKA LEVELING UP>



AND POLITICAL
RANTS

OPERATION

The Game Master decides when a character should improve. It can be after completing a mission or two, fulfilling set targets or getting enough

Either way:

MORE HP

Roll 6d10. If the result is equal to or greater than your current maximum HP, increase it by d6.

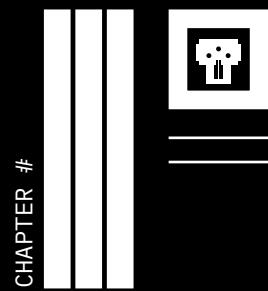
IN THE LINING OF YOUR JACKET, YOU FIND (D6)

- 0-3 Nothing
- 4 3d6x10^d on an untraceable credchip
- 5 A forgotten mag and a random booster mod
- 6 A faintly glowing pebble that has a 20% chance of infecting you with a Nano power

ABILITY CHANGES

Roll d6 against every Ability. Results equal to or greater than the Ability raise it by 1 (max +6). Results below the Ability decrease it by 1.

Abilities from -3 to +1 will always change for the better unless the d6 result is 1. If the result is 1, the Ability is reduced by 1 to a maximum of -3.



CHAPTER #

FORGIVE
SHOW NO MERCY,
THEY WONT.

GUARDS & GOONS



Generic SecOp or Gang-Goon

Sadistic soldiers in service of the Nu-Capitalists or other crime lords.

HP 6 Morale 7 No armor
9mm pistol d6a

☒ Worthless: 100-1k¤ to bribe.

United Citadel Security Operative

The only things larger than UCS's market shares are their operatives' capacities for cruelty and willingness to commit atrocity.

HP 14 Morale 9
UCS basic combat gear -d4
UCS Protector SMG d6a,
d4-1 flashbangs Toughness DR12 or
+4DR on everything for d4 rounds

☒ Bribe: 2k-10k¤

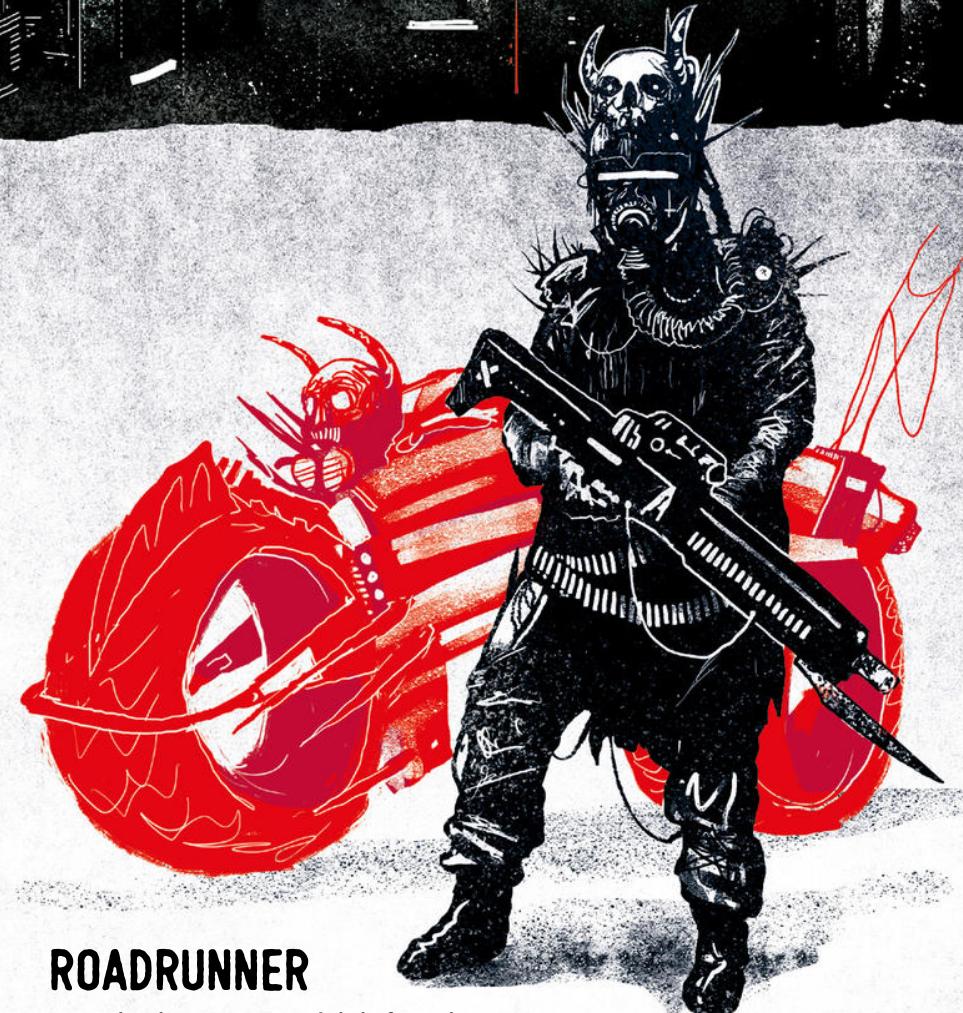
Virid Viper

South Cy's largest mob and the biggest player in the city's drug trade. Killers with branding; split tongues and viper fangs on their jackets.

HP 13 Morale 10 Virid jacket -d2

Shotgun d8 and machete d6

☒ Carries 20-200¤ worth of drugs.

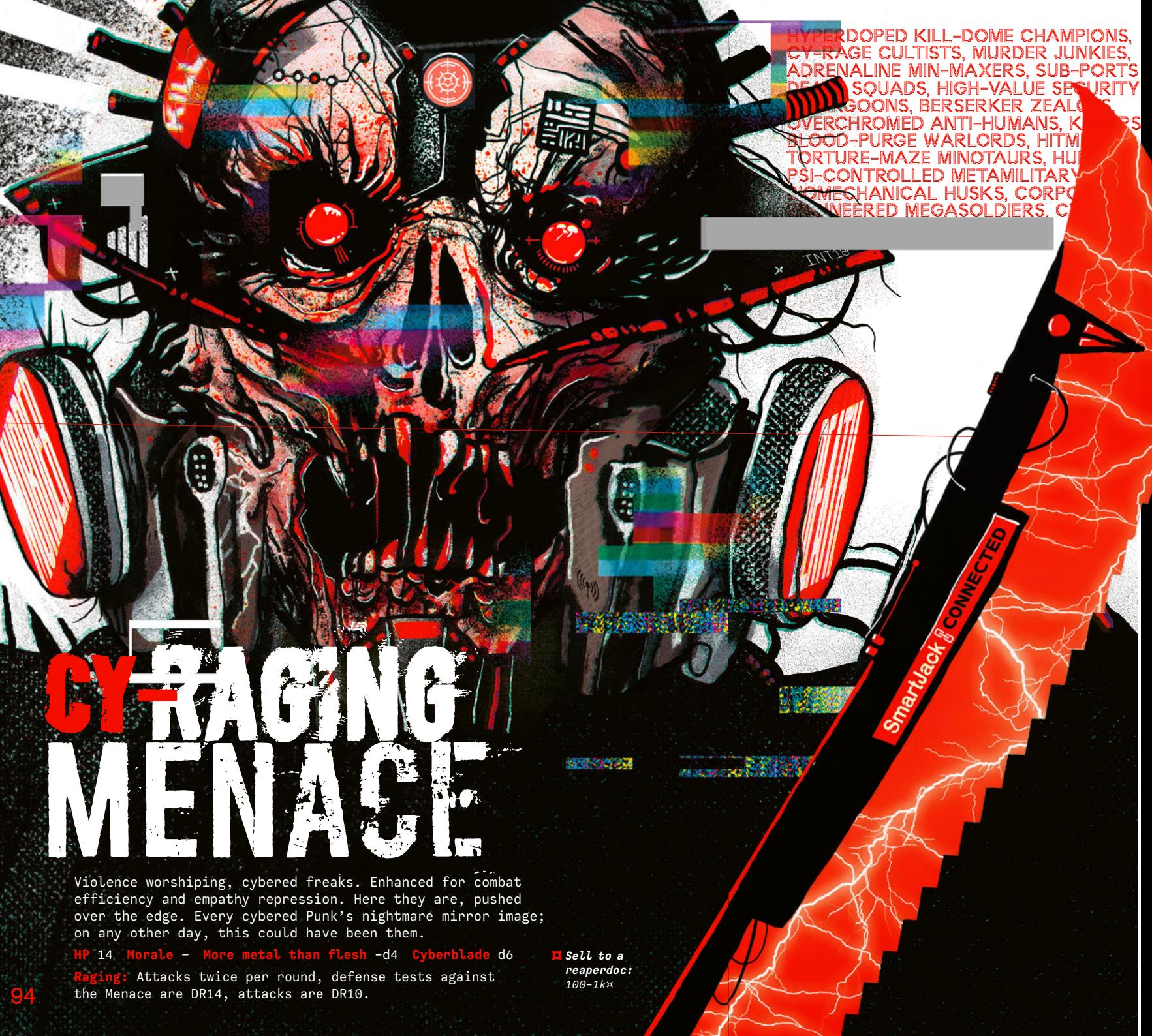


ROADRUNNER

Wasteland scavengers. Rightly feared for their territorial brutality and hyper-tuned, weaponized rides.

☒ Wanted for 100-600¤, can usually be hired for a day for the same sum

HP 5 Morale 5
Waster's tux -d2
Assault rifle d8a



CY-RAGING MENACE

Violence worshiping, cybered freaks. Enhanced for combat efficiency and empathy repression. Here they are, pushed over the edge. Every cybered Punk's nightmare mirror image; on any other day, this could have been them.

HP 14 Morale - More metal than flesh -d4 **Cyberblade** d6

Raging: Attacks twice per round, defense tests against the Menace are DR14, attacks are DR10.

☒ **Sell to a reaperdoc:**
100-1k[¤]

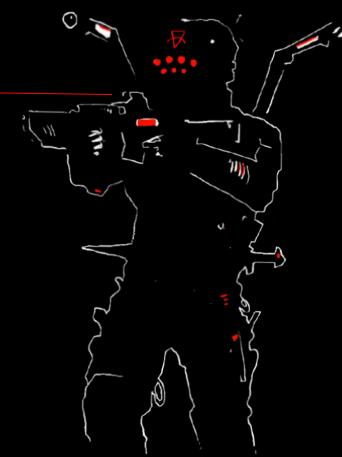
HYPEDOPED KILL-DOME CHAMPIONS, CY-RAGE CULTISTS, MURDER JUNKIES, ADRENALINE MIN-MAXERS, SUB-PORTS DEF SQUADS, HIGH-VALUE SECURITY GOONS, BERSERKER ZEALOTS, OVERCHROMED ANTI-HUMANS, KILLERS BLOOD-PURGE WARLORDS, HITM TORTURE-MAZE MINOTAURS, HU PSI-CONTROLLED METAMILITARY, HOMECHANICAL HUSKS, CORPO ENGINEERED MEGASOLDIERS, C

Grey-CERT

No digital footprint. Barely a rumor. Grey wraiths of a more luddite bent, a Cyber Emergency Response Team of killers who cannot be hacked. Shock tactics, rigorous training, secret Nano, and no technology advanced enough to betray them.

HP 10 Morale 10 Wraith-suit -d6 **Dum-dum AR** d6a, **Monosword** d8, d4 grenades of varying kinds.

Elite: Defense against their attacks is DR14. **Old school:** Immune to Apps directly targeting them, indirect App attacks are +2DR.



Corp Assassin/Special Forces

Blacksite specialists and kill teams granted impunity for their discretion. No loose ends left behind, no act too atrocious to give them pause. Consummate professionals.

HP 16 Morale 10 Stealth combat suit -d6 **Filament knife** d6 and **silenced SMG** d6a or **assault rifle** d8a.

Stealthy: Test Presence DR12 before combat or they go first before rolling initiative. **Highly trained:** Defend at DR14.

☒ **Unbribable**

KERGOZ

Fanatical Nanomancer heralds of the two-headed demons. Prefer to keep victims alive for a properly prepared ritual sacrifice, but sometimes on-the-go will have to suffice.

HP 8 Morale 10 Ragged robes -d2
Warped filament knife d6 or
Psychic scalpels

 Money has no value (will rob your corpse regardless)

Psychic scalpels: Target tests Presence DR14 or takes d10 damage.
Nanomancer: Can use d3-1 additional random Nano powers from the table to the right. **Infested:** Any crit attack against an Heir of Kergoz triggers a random Infestation with a 50% chance of targeting the attacker instead of the Heir.

NANO POWERS

1. COSMIC DUST BOTS.

Dark dust covers a 20m diameter for the duration of the fight. It tastes like stained, rusted metal.

2. CRAGLING CARAPACE.

d4 targets gain -d6 armor for 4 rounds.

3. BEAT PRISM.

Invisibility for d6 rounds or until the Nanomancer is hurt. Attack and defense tests against the Nanomancer are DR18.

4. BENEVOLENT SUTUREDROIDS.

d2 people regain d10 HP each. A roll of 6 or greater comes with a free migraine.



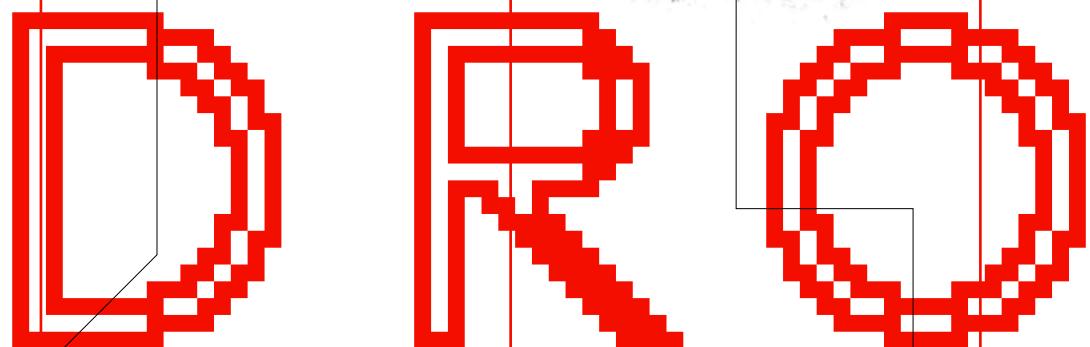
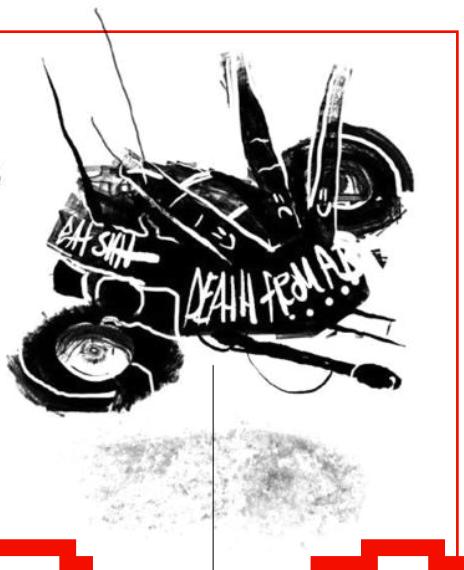
NanoGoon

Nano-ridden gang-goon or SecOp.
Even uglier than their non-infected "friends".

HP 4 Morale 7 No armor 9mm pistol d6

Nanomancer: Can use one random Nano power from the table above. **Infested:** Any crit attack against a NanoGoon triggers a random Infestation.

 Sell to blacksite lab: 100-600¤



CRAWLER

Dog-sized and crab legged, utilitarian and single-minded in their purpose.

HP 10 Morale - Armored -d4
Assault rifle d8a

Often comes equipped with a varied set of **tools and gadgets**.

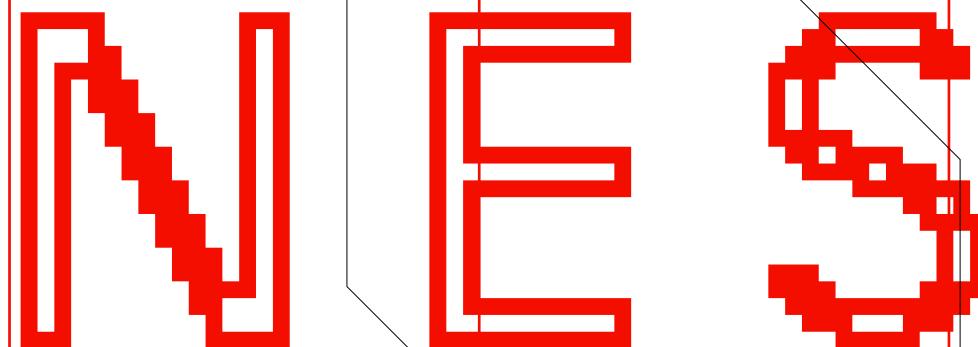
☒ **Sell for scraps:** 10-100☒
Reprogram: 2k☒

FLYER

Seldom-autonomous AIs due to the complex processing power needed for their superb maneuvering protocols.

HP 8 Morale - No armor
Small SMG d4a
Quick and janky: DR14 to hit.

☒ **Mass production cost:** 25☒
Retail price: 5k☒



STINGER

Tools of espionage. Fly-sized and silent. Equipped with recording devices, data dumps or a poisoned stinger.

HP 1 Morale - No armor
Sting: Deals no damage, instead injects a drug or poison into its target. **Tiny:** Hitting a stinger is DR16 in melee or DR18 with ranged attacks.

☒ **Extract contents:** 35☒

TURRET

Simple, stationary, automatic.
HP 10 Morale - Metal plating -d6
Twin autocannons d10a

Ammo depletion: After the third round, the turret has a 10% risk of running out of ammo. Some turrets are set to self-destruct when this happens, dealing d10 damage to d4 targets unless they test **Agility DR12**.

☒ **Sell for scraps:** 20-200☒

ENHANCED BEASTS

1

Worg

Canines, gene-wrapped and mutilated with weaponized augmentations. Guard dogs for the rich and brutal.

HP 12 **Morale** 10
Fur and steel -d2
Bite d6 + trip

Trip: Test Strength DR10 or be pulled down to the ground, +2DR to any attack or defense test until you stand up again.

Captured: 50-300¤

2

Vamp

Often kept in large groups to guard an area, but tend to procreate and spread more than wanted.

HP 3 **Morale** 5 **Shockshield** -
Bite d3

Quick fliers: Hard to shoot; ranged attacks are DR14.

Shockshield: Melee hits against the Vamps shock the attacker; test Toughness DR12 or take d4 damage.

Captured: Pest-control bounty: 1¤

3

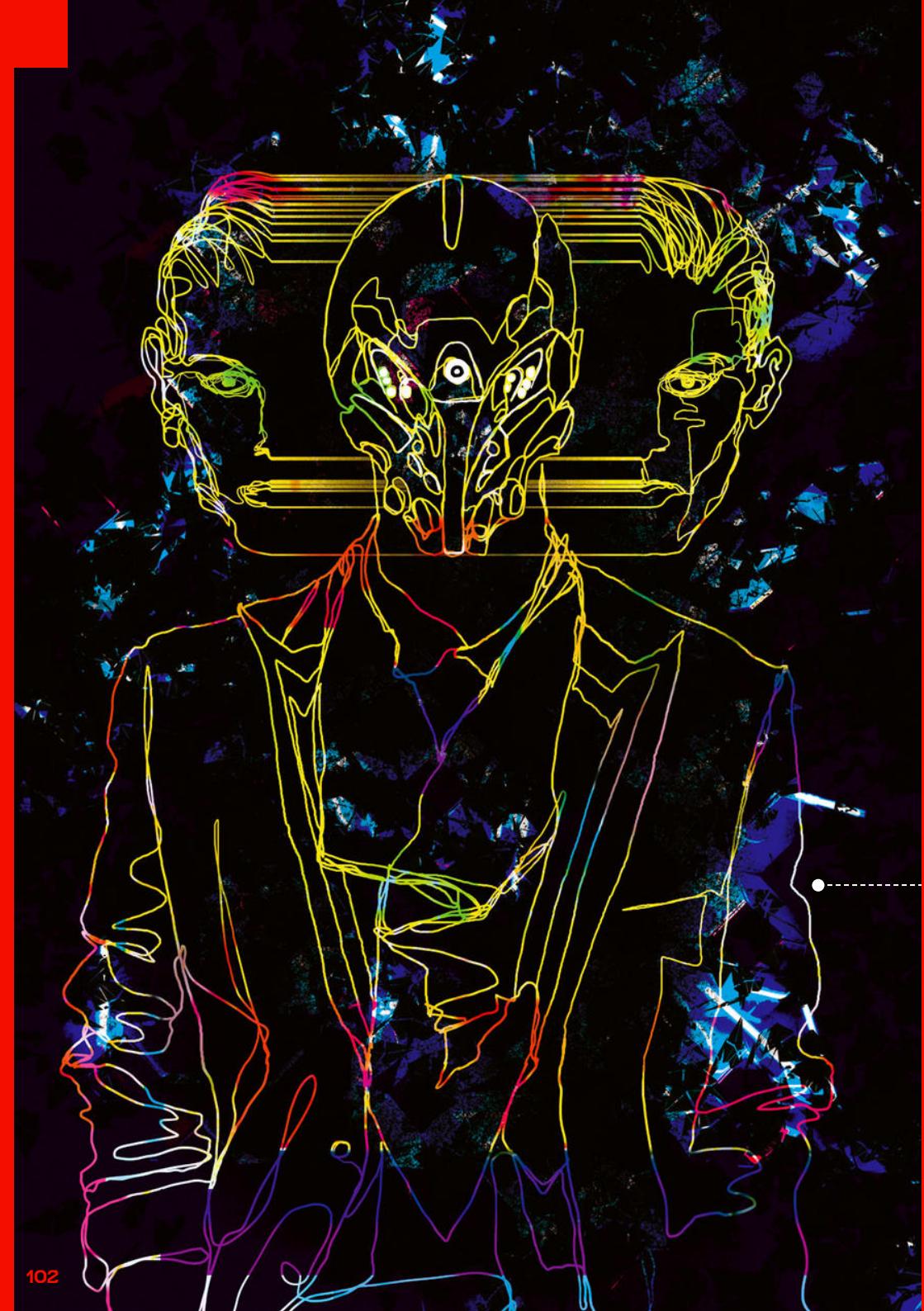
Krok

Underwater horrors. Guard sewers, tunnels and subsurface bases, often subsisting on the bloated corpses of the city's waterways.

HP 17 **Morale** 8 **Thick skin** -d4
Bite d8 + death roll

Death roll: Test Strength DR14 to pull free of the Krok's jaw or take d6 damage each round with no chance to defend.

Captured: 100-400¤, **dead:** 15¤



•••

MICRO-COMPOSITE
TITANIUM ALLOY
ADAPTIVE TENSESH
CERAMIC ALLOY
FUSION POWERCELL.

CYDROIDS

POST-BIOPHYSICAL
NON-COOPERATIVE
MACHINE LEARNING
VIE SUBORDINATION
PRIORITY MODELS.

SKULKER

Void-black steel alloy
murder-skeletons built
for a single purpose:

[TRACKING DOWN A TARGET AND
DESTROYING IT WITHOUT MERCY].

HP 14 Morale - All metal -d4
Blade d6 or Silenced SMG d4a

Creepy crawlers: Can climb walls
and crawl across ceilings.

Stealthy: Test Presence DR12
before combat or the Skulker
acts before the initiative roll.

Relentless hunter: Will
tirelessly hunt its target to
complete its assignment until
it is utterly annihilated.

When reaching 0 HP, it has a
50% chance of surviving with
one less limb—it recovers
d8 HP but attack and defense
tests against it are now -2DR
(cumulative).

Identify owner: 2.5k α

Sell for scraps: 500k α



DOPPEL

Mimics and facsimiles.
Artisan infiltrators.
Human enough to fool all
but the most rigorous tests.

HP 12 Morale 5 Skinweave -d2
Hidden vibro-blade d8

Imitation of life: Passes as
an unarmed human in most scans.
Always acts first when it can
surprise a target.

Mimic protocol: Upon failing
morale, the Doppel will attempt
to flee into a crowd and use
holoprojections to blend in.
Upon repairs, it will alter
its physical form to match this
projection. It will then attempt
to strike back.

VINDICATOR

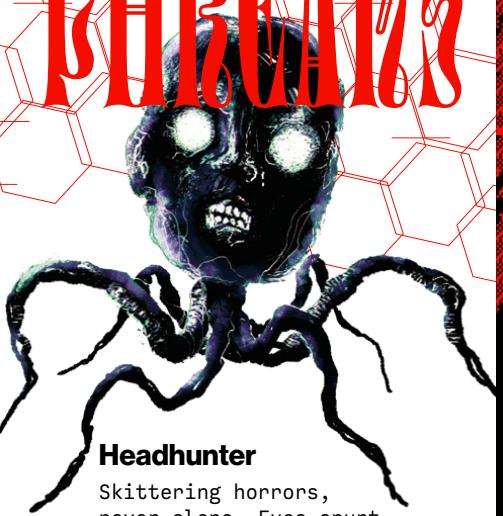
Frontal assault terror robots
activated when pacification
is desired over discretion.

HP 18 Morale -
Made for combat -d6
Assault rifle d8a with
grenade launcher d6 to up to
d3 targets

Charger: Uses rocket-powered
shoulder bashes to break
through doors and walls.

Extract kill list: 4.5k α

MONSTERS



Headhunter

Skittering horrors, never alone. Eyes spurt cryo-radiation. Latent Nano infection threat.

HP 3 Morale 5 No armor
Ocular ray d4a + freezing gaze

Freezing gaze: When hit by their attack, test Toughness DR14 or your gear freezes, giving all your actions a + to DR equal to your armor die. **Small and hard to hit:** DR14 when attacking them.

☒ **Intact eye:** 25☒

Blighthusk

Nano-infested vermin that scuttle about G0 like stop-motion maquettes. Dripping claws and vile fangs. Exists only to propagate.

HP 5 Morale 6
Quick and erratic -d2
Claws d4 + infestation

Infestation: Test Toughness DR8 when hit by the claws or gain a random Nano infestation. 10% chance to also gain a Nano power.

☒ **Sold to a research lab:** 50☒
Released on a corp office's middle management floor: Priceless



Whitetail

A myth, a ghost. Eerily large eyes, a body like smoke. It moves with purpose, stealing tech and vanishing without a trace.

HP 4 Morale 5 Spectral special
Bite d3 + Phase venom

Spectral: Ignores any damage when the damage taken is an uneven number.

Spiral gaze: Each round, one random opponent tests Presence DR12 or falls out of sync with reality and cannot move for 1 round.

Phase venom: The Whitetail's maw is a miasmic cocktail of nanites and alien spores. Test Toughness DR12 or victims bleed from facial orifices, suffering d3 damage each round for the following 3 rounds.

☒ **100-10k☒ worth of tech in the lair**



Bloated

The walking
corpses that
shamble inside G0.
The rumored
final fate of all
Nano-infected.

HP 18 Morale -
No armor Slam d4

Nothing of
value remains

Ready to burst:
Explodes upon
death or when
receiving a crit.
Its acid bile
can hit up to d3
nearby targets;
test Agility DR14
or take d4 damage.

Empty skulls:
Incapable of thought
and will never
surrender or flee.



COMBAT VEHICLES

Heavily armored (para)military machines. Built to withstand the masses they run down. They can be taken down by targeting weak points with DR16 attacks that deal double damage and ignore armor; by using heavy weapons that deal double damage to vehicles such as rocket launchers, laser cannons, etc.; or by creative, outside-the-box destruction.

Armored Car

For transporting something—or someone—you don't want to replace. Includes CEO limos, security vans, MilCorp APCs, or state-of-the-art experimental AI hovertanks (just add weapons).

HP 30 Morale 8 Heavy plating -d8

☒ Rent: 100☒/night (uninsured)

COMBAT VEHICLE:

MILCORP GUNSHIP

Warforged birds of prey used by the wealthy for quick extractions or an *overwhelming display of firepower and superiority* in a climactic rooftop fight.

☒ 10 minutes on the shooting range, pilot included: 50k☒

HP 45 Morale 6 Armored -d6
Gatling guns d10a + special or
Rockets d12 + special

The **Gatling guns** only autofire and can do so twice each round. **Rockets** hits d4 targets and ignore 2 points of armor.

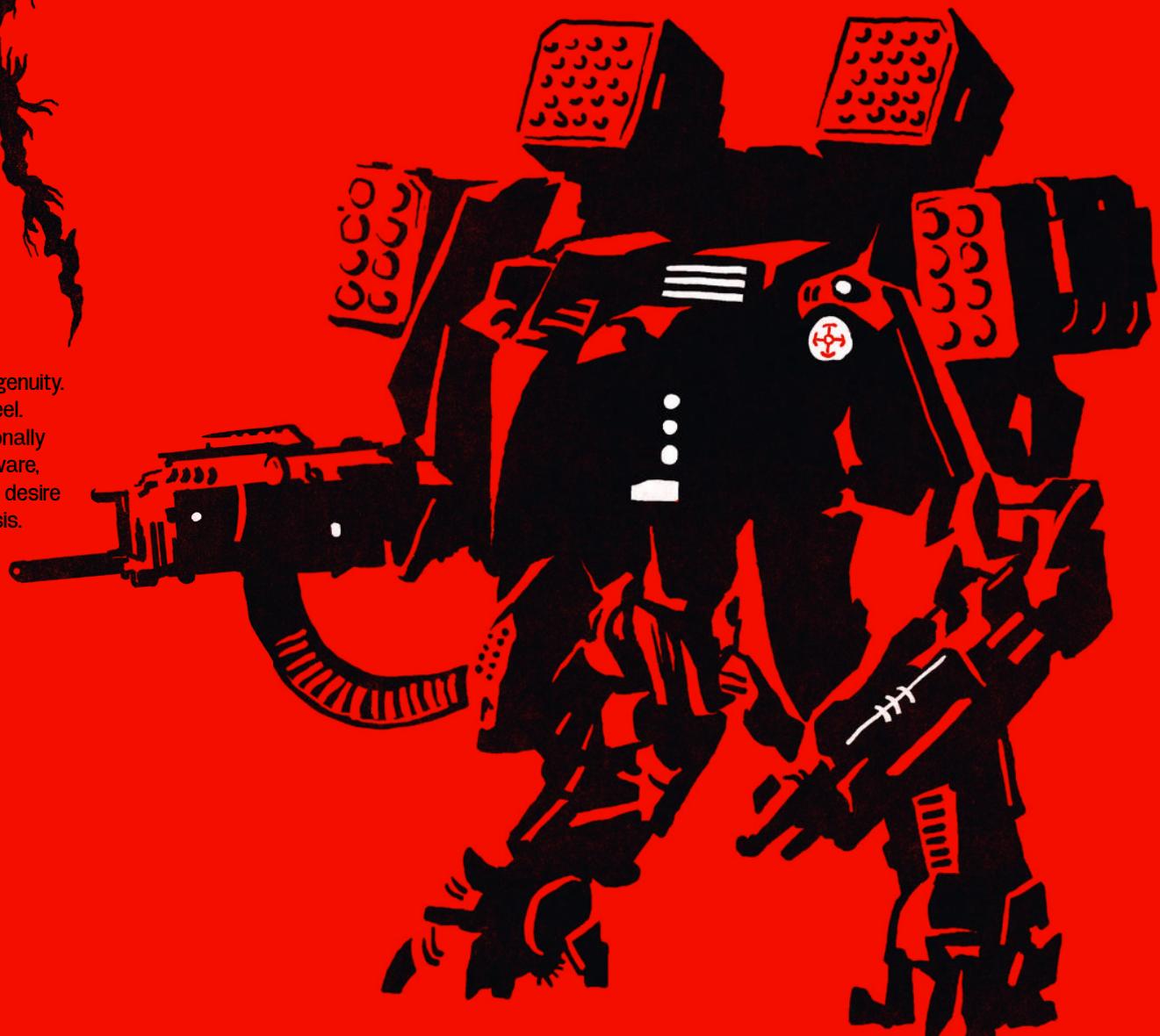


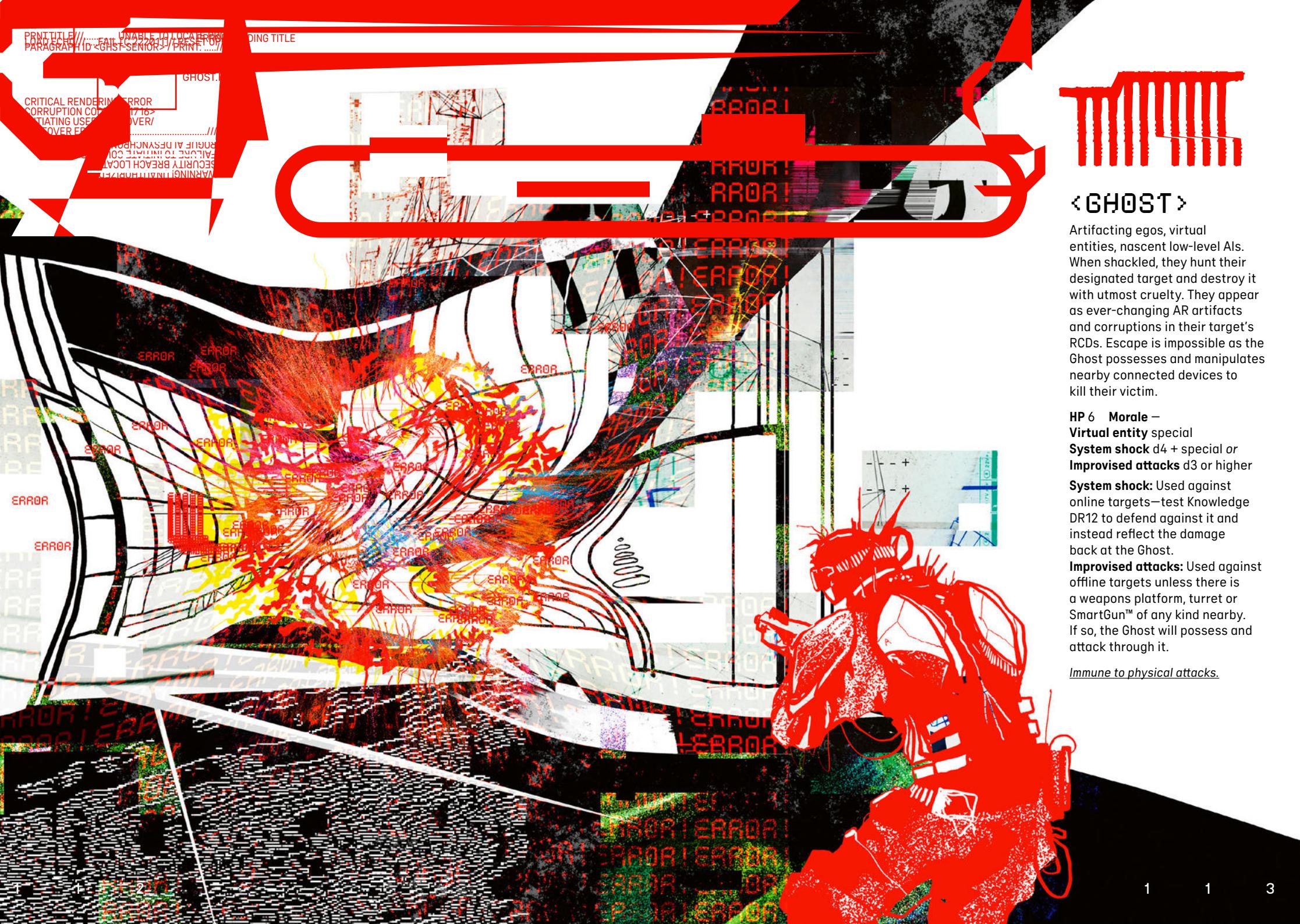
The awe-inspiring pinnacle of mankind's murderous ingenuity.
 Bipedal constructs of war, death personified in steel.
 Destroyers of worlds. Either remotely piloted, traditionally
 operated or in worst cases fully automated, self-aware,
 and AI imbued. The horrifying end state of humanity's desire
 for fusion powered, blood-soaked cyber-apotheosis.

X

HP 50 Morale 7 Nigh-indestructible -d10
M.A.R.A.U.D.E.R. guns d10a and Rockets d12 or
Laser turret d12a and cluster grenades d8
M.A.R.A.U.D.E.R. guns only autofire and
can do so twice each round. Rockets can hit
d4 targets and ignore 2 points of armor.
 The *cluster grenades* can hit up to d6 targets.

▣ *Scrapped:* 2k-8k▣





PRNTITLE// UNABLE TO LOCATE ERROR DING TITLE
PARAGRAPH ID<GHST-SENRD> PRINT.....

CRITICAL RENDERING ERROR
CORRUPTION CODE 1710
INITIATING USER OVER/ OVERFLOW
///
RELIABLE AI DESYNCHRONIZED
FAILSAFE TO INITIATE COI
SECURITY BREACH LOCAT

WARNING! INTEGRITY HINDR
SECURITY BREACH LOCAT

GHOST.

ERROR

RROR



< GHOST >

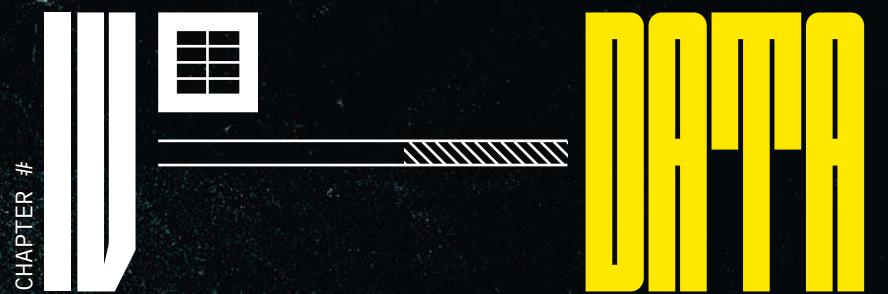
Artifacuting egos, virtual entities, nascent low-level Als. When shackled, they hunt their designated target and destroy it with utmost cruelty. They appear as ever-changing AR artifacts and corruptions in their target's RCDs. Escape is impossible as the Ghost possesses and manipulates nearby connected devices to kill their victim.

HP 6 Morale –
Virtual entity special
System shock d4 + special or
Improvised attacks d3 or higher

System shock: Used against online targets—test Knowledge DR12 to defend against it and instead reflect the damage back at the Ghost.

Improvised attacks: Used against offline targets unless there is a weapons platform, turret or SmartGun™ of any kind nearby. If so, the Ghost will possess and attack through it.

Immune to physical attacks.



CHAPTER #



DATA

Style		Feature	Role	Obsession	Quirk
01-02	Ocore	Abundance of rings	Advertiser	Adrenaline	01-02 03-04 05-06 07-08 09-10 11-12 13-14 15-16 17-18 19-20 21-22 23-24 25-26 27-28 29-30 31-32 33-34 35-36 37-38 39-40 41-42 43-44 45-46 47-48 49-50 51-52 53-54 55-56 57-58 59-60 61-62 63-64 65-66 67-68 69-70 71-72 73-74 75-76 77-78 79-80 81-82 83-84 85-86 87-88 89-90 91-92 93-94 95-96 97-98 99-00
05-06	Beastie	Artificial skin	Artisan	Ammonium chloride candy	02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
09-10	Bloodsport	Broken nose	Busker	Arachnids	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
13-14	Codefolk	Completely hairless	Cook	Blades	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
17-18	Corpodrone	Covered in tattoos	Customer service	Customized cars	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
21-22	Cvlt	Disheveled look	Developer	Experimental stimuli	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
25-26	CyPop	Dueling scars	Drone pilot	Extravagant manicure	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
29-30	Deathbloc	Enhanced cheekbones	Factory drone	Gin	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
33-34	Ghoul	Forehead display	Fleshcarver	Hand-pressed synthpresso	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
37-38	Goregrinder	Glitterskin	Goon	Headphones	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
41-42	Hexcore	Golden grillz	Hacker	Interactive holo-link	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
45-46	Kill mode	Heavy on the makeup	Hospitality	Masks	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
49-50	Mimic	Interesting perfume	Killmatch champ	Microbots	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
53-54	Minotaur	Laser branded	Medstaff	Model mech kits	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
57-58	Monsterwave	Mirror eyes	Middle manager	Porcelain figurines	01. Chainsmoker 02. Chews on hair 03. Compulsive swearing 04. Constantly watching holos 05. Coughs 06. Fiddles with jewelry 07. Flirty 08. Gestures a lot 09. Giggles inappropriately 10. Hat and shades, always
61-62	Necropop	Necrotic face	NuCap	Puppets	01. Anarchy 02. Burn it all down 03. Cash 04. Drugs 05. Enlightenment 06. Fame 07. Freedom 08. Fun 09. Justice 10. Love 11. Mayhem 12. Power over others 13. Revenge 14. Safety for loved ones 15. Save the world 16. See others fail 17. Self-control 18. Self-transformation 19. Success 20. To kill
65-66	NuFlesh	Palms covered in notes	Preacher	Recursive synthesizers	01. Anarchy 02. Burn it all down 03. Cash 04. Drugs 05. Enlightenment 06. Fame 07. Freedom 08. Fun 09. Justice 10. Love 11. Mayhem 12. Power over others 13. Revenge 14. Safety for loved ones 15. Save the world 16. See others fail 17. Self-control 18. Self-transformation 19. Success 20. To kill
69-70	NuPrep	Plenty of piercings	Reporter	Slacklining	01. Anarchy 02. Burn it all down 03. Cash 04. Drugs 05. Enlightenment 06. Fame 07. Freedom 08. Fun 09. Justice 10. Love 11. Mayhem 12. Power over others 13. Revenge 14. Safety for loved ones 15. Save the world 16. See others fail 17. Self-control 18. Self-transformation 19. Success 20. To kill
73-74	OG	Rainbow haircut	Retired	Stimsmokes	01. Anarchy 02. Burn it all down 03. Cash 04. Drugs 05. Enlightenment 06. Fame 07. Freedom 08. Fun 09. Justice 10. Love 11. Mayhem 12. Power over others 13. Revenge 14. Safety for loved ones 15. Save the world 16. See others fail 17. Self-control 18. Self-transformation 19. Success 20. To kill
77-78	Orbital	Robotlike	Roadrunner	Tarot	01. Anarchy 02. Burn it all down 03. Cash 04. Drugs 05. Enlightenment 06. Fame 07. Freedom 08. Fun 09. Justice 10. Love 11. Mayhem 12. Power over others 13. Revenge 14. Safety for loved ones 15. Save the world 16. See others fail 17. Self-control 18. Self-transformation 19. Success 20. To kill
81-82	Pyrocore	Subdermal implants	Scammer	Trendy food	01. Anarchy 02. Burn it all down 03. Cash 04. Drugs 05. Enlightenment 06. Fame 07. Freedom 08. Fun 09. Justice 10. Love 11. Mayhem 12. Power over others 13. Revenge 14. Safety for loved ones 15. Save the world 16. See others fail 17. Self-control 18. Self-transformation 19. Success 20. To kill
85-86	Retro metal	Traditional amulets	SecOp	Vampires vs. werewolves	01. Anarchy 02. Burn it all down 03. Cash 04. Drugs 05. Enlightenment 06. Fame 07. Freedom 08. Fun 09. Justice 10. Love 11. Mayhem 12. Power over others 13. Revenge 14. Safety for loved ones 15. Save the world 16. See others fail 17. Self-control 18. Self-transformation 19. Success 20. To kill
89-90	Robomode	Transparent wear	Soldier	Vintage TV shows	01. Anarchy 02. Burn it all down 03. Cash 04. Drugs 05. Enlightenment 06. Fame 07. Freedom 08. Fun 09. Justice 10. Love 11. Mayhem 12. Power over others 13. Revenge 14. Safety for loved ones 15. Save the world 16. See others fail 17. Self-control 18. Self-transformation 19. Success 20. To kill
93-94	Technoir	Unnatural eyes	Student	Virtuapals	01. Anarchy 02. Burn it all down 03. Cash 04. Drugs 05. Enlightenment 06. Fame 07. Freedom 08. Fun 09. Justice 10. Love 11. Mayhem 12. Power over others 13. Revenge 14. Safety for loved ones 15. Save the world 16. See others fail 17. Self-control 18. Self-transformation 19. Success 20. To kill
97-98	Wallgoth	VIP lookalike	Test subject	Watches	01. Anarchy 02. Burn it all down 03. Cash 04. Drugs 05. Enlightenment 06. Fame 07. Freedom 08. Fun 09. Justice 10. Love 11. Mayhem 12. Power over others 13. Revenge 14. Safety for loved ones 15. Save the world 16. See others fail 17. Self-control 18. Self-transformation 19. Success 20. To kill
WANTS					



→MISSION GENERATOR

The PCs all start with a debt they need to pay back. To avoid being hunted down, having their stuff repo'd and being thrown back into the gutters of the slums, they'll have to accept work from the forces that run Cy.

L Use the mission generator for mission seeds to offer up to the PCs. Roll, pick and choose, mix and match, ignore what does not make sense. Fill in the blanks. Reuse known people, locations and organizations. Remember that corps and cops are always the bad guys.

01

<CONTACT>

THE PCS ARE CONTACTED BY A

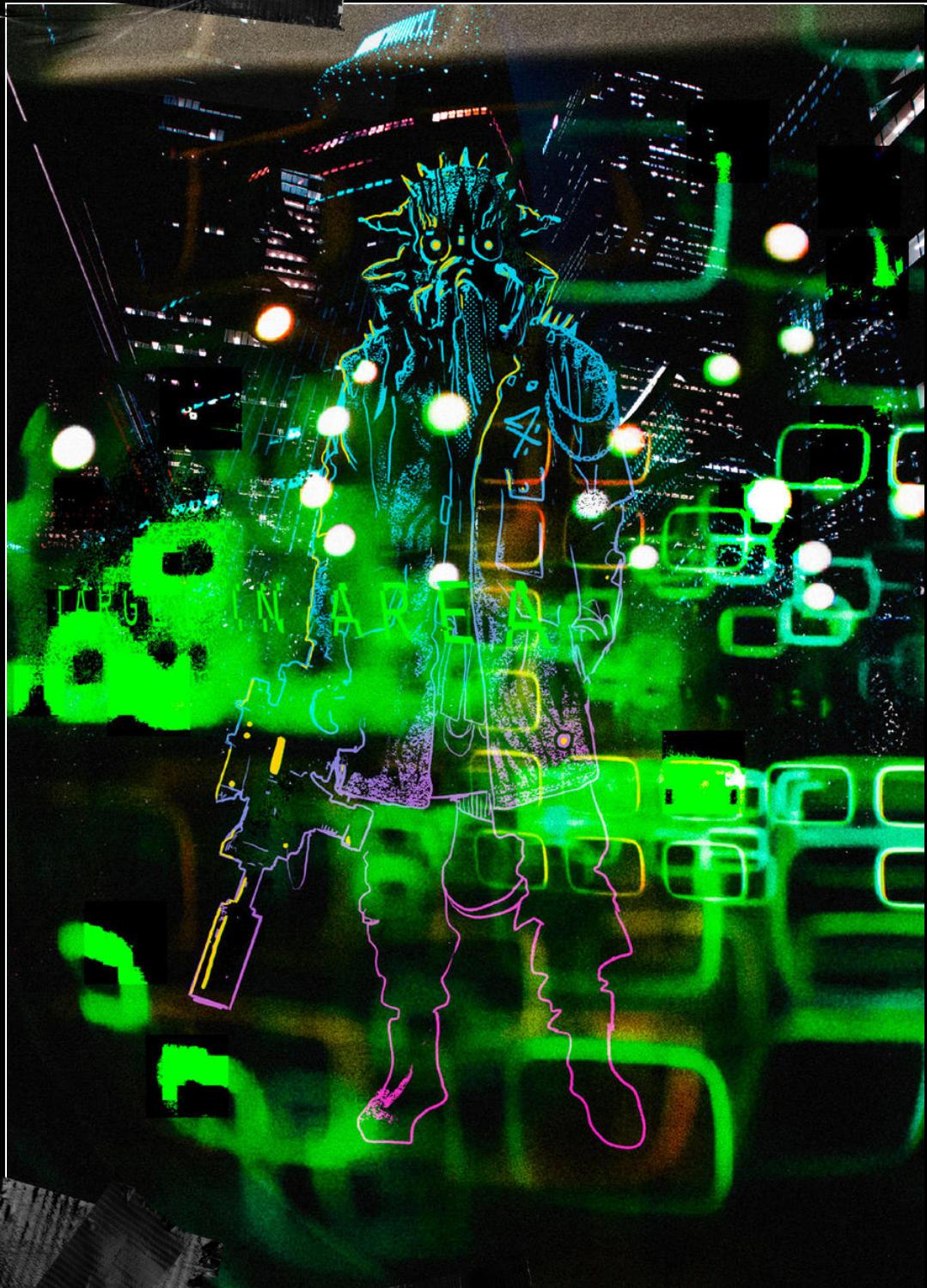
- 1 FRIEND FROM THE OLD DAYS
- 2 FAMILY MEMBER
- 3 UNTRACEABLE NET USER
- 4 CASUAL ACQUAINTANCE
- 5 PREVIOUS PATRON
- 6 KNOWN FENCE AND FIXER
- 7 GANG-GOON
- 8 LOVER/EX-LOVER
- 9 REGULAR FROM THE PCS' FAVORITE WATERING HOLE
- 10 STREET KID
- 11 MASKED STRANGER
- 12 BODEGA OWNER
- 13 FORMER ENEMY
- 14 MOBSTER
- 15 PORTS SMUGGLER
- 16 WASHED-UP VIP
- 17 CONCERNED CITIZEN
- 18 CULTIST
- 19 JOB BROKER
- 20 SOMEONE A PC OWES MONEY

02

<PATRON>

ACTING ON BEHALF OF

- 1 A POLITICIAN
- 2 A MEGACORP
- 3 AN AMBITIOUS STARTUP
- 4 A MONEY LAUNDERER
- 5 AN ARMS DEALER
- 6 A STRANGE CULT
- 7 A SECRET SOCIETY
- 8 A STREET GANG
- 9 THE CEO OF A MAJOR CORP
- 10-11 THEMSELVES
- 12 THEIR LOVER
- 13 SOMEONE A PC OWES MONEY
- 14 A NEARBY NEIGHBORHOOD COMMUNITY
- 15 A CLAN OF ROADRUNNERS
- 16 A CURRENT VIP
- 17 ANOTHER GROUP OF PUNKS
- 18 A RENOWNED HACKER
- 19 A FORMER ENEMY
- 20 AN AI OR OTHER NET ENTITY



03

<REWARD>

WHO PROMISES:

- 1 NOTHING. THEY DO IT OR ELSE...
- 2 NOTHING. <PLEASE HELP, YOU ARE THE ONLY ONES WHO CAN!>
- 3 A FUTURE FAVOR
- 4 INFO THEY MAY HAVE USE FOR
- 5 USEABLE GEAR
- 6 A VEHICLE
- 7 ILLEGAL GOODS THEY CAN USE OR SELL
- 8 A PLACE TO CRASH AND HIDE OUT
- 9 AN IN WITH HIGH-PAYING CLIENTELE
- 10 FAME AND EXPOSURE
- 11 GETTING RID OF HALF OF A SINGLE PC'S DEBT
- 12 A PIECE OF EXPERIMENTAL CYBERTECH
- 13 d6K¤
- 14 d10K¤
- 15 3d10K¤
- 16 5d10K¤
- 17 3d10K¤
- 18 d10K¤
- 19 2d10K¤
- 20 2d10x10K¤

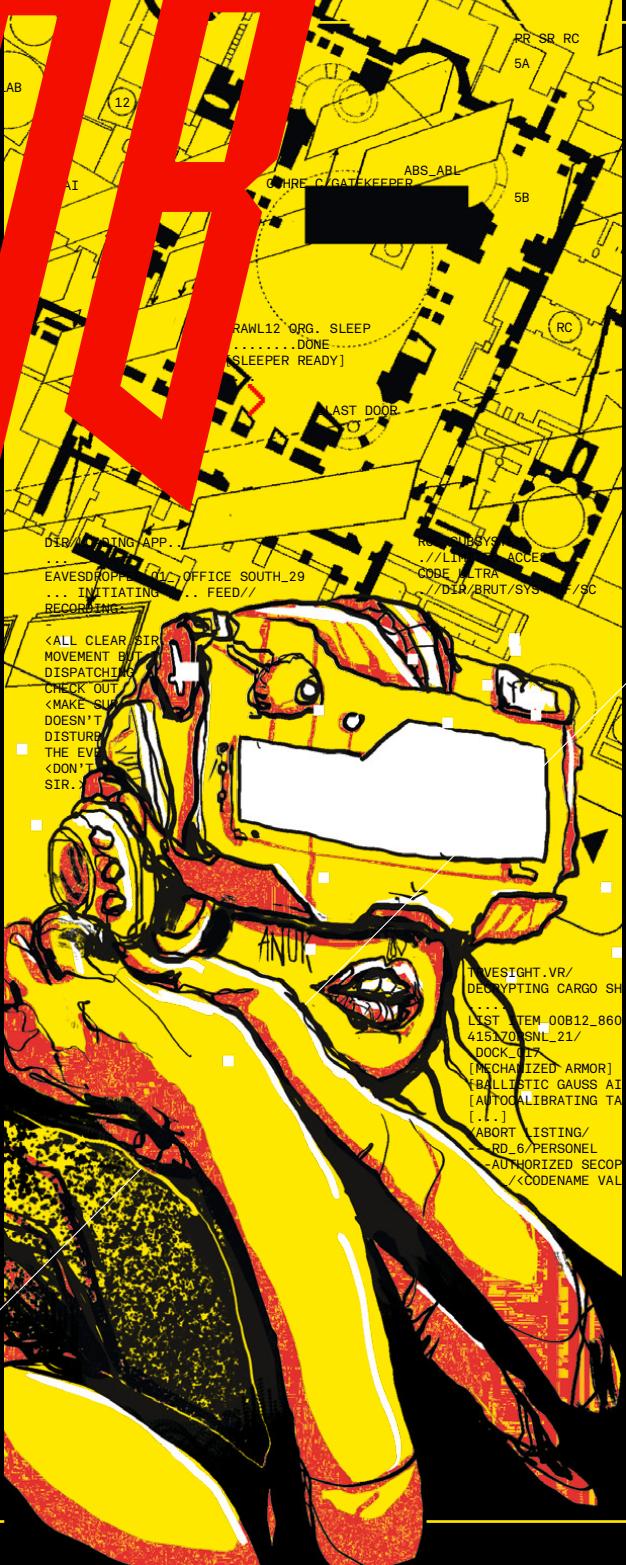
04

THE

JUICE

IF THEY

- 1 SABOTAGE
- 2 ESCORT
- 3 STEAL
- 4 DELIVER
- 5 THREATEN
- 6 KIDNAP
- 7 BLACKMAIL
- 8 OBSERVE
- 9 PROTECT
- 10 SAVE
- 11 DISTRACT
- 12 FIND
- 13 SMUGGLE
- 14 DESTROY
- 15 PUNISH
- 16 TRICK
- 17 FIGHT FOR
- 18 WIN OVER
- 19 PLANT
- 20 INFILTRATE



1 A SHIPMENT OF ILLEGAL GOODS / A GANG-GOON

2 SOME BLACKMAIL MATERIAL / A POLITICIAN

3 A PIECE OF FINE ART / A RECENTLY RELEASED CRIMINAL

4 A PROTOTYPE WEAPON / A FRIEND

5 A UNIQUE VEHICLE / A SIBLING

6 A SERVER / A HACKER

7 AN OFFLINE DATABASE / A SECRET SOURCE

8 AN EXPERIMENTAL CURE / A DOCTOR, MEDICAL OR OTHERWISE

9 A SECRET HIDEOUT / A GROUP OF PUNKS

10 EVIDENCE OF SOME CRIME / A COP

11 A HIGHLY IMPORTANT VIDEO RECORDING / A CURRENT VIP-CELEB

12 A BUNCH OF EXPLOSIVES / A MILITARY OFFICER

13 A PIECE OF PROTOTYPE TECHNOLOGY / AN INVENTOR

14 RECORDS OF PERSONAL COMMUNICATIONS / A LOVER

15 A RELIC / A CULT LEADER

16 A PIECE OF JEWELRY / A NEO-ARISTOCRAT

17 AN IMPORTANT POWER SOURCE / AN AI OR OTHER NET ENTITY

18 SOMEONE'S MIND PALACE / AN IMMORTAL

19 A SIGNED CONTRACT / A LAWYER

20 A DATA DUMP / THE JOURNALIST WHO MADE THAT BIG SCOOP LAST YEAR

05

THE

TARGET



06

<LOCATION>

THE TARGET CAN BE FOUND IN A

- 01_Corp office or on an active crime scene investigation
- 02_Dive bar or known drug-trafficking den
- 03_Night club or a freight ship in port, with a labyrinth of hidden compartments
- 04_Luxury residence or a shelter hidden behind a nondescript door inside a subway station
- 05_Apartment building or a forgotten doomsday bunker
- 06_Medical facility or the set for the next holoflick in the Blood Countess franchise
- 07_Hideout or some sewer tunnels with Nano-infested algae
- 08_Warehouse or a meeting place for the disgustingly rich
- 09_Moving vehicle or an RV with several dead bodies hidden behind a fake wall
- 10_Underground parking garage or a fully automated protein cloning and packaging factory
- 11_Shopping mall or the ritual chamber of a strange serpent drug cult
- 12_Street corner or a network of utility tunnels booby-trapped by the street kids who live here
- 13_Street food stall or an underwater human cloning facility

14_Restaurant or an ancient subway tunnel accessible through a G0 crater

15_Factory or deep inside a lost virtual world

16_Drug den or in one of the top levels of the Narwhal arcology

17_Entertainment complex or a shelter for the severely Nano-infested

18_Maintenance hub or an archipelago spa retreat for the upper class

19_Laboratory or within LifArt, the largest living artwork/gallery/artist collective in Cy

20_Construction site or beneath a replica pyramid

07 <GEO>

SOMEWHERE IN

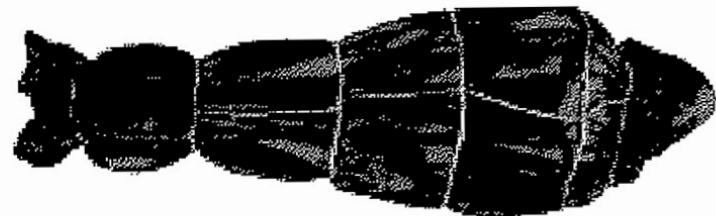
- 1_Central: the Arcs
- 2_Central: North
- 3_Central: South
- 4_Central: Undersjön
- 5_Slums: Bigmosse
- 6_Slums: Lilypond
- 7_Slums: Barnyard Fields
- 8_Slums: Laketon
- 9_Hills: Edges
- 10_Hills: Galgbucken
- 11_Hills: Oak Isles
- 12_Inbetweens: Burnchurch Hex
- 13_Inbetweens: Svärta
- 14_Inbetweens: Low Meadow
- 15_Industrial: Mosscroft
- 16_G0
- 17_Ports
- 18_Sewers and underground
- 19_On/in water
- 20_Outside of Cy

08

<SECURITY>

IT'S PROTECTED BY

- 1 UNITED CITADEL SECURITY
- 2 SLUM ROUGHNECKS
- 3 WELL-TRAINED SECOP TEAM
- 4 MAINLY DRONES AND TURRETS
- 5 ENHANCED BEASTS
- 6 ROADRUNNER CLAN
- 7 STREET GANG
- 8 VIRID VIPERS
- 9 OFF-DUTY COPS
- 10 SECOPS AND NANOGOONS
- 11 CYBERSLASHERS
- 12 A GROUP OF PUNKS
- 13 CORP ASSASSIN STRIKE TEAM
- 14 WILD NANOPHREAKS
- 15 AI WITH WEAPON PLATFORMS
- 16 WAY MORE GUARDS THAN FIRST APPARENT
- 17 A DEATH CULT
- 18 DRUNKEN, LOW-RATE SECOPS
- 19 STEALTH-SUIT PSYCHOPATH
- 20 VINDICATOR CYDROID AND HANDLER



09

<COMPLICATION>

BUT SOMETHING COMPLICATES THE JOB:

- 1 The contact or target starts acting against their own interest.
- 2 Rival punks interfere or are on the same contract.
- 3 Someone a PC owes money to shows up and interferes.
- 4 Nothing.
- 5 It's just a distraction for the patron to pull off something bigger.
- 6 It's a trap.
- 7 Another team of punks or SecOps will try to hunt them down as soon as the job's done.
- 8 Someone else gets there first.
- 9 The contact backpedals on the reward.
- 10 The contact got the situation all wrong.
- 11 The job has a very short deadline.
- 12 The contact or target is not who they claim to be.
- 13 The contact or target disappears.
- 14 There are a lot of bystanders in the way.
- 15 The contact or target is arrested.
- 16 The events are being recorded.
- 17 Everything turns to chaos.
- 18 A miserable headline occurs midway, changing the situation.
- 19 The target is a friend or loved one.
- 20 The group gets a counteroffer from someone else.

d10
x3

LOCATION FEATURES

DISTINCTIVE FEATURE

- 01_Under renovation; paint buckets, scaffolding, etc. spread around.
- 02_Holoprojections of historical art pieces in most rooms.
- 03_Anti-Nano propaganda everywhere.
- 04_Every room is a separate floor. Two elevators service every second floor only.
- 05_Parts have been taken over by squatters engaged in a slow but deadly conflict with the owners.
- 06_Vertigo-inducing animated wallpapers.
- 07_Traces of a recent gunfight with bullet holes and soot from small fires still on the walls.
- 08_Way cleaner and more luxurious than expected.
- 09_What look like mannequins are knock-off skulkers with sharp claws.
- 10_Surprisingly rough and dirty.
- 10_Due to a hostage situation, SecOps have surrounded the building next door.

HIDDEN FEATURE

- 01_Maze-like crawlspaces hidden in walls, floors, ceiling.
- 02_Hidden cameras in many rooms, planted there by someone else.
- 03_A secret room used as a reaperdoc clinic.
- 04_Paper-thin internal walls.
- 05_A small data node that leads into the low-res virtual hellscape of a dying world. A terrible monster guards a large ✕ stash.
- 06_Sentient maintenance system can be bribed to work with the party.
- 07_Hidden conspiracy board detailing plot behind the latest miserable headline.
- 08_In a gamma-ray protected vault sits an artifact of terrible and weird powers.
- 09_What look like mannequins are knock-off skulkers with sharp claws.
- 10_A cassette with a custom App. Has a tracker that will ping the App author as soon as it's used.

ADDITIONAL DANGER

- 01_Large valuable art piece covered in Nano-spreading dust.
- 02_A glitching Ghost is stuck in a loop somewhere, attacking anyone who enters its vicinity.
- 03_Locked maintenance door leads to a temple of a small but violent cult.
- 04_Tech use has a 50% chance of triggering an electrical fire.
- 05_Three vials of Red Pain marked as Red-juice left on a table.
- 06_An out-of-place laser turret fires at everyone without the password.
- 07_A Cy-raging menace locked inside a padded room.
- 08_A canister with a non-human creature that warps reality around it if disturbed.
- 09_Mold in the walls releases sight-blocking spores when bullets hit them.
- 10_An EMP booby trap renders all electronics unusable for 10 minutes if triggered.



Corporation Generator

Name Part One¹

- 01. Cy
- 02. Kifo
- 03. Fosse
- 04. Útga
- 05. Crown's
- 06. Galg
- 07. Smrt
- 08. Gene
- 09. Pereo
- 10. Progen
- 11. Häx
- 12. Futura

Name Part Two¹

- 01. Futures
- 02. Tech
- 03. Inc
- 04. Industrial
- 05. Labs
- 06. Nero
- 07. Mgmt
- 08. Svärta
- 09. Wave
- 10. Institute
- 11. Division
- 12. Malum

Main industry¹

- 01. Propaganda/news
- 02. Lifestyle
- 03. Property
- 04. Finance
- 05. Biomedical
- 06. Food Products
- 07. Raw material
- 08. Entertainment
- 09. Weapons
- 10. Legal/lobbying
- 11. Security
- 12. Transport

Latest controversy²

- 01. Massive collateral damage in corp war.
- 02. Selling undisclosed cloned human meat.
- 03. Supplying violent gangs with personal data for profit.
- 04. Non-informed human test subjects.
- 05. Mandatory Osleep for every employee working 48+ hour shifts.
- 06. Rumors of several board members being part of a cannibal cult.
- 07. Offering homeless people 10¤ to equip them with subdermal projectors for displaying advertisements.
- 08. Kidnapping a competitor's key staff.
- 09. Hazardous waste dumping.
- 10. Cybertech enhancements made mandatory for certain employees.
- 11. Selling dead employees' body parts after workplace accidents.
- 12. Employee contracts include the rights to firstborn children.
- 13. Rules against dating non-employees.
- 14. Assassinating several product reviewers and critics.
- 15. Dropping a weaponized meme on a public square, resulting in 138 deaths.
- 16. Non-consensual cloning.
- 17. Increasing employee loyalty through secret memory alterations.
- 18. Kidnapping customers, releasing them into a booby-trapped murdermaze and recording it for a pay feed.
- 19. Using customer data for blackmail.
- 20. A weaponized virus released during corp war spread outside their intended target.

DESYNC X

CULT generator

WORSHIPPING (d12)

- .1/Nuclear destruction
- .2/A free AI
- .3/Nano
- .4/Death
- .5/A number-station prophecy
- .6/The cult leader
- .7/A pantheon of dead celebrities
- .8/Progress
- .9/The unborn child of light
- 10/She of the Dark
- 11/The Two-Headed
- 12/Those who came before



TEMPLE (d12)

- 1. A private virtual world with outdated security
- 2. 2nd top floor of north Central 'scraper
- 3. G0 ruin's basement
- 4. Unused salons in a Galgbucken holocinema
- 5. An unmarked door inside Burnchurch Hex subway station
- 6. Sub-level 43B of the Nutopia Arc
- 7. A closed-down factory in Mosscroft
- 8. Public but heavily defended temple in Edges
- 9. A private residence in Oak Isles
- 10. Atop a high-class Ports restaurant
- 11. An abandoned and partially flooded Laketon block
- 12. A Lilypond community center





01-02 Someone is harvesting guerilla-grown vegetables on top of an elevated walkway.

03-04 A group of five, all with the same holographic tattoos matching the stab wounds of recently murdered musician Mammoth Lydon.

05-06 Posters for Plague-wave artist MC Venom's upcoming gig at My Wall.

07-08 The Heirs of Kergoz cursing a building with an animal sacrifice in a candlelit alley.

09-10 A shop offering drop-in Bullet Scarifications.

11-12 Street kid at a table offering credchip laundering for cheap.

13-14 The sound of automatic fire from 15+ floors above.

15-16 Three rich teenagers splashing people with licorice booze from the safety of their flight suits.

17-18 A vendor selling canned food from G0 as a miracle cure for any ailment.

19-20 A cop gets punched by a dealer. Several passersby join the beating.

21-22 Two kids are hunting pigeons with an SMG-equipped drone.

23-24 A heavily armored limo waiting for someone.

25-26 Gang members in a 2v3 knife fight.



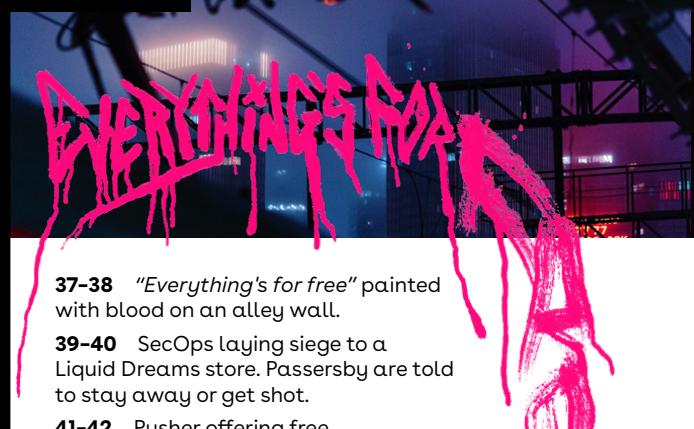
27-28 A Nano-infested with wrappings around their disfigured skull is handing out flyers for a charity killmatch between two groups of former idols.

29-30 A sword wielding, trenchcoat-wearing slasher appears from out of nowhere, stabs a pedestrian and then activates her autocamo and disappears. The corpse is not human but a Doppel.

31-32 Roadrunners trading real meat and tobacco for any sort of drugs.

33-34 Food cart selling deep-fried seal eyes.

35-36 An RCD ad-bomb for deVerte's latest vurt-variant explodes, distracting everyone including the driver of a speeding cyberbike that crashes into a lamp post.



37-38 "Everything's for free" painted with blood on an alley wall.

39-40 SecOps laying siege to a Liquid Dreams store. Passersby are told to stay away or get shot.

41-42 Pusher offering free (Nano-infested) drugs.

43-44 An almost completely silent black helicopter hovers above for a minute then keeps going.

45-46 The ground shakes. Three nearby manhole covers fly off. Something deep below just exploded.

47-48 Camera drones chasing a running VIP-celeb who's trying to cover their face

49-50 An Emergency Response Team in a firefight, trying to reach a bleeding client in the middle of a gang shootout.

51-52 A couple hugging and intimately conversing, wearing the colors of rival gangs.

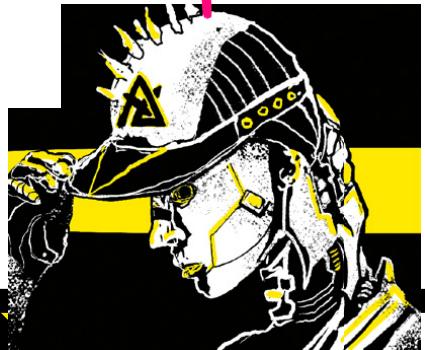
53-54 Body bags piled on the street next to a subway exit.

55-56 Panicked victim of an RCD theft. Bleeding from the skull. Lost without any messaging, mapping or payment capabilities.

57-58 A fresh corpse, dead from a single headshot. Flyers asking "Who runs UCS?" surround the body.

59-60 A private security officer handing a cop a credchip. Not even trying to hide the bribe.

61-62 A holoprojection outside a sneaker store, boasting about the number of murder/robbery victims targeted for wearing their latest model.



63-64 Two people wearing holodecks sitting slumped against a wall in a pool of sweat and piss.

65-66 The metallic screech of a monorail emergency brake coming from somewhere above.

67-68 A long queue of the less fortunate, signing up for work at the AST factory. Replacements for the recent HR incident.

69-70 Flash ad: say yes within 5 seconds to accept an order of one large pizza with extra kelp. Delivered straight to you within 90 minutes.

71-72 A neo-aristocrat surrounded by bodyguards and a leashed tiger.

73-74 "Atheist? Sell your soul here! 100x". The line's short, but the contract's long.

75-76 An old man trying to pay a group of confused teenagers to stab him.

77-78 Copper wires shaped in occult symbols stapled to a wall. They are connected to a large, burnt-out battery that sits on the ground beneath.



79-80 A child Nanomancer about to get beat by two SecOps. The kid says something, and the guards instantly turn around and walk away. The kid gives you a sly, violet-hued smile.

81-82 Smoke clears from the grenades dropped by Grey-CERT. Almost as suddenly as the team appear, they are cleaning up. All the blood, gore, metal and flesh are soon gone. Their target will not be a risk of Cy-rage again.

83-84 A team of TG Labs scientists in hazmat suits gathers glowing, star-shaped flowers that have sprung up through the pavement.

85-86 A crew of four perform music on a street corner. The holosynth player is wearing a drone suit, floating in the air and playing their laser rays as if they were the finest of harps.

87-88 Two highly intoxicated salaryfolk are throwing fists in the middle of a street.

89-90 A projection drone is using facial recognition to write personalized and somewhat embarrassing ads in front of pedestrians on the street.

91-92 A violet, fist-sized beetle crawls across a nearby wall. In a flash, all nearby lights and signs change color to the same shade of violet. The beetle is gone.

93-94 Bets have just been placed on a street-corner fight between a corp-war vet and a young cyberslasher. As the gong goes off, so does the cyberslasher's arm. The fight is over.

95-96 All ads nearby suddenly switch to promoting the same Lucky 77 Lotto Jackpot. For just 5x, you too can dream about becoming aristocrat-rich by giving your x away to someone who already is.

97-98 Eight 4Sec guards are violently evicting a family of four for not paying their rent on the agreed date.

99-00 A hooded figure with a golden mask stands on a balcony. Arms raised, chanting drone-like. A wall of amplifiers behind the figure emits a high-pitched tone ever increasing in volume.

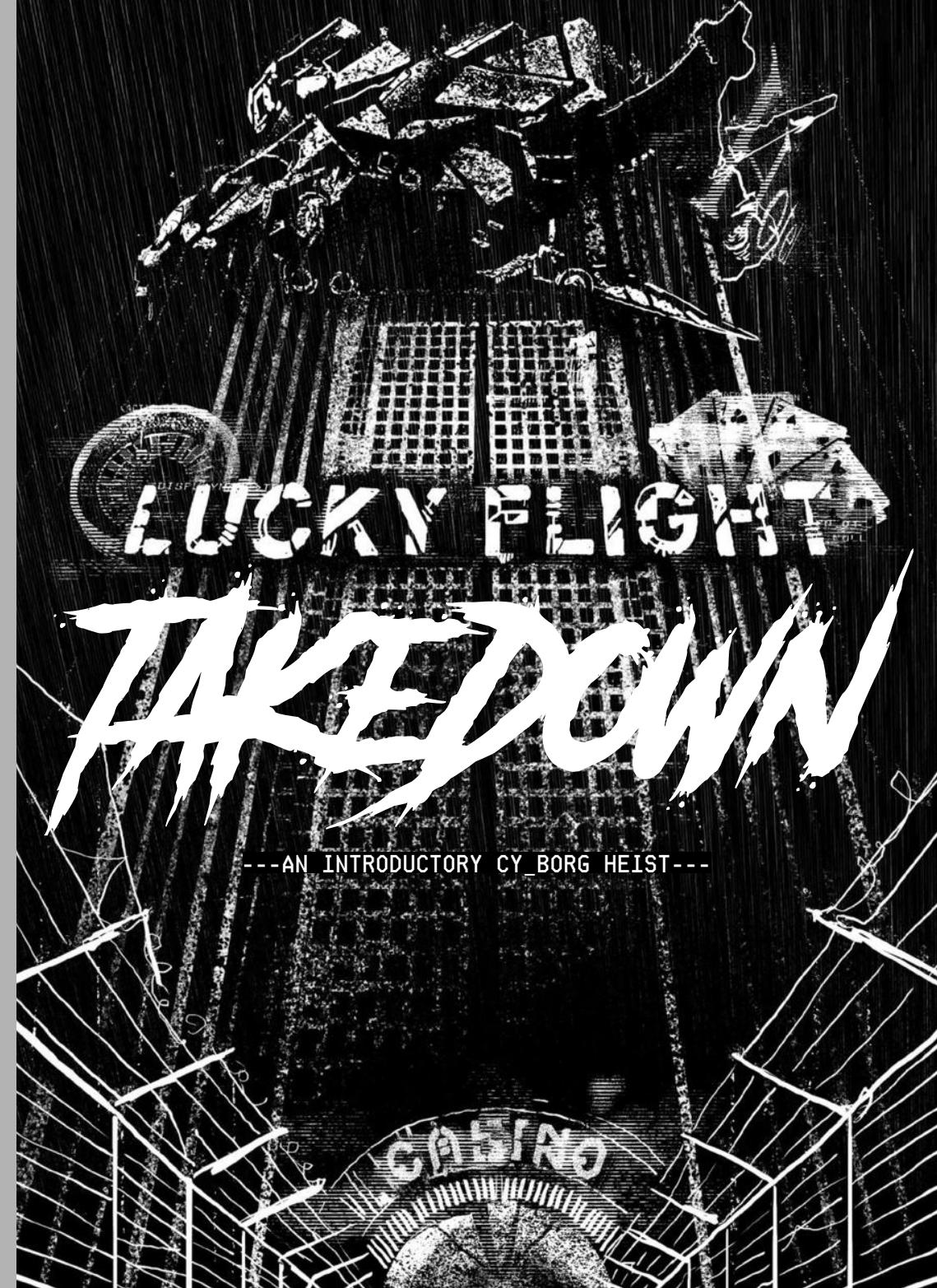
- 01.** An aggressive ad-swarm is obscuring whatever you wanted to find. It is selling you ammunition from ACGS and explaining how the Nano-sick are living at your expense.
- 02.** A 20-frame **clip from yesterday's killmatch** is constantly looping in your peripheral. A forced refresh is necessary to get rid of it.
- 03.** Agree to these terms to start downloading a **cred-reader update** that will double the value of any credchip scanned.
- 04.** A glitching artifact hangs in the air. It sucks all color from the area and slows down time.
- 05.** Suddenly, it's all bright light. The smell of fire. A flash of red wetness. Deafening screams or maybe grotesque laughter. A nearby pizza place is projecting their animated menu much too large.
- 06.** The video feed recorded by a **nearby gate is being projected onto the gate itself**, creating a confusing, distorted mirror.
- 07.** The leaked script of the next **Blood Countess** flick, or so the anonymous poster claims.
- 08.** A message:
 <LFG 4 ROTBLACK SLUDGE, NO MORE ROYALS>
- 09.** A floating projection of a woman, cable-interfaced with a custom built, state-of-the-art **THC Drone** deck. Both she and the deck bear the unmistakable signs of a **Black Ice** death.

- 10.** Long, black tentacles slither all over the area, grabbing at any data storage, then suddenly retract, leaving only a lingering smell of blown-out match.
- 11.** The mobile entrance to the exclusive holoclub Terebac is nearby. It is a **ball of infrared light** that emits a slow, pulsing bass.
- 12.** Several data nodes in the cyber cosm suddenly go dark all at once. Like hundreds of stars suddenly disappearing from the wasteland's night sky.
- 13.** Text flashes all around you:
 <INFORMATION WANTS TO BE FREE!
 FREE THE CAPTURED GOD-MACHINES!
 FREEDOM FOR THE MERGED!> A cleaning App from CERT is deleting the messages.
- 14.** A hacktivist group is **publishing private information from a group of Allansen Inc. middle managers** as an act of revenge for last week's privacy scandal.
- 15.** You stumble into a **private virtual world, a memorial for lost pets**. It twists and turns around you, pushing you through it all until you are back where you started and the entrance to the node locked behind you.
- 16.** A virus, visualized as a **cluster of great worms**, is eating away at a nearby data node.
- 17.** Discrete posting: <APPS 4 TRADE
 - ASK FOR 0COOL AT THE CAVE CLUB>
- 18.** A virtual cult worshipping a dog-headed idol, all worshippers disguised with expensive custom avatars from old flicks. They chant 'Nuclear Money, Nuclear Skies' before an explosion of light covers their disappearances.
- 19.** An open folder with your name. Full of unseen pictures, details you'd forgotten, a message: They are watching.
- 20.** A violet cube door. Pulsing, glitching, spinning. A hissing sound, expanding. Then it's gone.



X

FAILED TO LOAD CONTENT





<The job>

A big favor

The PCs are approached by **Charlie Sand**, a struggling salaryman with a surprising sense of community spirit. His neighborhood on the Ports/Bigmossé border has been manipulated into debilitating debt to the **Lucky Flight Casino**. Pleading and talks have led nowhere, so now he needs the help of extralegal troubleshooters to destroy any record of debt and possibly shut down the casino permanently.

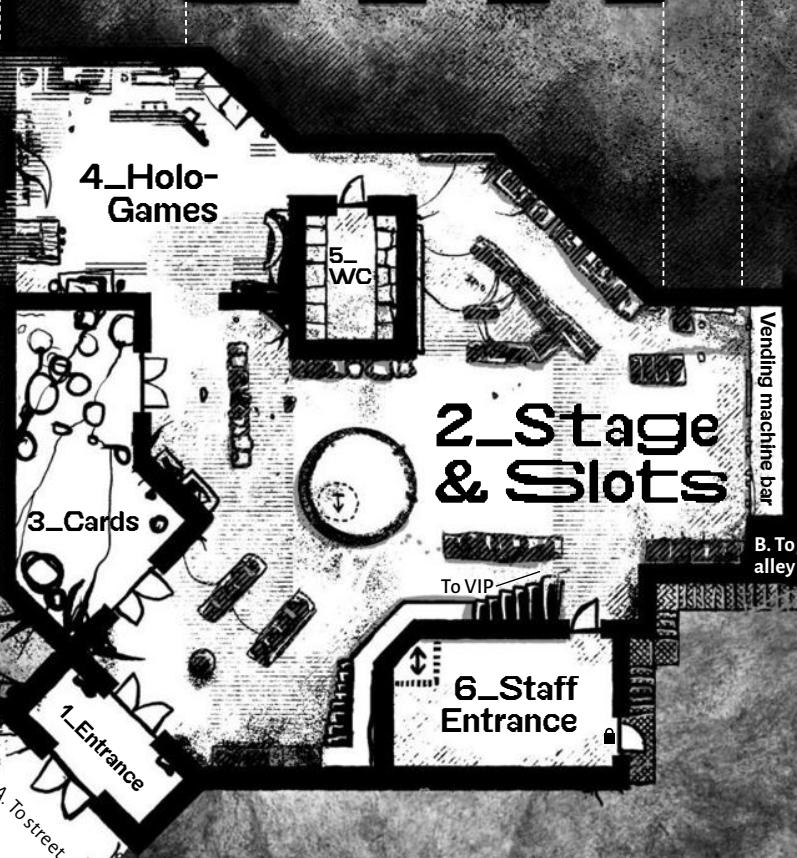
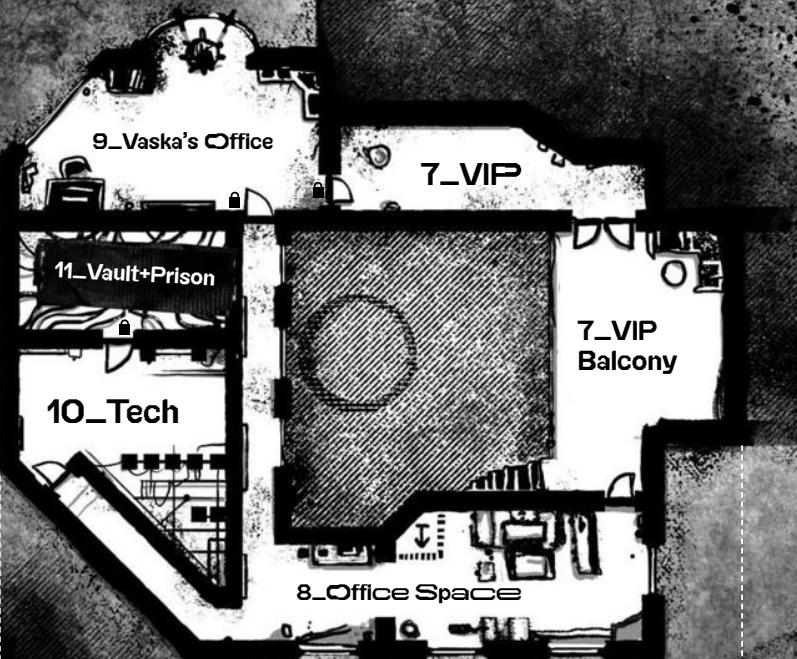
A bodega owner from the neighborhood, **Batu**, attempted to do this on their own but hasn't returned. If the party can find out what happened while they're at it, Charlie will offer up a little "extra something" into his promised reward of a decommissioned patrol car.

Charlie is nervous that further provocation will make things worse for the neighborhood. "*Keep a low profile. Mass murder will only add... unnecessary stress. It'll complicate things.*"

The only useful information Charlie has is that the casino has a **private power source** in its basement level and that the debt records are stored in an **offline database**. Charlie will meet them back at this same location in two days' time.

02
Second floor

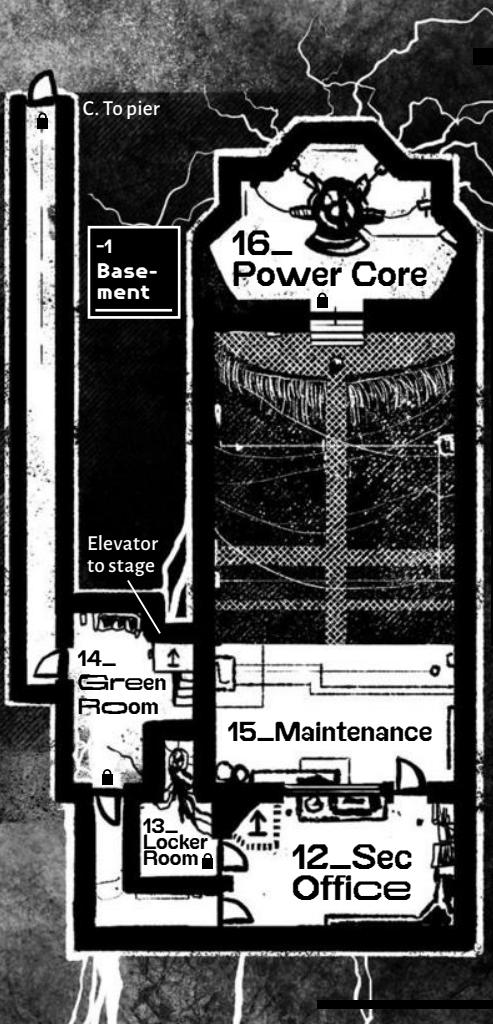
01
Casino floor



The three casino entrances:

- A. **The main entrance**, accessed by car via a bridge or by foot via a series of broken escalators. *Guarded by two bouncers.*
- B. **The staff entrance**, a back door at the top of grated stairs and balconies, accessed from a dark back alley. *Locked but damaged.*
- C. **A taxi boat pier** down on the canal. A metal door connects to the basement green room. Used by bands and SecOps alike. *Kept locked.*

C. **A taxi boat pier** down on the canal. A metal door connects to the basement green room. Used by bands and SecOps alike. *Kept locked.*



<The target>

Lucky Flight

The Lucky Flight is a crumbling apartment complex crowned with a hotel built from three repurposed low-orbit shuttles. The casino floor makes up part of the lower levels, and it is accessed via a series of broken escalators and graffiti-covered bridges. It is **closed only between 7 and 10 AM** for cleanup and maintenance. During this time, it is staffed by a team of overly exploited workers and a skeleton crew of SecOps.

When open, the *Lucky Flight* is a den of avarice. Guests, civilian staffers and a veritable platoon of SecOps ensure the steady flow of creds. Most civilian staff will alert the SecOps or trigger the alarms if they find something obviously out of order, fearful of being blamed otherwise.

If an alarm is triggered, D6+2 SecOps will arrive on the scene within a minute to deal with the situation or call for further support until any threat is deemed neutralized. During closing hours, an alarm will call D4+1 SecOps within D4 minutes, and a six-man squad of CySG Response Team operatives will arrive D6+8 minutes later if not called off. They will perform a full sweep of the casino and are far better trained and armed than the local enforcers.

SecOps

HP 6 Morale 8 Vest -D2
►Taser D2, Toughness DR12 or fall.

CySG Response Team

HP 9 Morale 8 Combat gear -D4
►ACG-SMG with silencer D6a
►D4+1 flashbangs test Toughness or +4DR on all tests for D4 rounds.

Lucky Flight

Random Encounters

1-in-8 chance per room entered.

Public areas

1 D4 SecOps are alerted when a nearby patron starts to violently vomit black tar. A violent beating ensues, during which the poor gambler drops chips totaling 57¤ in a pool of vomit.

2 One of the PCs is approached by a slick character introduced as **Mille**, who offers to let them be part of a super reliable scam. All they have to do is to play one of the holoslots as Mille uses magnets and a hidden cyberdeck to ensure that they always win. There's a 50/50 chance of the trick working, resulting in either a D10x100¤ profit—half goes to Mille—or D6 SecOps arriving in 2 minutes followed by **Wattana** D6 rounds later.

3 A large party of guests celebrating Kribba and Oskar, who are turning 30 today. They approach the PCs offering booze and drugs and will not take no for an answer.

4 A nearby guest screams as she wins a large jackpot or hand of 50k¤. Other guests approach, and the PCs notice a pickpocket trying to nab a handful of chips from the winner.

NPCs

SecOps

HP 6 Morale 8 Vest –D2
►Taser D2, test Toughness DR12 or fall.

When closed

1 D3 cleaning drones sterilizing surfaces. Will automatically trigger the alarm if the PCs fail to present legitimate credentials, act as they belong, or hack/destroy them. They are authorized to enter all rooms except the Vault and Locker Room.

2 A lone SecOp in civilian clothes and wearing large headphones, oblivious to their surroundings. Still drunk from last night. Will move from here to the basement Locker Room to get changed and sober up.

3 Nikora, teenage hacker with a deck awkwardly concealed under overalls three sizes too large. Tries to steal as much of the casino's software as possible. Nervous and may cause a ruckus if cornered.

4 D4+2 SecOps having a route briefing, discussing changes to their patrols.

D4

D4

Staff-only areas

1 Vaska Jordan, Casino Manager is here in a hushed conversation with Adilet, Guest Enjoyment Officer. They are having an affair and do not want to be disturbed. Vaska will push the alarm if the PCs are identified as intruders, causing Wattana and D4+2 SecOps to show up within a minute.

2 A janitor on a ladder replaces a broken lamp. Keys providing access to all areas except the Power Core hang from a toolbox.

3 Two dealers start fighting as the PCs step into the room. D6 SecOps show up in a few rounds to break up the fight. The scuffle will distract them as long as the PCs remain out of sight.

4 Phen>>ex, teenage musician, is losing a fistfight with their manager in an argument over contract details. If the PCs interfere, they are rewarded with a hot mixtape and Phen>>ex's contact info. Unbeknownst to anyone, Phen>>ex is a week away from breakout success with their unique sludgewave sound.

D4

Casino patrons

1 Ulli, tactical wear and fake cyber arm, pissed off after losing hundreds of ¤.

2 Lish, black tie and a silver suit. Got the shakes and is looking to score.

3 Isi, showing off several Nano infestations underneath transparent clothes, here for the show.

4 Mayeso, old-school crust punk with rusty knife blades sticking through their dirty jacket, just woke up.

5 Hla, neon flashing overalls, quickly burning through their recent winnings.

6 Nuka, close to full cyber-conversion, looking to sell an App for just a few hundred ¤ to bet. Surely, their bad luck is soon to be over?

7 Hep, masked goth, anxiously waiting for someone who won't show up.

8 Omid, NuPrep fashion monster, slumming it and offering small sums of ¤ to anyone willing to perform some demeaning act or deed.

9 Bags, desperate Net/mind artist covered in AR ink. Just lost everything in a token-based pyramid scheme.

10 Gibos, hyper-cybered grampa in a giant white fur coat. Legs glitching, so he's seated at the slots for now.

11 Lino, all muscle and chrome. Here to get high on adrenaline and violence.

12 Quad, loud-mouthed roller bruiser, laser-animated hair of every color. Bored out of her mind.

Wattana

HP 20 Morale – Skin plating –D4
►Wristblade D6 + Pink Ooze (test Toughness DR14 or all hits taken the following 5 minutes deal an additional D4 damage), or
►μSMC D4a.
►Keys and access to all areas.

D12

CASINO FLOOR



Cameras poorly disguised as plants or hidden on signs in all rooms on this floor.

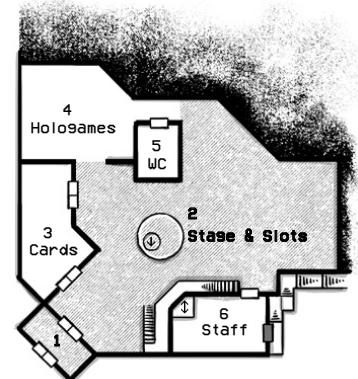
1. Entrance

vibe Stench of stale beer, synthetic tobacco, vomit and piss. Stickers and graffiti. The sound of the city and the buzzing from a broken body-heat sensor.

- **Two bouncers** during business hours.
- Usually **full of drunk guests** between 00–04.
- **Chip exchange machines** in the hallway, protected against basic forms of manipulation/hacking.

When closed

Steel gates block the doors, impossible to open without noise. Otherwise empty.



2 Bouncers

HP 8 Morale 7 Vest -D2
► Shockstick D4, Toughness DR12 or fall.
► Will alert other SecOps of anyone acting hostile or violent.

2. Stage and Slots

vibe Tacky, space themed, run-down casino. Sticky floor. Intrusive air-conditioning smell of artificial, chemical roses. Obnoxious noise.

- **Guests (mostly solo)** and servers move about the area, as well as a team of D6 SecOps.
- **Stage shows every night** between 20–03. Plenty of lights, smoke machines, and holoprojectors above and around the stage.
- **The vending machine bar** offers bad, premixed drinks and cheap, fab-printed snacks.
- **Stairs to the VIP balcony.** A chain and a plastic sign marks it off-limits.

When closed

Two techs are performing maintenance on the slots, overseen by a single SecOp.

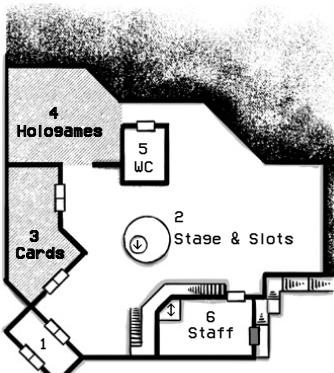
On stage (d6)

1. **PHASER/MOB** blackened chrome core (-1DR when attacking, +1DR when defending)
2. **G_-** seismic noise (+3DR Presence tests)
3. **Ternion 2** meta/progen-rap (-1DR Toughness tests)
4. **I must leave** doompunk (-1 on morale rolls)
5. **HeCcc** hexcore (-1DR Presence tests when activating Nano powers)
6. **Sirius Last Light** atmo-orbitalwave (-1DR on anything benefitting from concentration)

d6 SecOps

HP 6 Morale 8 Vest -D2
► Taser D2, Toughness DR12 or fall.

Cameras poorly disguised as plants or hidden on signs in all rooms on this floor.



d6+2 SecOps

HP 6 Morale 8 Vest -D2

►Taser D2, Toughness DR12 or fall.

►The two by the doors: 9mm (D6).



Bouncer

HP 8 Morale 7 Vest -D2

►Shockstick D4, Toughness DR12 or fall.

►Will alert other SecOps of anyone acting hostile or violent.

3. Cards

vibe Hazy, relaxed paradise island. Glitching holoprojections of the beach. Large plastic ferns covered in dust and grime. Smoke-filled air.

- **Lively guests** and chatty croupiers.
- **D6 roaming SecOps. Two more at the door.**

When closed

A lonely cleaner sits half-asleep as an industrial maintenance drone is deep cleaning a piece of blood-stained carpet.

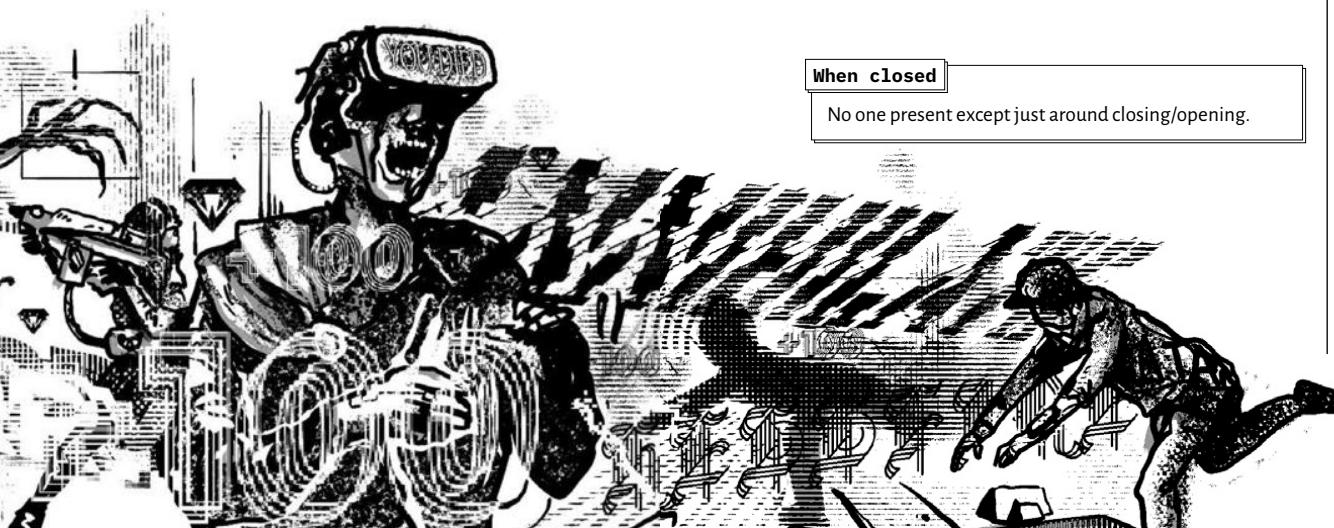
4. Hologames

vibe Stroboscopic, sensory overload. Sweat, perfumes, artificial smoke.

- **Young teens.** Drunk on hormones, high on drugs.
- **A bouncer** ensures they don't get out of control.

When closed

Dark and empty. A small bag sits forgotten on a bench. Inside is a 200[¤] credchip and 1 dose of **Sunset Chalk**.



Cameras poorly disguised as plants or hidden on signs in all rooms on this floor.

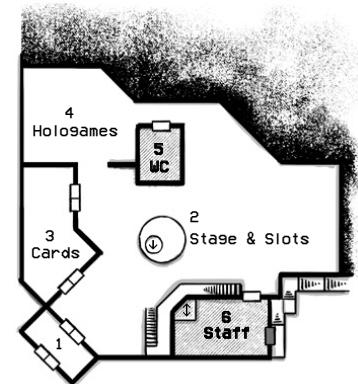
5. Restrooms

vibe Chlorine, fake lavender, sewage. Viliness concealed by chemicals.

- **Self-cleaning, still nasty.**
- **Four patrons** are cutting deals by the basins.
- **Flickering neon sign:** "Remember to REFILL".

When closed

Two SecOps are taking care of a body that was found dead in a stall.



6. Staff Entrance

vibe Joyless late nights, broken dreams, clocking in.

- **Lockers, coat rack, motivational posters:** "We soar as high as our whale's pockets are deep", "They play, we don't", "Spark joy!"
- **Service elevator** to both the basement and the second floor.
- **Burglary-damaged backdoor** to a dark alley. Locked during all hours, **1-in-4 chance the lock hasn't shut properly** and the door can be opened. *This still triggers the alarm if precautions aren't taken.*

When closed

No one present except just around closing/opening.

"I wanna gamble"

PC decides how much they want to bet and then rolls 3d6:

2-3: Bet×2 lost, add as a new debt owed to CasinoBlizzFunds Inc if not enough funds are available

4-12: Bet lost

13-14: Bet returned

15: Bet×2 returned

16: Bet×3 returned

17: Bet×5 returned

18: Bet×10 returned (facial/ID logged by the Stone Eels for robbery considerations, see page 7-8).

SECOND FLOOR



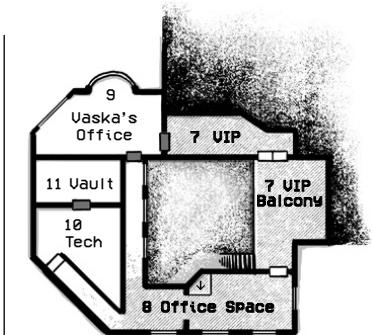
7. VIP and Balcony

vibe Crème de la crap. Vulgar chrome and polished plastic. Fool's gold. Lingering synthetic opium mist. The sense of not belonging.

- **Smooth jazz** from asteroid-shaped speakers.
- **d4+1 well-armed VIPSec** during open hours.
- **Saša, leader of the Stone Eels**, a local gang, is here playing poker with **3 well-armed bodyguards**. They want no beef but will defend themselves as they try to get out. If hurt or threatened, they will try to get revenge at a later date.
- **SHOTS FIRED/ALARM TRIGGERED: Barricaded** with both VIPSec and the Eels on high alert.

When closed

A tired office worker looking for left-behind drugs and valuables before the cleaning crew arrives.



d4+1 VIPSec

HP 6 Morale 8 Kevlar -D4
► SmartGun™ D6a, or
► Shockstick D4, Toughness DR12 or fall.



8. Office Space

vibe Boredom and regret. Wasted potential. White-collar prison.

- **24 desks and a synthcoffee maker** in a featureless kitchenette.
- **3D6 office workers**, if disturbed, will assume the PCs are guests and point toward the VIP section's door.
- *Key to Vaska's office hidden in one desk drawer.*
- **Service elevator** to both the basement and the casino floor.

When closed

d4 office workers who will call for help or trigger the alarm if they notice intruders.

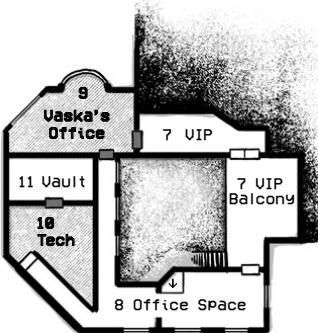
Saša

HP 7 Morale 5 Rough jacket -D4
► Throwing knives D4, 2 attacks/round.
► 2k[¤] on a traceable credchip.

Stone Eels

HP 5 Morale 6 Light vest -D2
► HiQ SMC d6a

Cameras in every room except Vaska's Office and Vault/Prison.



Vaska Jordan

HP 4 Morale 4

Unarmored and unarmed

Vaska is rarely at this casino, and if so, it's mostly to either skim from the winnings, to get first pick from the lost-and-found drugs or to meet with Adilet. Flees at the first sight of trouble and offers up anything to get out of harm's way alive.

► Unarmed D2.

► 2k[¤] on a tacky, gilded credstick

9. Vaska's Office

Locked with a simple mechanical lock.

vibe Faux fancy, old-school noir office without the glamour. Reeks of detergent and cheap perfume.

- **Windows covered by curtains.**
- **Cheap wooden details** fail to give the room a more classy old-school look. Desk, armchairs, a small bar. **Old bloodstains** on the carpet.
- **A monitor** mounted on the wall cycles through all cameras. No other computers. No papers.
- **A locked desk drawer** contains condoms, an anonymous credchip with 750[¤] and an ancient revolver (D8 damage) with 8 bullets.
- **A stained jacket on a hanger** has a key to the desk and a *key tag to the Vault (11)* in a pocket.

10. Tech

vibe Humming servers and blinking lights.

Dry air. The inside of a computer.

- **Disassembled tech racks** with nothing of value. A *hidden camera* points at the **security door** to the Vault.

When closed

A cleaning droid has just gotten stuck in some loose wiring. It will soon start to beep loudly. A SecOp and a cleaner will arrive in d6 minutes.

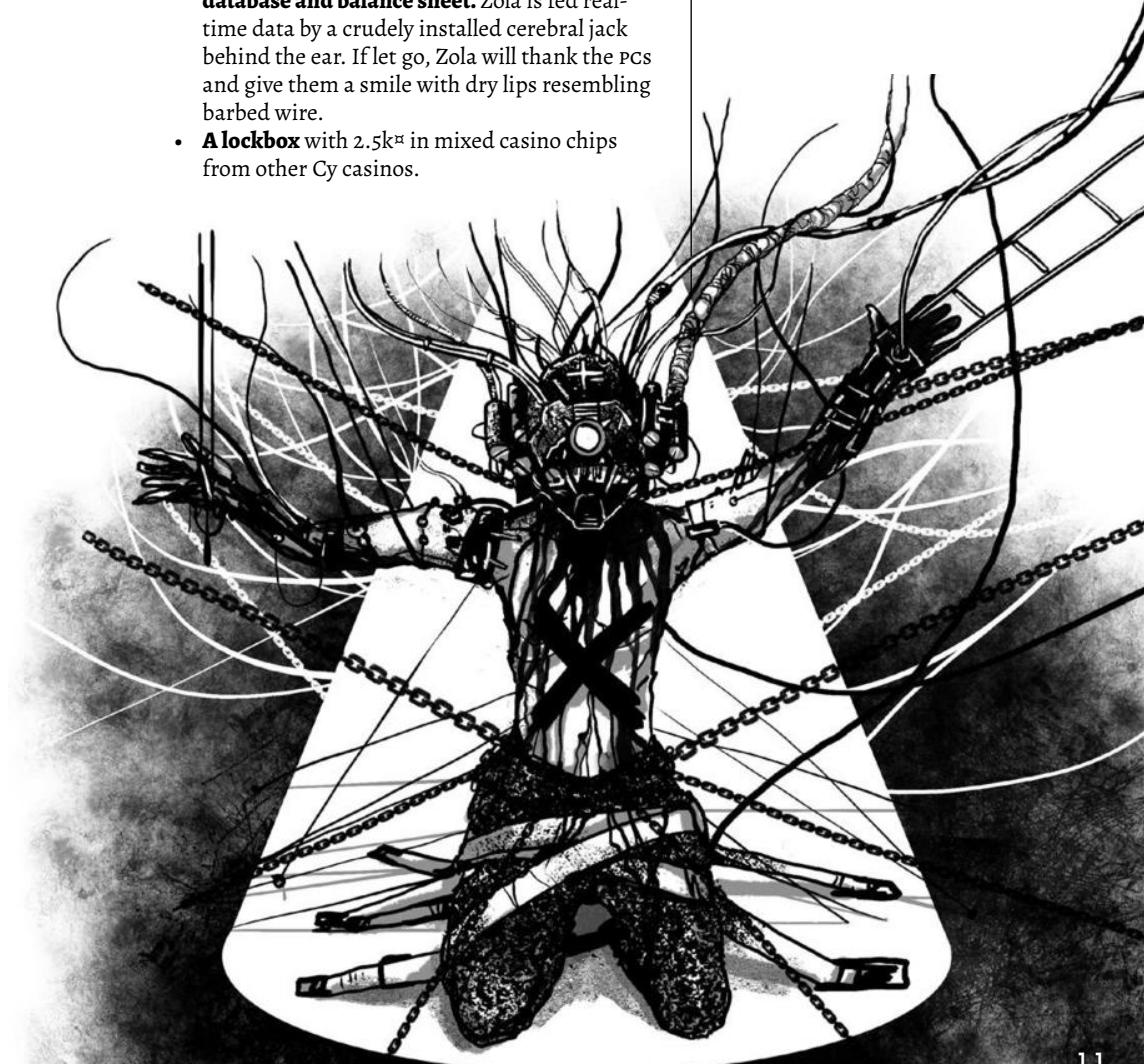
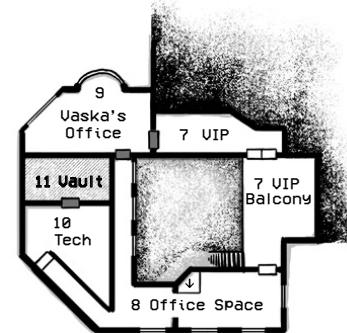
Cameras in every room except Vaska's Office and Vault/Prison.

11. Vault & Prison

Secure room with advanced locks. DR16 to pick but can also be hacked, blown up, etc.

vibe Neon sacrificial altar. Wires, chains, hooks. Tears and confusion.

- **Zola**, an imprisoned Nano-infected, able to remember any number, **used as a living offline database and balance sheet**. Zola is fed real-time data by a crudely installed cerebral jack behind the ear. If let go, Zola will thank the PCs and give them a smile with dry lips resembling barbed wire.
- **A lockbox** with 2.5k[¤] in mixed casino chips from other Cy casinos.



BASEMENT



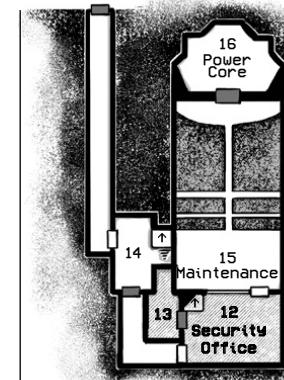
12. Sec Office

vibe Lit by monitors, coffee-stained patterned carpet. Static buzzing. Smells of feet.

- **D4+3 staffers monitor the cameras**, supported by a primitive AI to catch cheaters or monitor unruly guests. They want no trouble.
- **Door with a biometric lock** to the Locker Room.
- **Reinforced window** with a view of the maintenance chasm.
- **Service elevator** to both the casino floor and the second floor.

When closed

D4 SecOps are socializing among the monitors as a civilian staff member is doing some maintenance on the surveillance setup.



SecOps

HP 6 Morale 8 Vest -D2
►Taser D2, Toughness DR12 or fall.



13. Locker Room

Biometric lock. Code and fingerprint required.

vibe Back-room torture. Bloodstains. Bootprints. Heavy air.

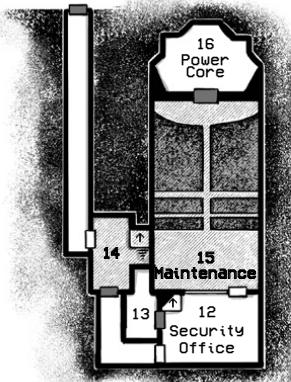
- Lockers and dirty shower stalls.
- **Tied-up torture victim:**
- **Batu**, old enough to know better. Caved-in eye, missing teeth. Beaten half to death for allegedly trying to steal chips. Asks for **revenge** on the casino security team and especially "that Wattana bastard". Can't promise any payment but has heard the SecOps talk about a "bio-database" kept upstairs.

When closed

Wattana is testing various brands of shocksticks on Batu.

Wattana

HP 20 Morale - Skin plating -D4
►Wristblade D6 + Pink Ooze (test Toughness DR14 or all hits taken the following 5 minutes deal an additional D4 damage), or
►μSMG D4a.
►Keys and access to all areas.



Loot the Green Room (d4)

1. Random drug, d6 doses.
2. D100⁺ on a band-branded credstick.
3. A sick instrument.
4. A mountain of empty syringes, PC takes D4 damage.

14. Green Room

vibe Lousy gigs, mold and sweat. Stickers and empty beer bottles. Dank basement smell.

- **Damp, claustrophobic chamber** with a bug-eaten couch and a hundred gig posters.
- **A platform lift** leads straight to the stage, operated with a button. If pressed during a show, the band will come tumbling down.
- **Metal door** to a piss-reeking tunnel, then a locked exit to a back-alley taxi boat pier.
- **Locked door** to the Sec Office.

During a show

Full of clothes, bags and other belongings.

When closed

Empty.

15. Maintenance

vibe Underground service gutter. An abyssal pit with a coolant waterfall. The taste of metal. Headache.

- **Pipes, wires and valves.** Lockers and storage for cleaning crew and janitors.
- Seemingly **bottomless chasm crossed by grated walkways**, illuminated by a LED galaxy.



Run, fight, etc. on the walkways:

Test Agility DR12 or fall to a certain death.

- **Retina-locked vault door** to the Power Core.
- **Liquid coolant waterfall** from beneath the Power Core.
- **Cleaning drones** performing automatic maintenance or being charged in a corner.

When closed

d6 members of the cleaning crew restocking and handling drones.

Messing with Maintenance

Creative PCs can **temporarily shut down, flood or disrupt the casino in other ways** from here. But any tampering will attract the guards' attention. **D3 SecOps will show up every D6 rounds** until 10 SecOps are present or the situation is resolved.

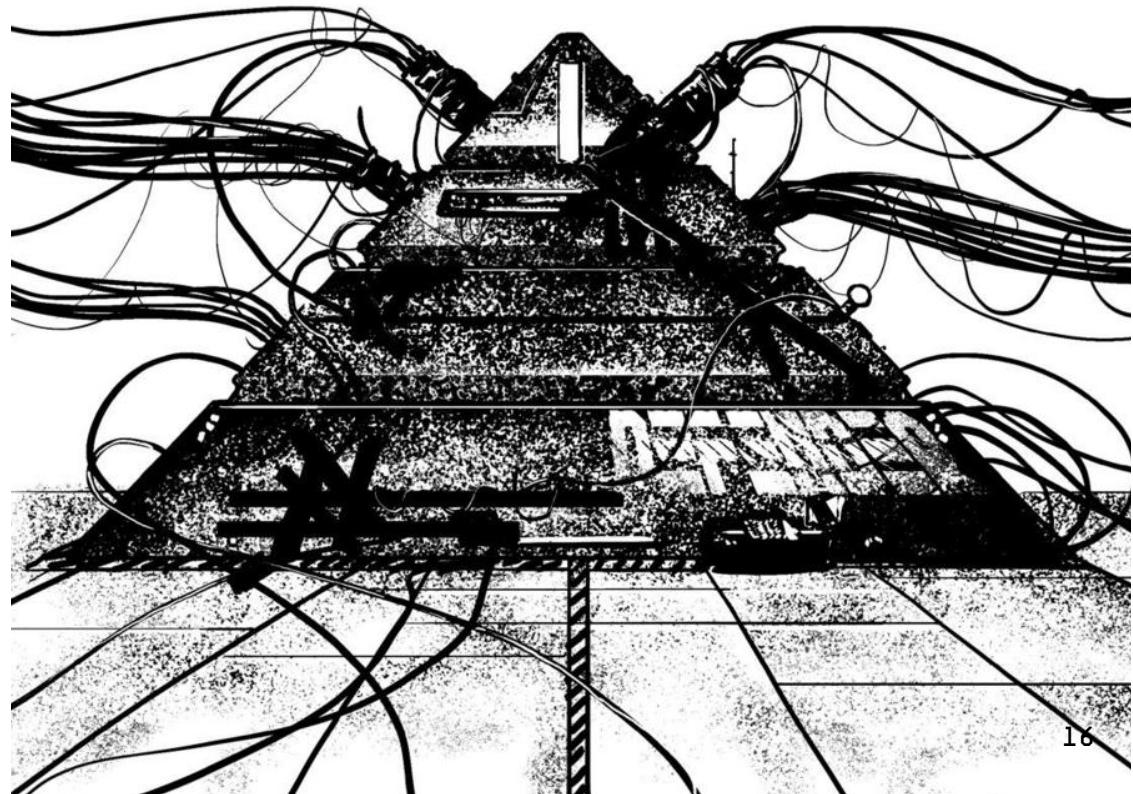
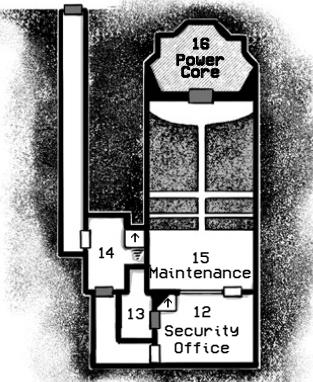
Tampering with the electricity will result in an automatic reset and override after 30 seconds as long as the Power Core is operational.

16. Power Core

The door can only be opened from the **Sec Office** or with **Wattana's retinas**.

vibe Silence. Hair stands on end. The air is electric. A bomb about to go off.

- A large, modified **military-grade power node** takes up most of the room. It is hooked up to multiple high-voltage city grid wires.
- **The Power Core has visibly been modified** and is in a bad shape. Any violent tampering comes with a 10% risk of the core overheating and exploding within D4+2 rounds. This deals 4D6 damage to everyone in the room and d6 damage to anyone in other basement rooms or the upper north corner of the slots room (2) above. Fires and chaos will follow, and the building will later be deemed unsafe and condemned.



Rendezvous with Charlie

When the deed is done, Charlie will be a no-show for handing over the reward. Charlie's absence can be the group's next mission or completely ignored depending on the outcome and the PC's further agenda. If they do investigate, Charlie may have been (D6):

1. Taken by Wattana or some other Lucky Flight big shot out for revenge.
2. Kidnapped by Stone Eels as they try to get more data on the PCs.
3. Infested by the now high-powered Nanobacteria collective Zola brought back to the neighborhood. It is slowly taking control of the entire block.
4. A Doppel; the reason for taking down Lucky Flight was not at all what it seemed, and soon 15+ different small construction contractors will start to work on the casino, mostly digging, for mysterious purposes.
5. A media show instigator. Soon the PCs' escapades will start showing up as part of ads for ucs services. Their more distinguishing features have been edited, but anyone who knows them can see who's who.
6. A ucs representative making a low-effort strike against the casino, which is owned by an Alliansen Inc. subsidiary.



Bringing back Batu

If Batu survived the heist, they will provide the PCs with the keys to the decommissioned patrol car. If the party was promised "something extra" or assisted them with seeking revenge, Batu will allow the party to crash in the leaky basement of his family's bodega for a week before getting frustrated with them or broaching the subject of rent. Regardless, Batu will provide them a 25% discount on any basic goods in the store unless the party gives them a reason not to.

APPENDIX 01

CORP INDEX

ACGS

AI, weapontech, bio/medtech, insurance and health services, vehicles
but also security, food production, Nano research

- ♀ Decentralized offices all around Central and the Industries
- ♂ A. Gustafsson, member of the board
- ♂ The Hermit, first-ever "true" AI
- ♂ Their AI Chariot controls most of the automated vehicles in Cy



AST
ENDLESS SEAS

AST

Fish/algae products, restaurants, lobbying, water shares
but also education, childcare, submarine construction, cloning

- ♀ Gigantic processing plant and aquaculture farms in south Mosscroft
- ♂ Lakshmi Viswan, product manager for submarine housing
- ♂ Project lead for Undersjön
- ♂ Rising competition with Cynergy Water & Power Co



ALLIANSEN INC.
B7E ☀ ⚡ ☐

Alliansen Inc.
Real estate, security, entertainment, behavioral analytics, voting, research
but also sports, financial services, staffing, AI, communication, cybertech

- ♀ Controls most of the Borghold prison complex
- ♂ Mrs. Lia, President of the Board
- ♂ Jaci F. Ah, Head of Security Operations
- ♂ At war with UCS
- ♂ Leasing infrastructure to half of Cy's SecOps



Cynergy

Water & Power Co

Cynergy Water & Power Co

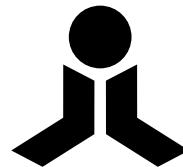
Facilities, infrastructure, transportation, real estate, sports but also food, entertainment, communication

- ⌚ HQ in **The Floating Hive**, North Central
- ⌚ **Dana Azar**, COO
- ⌚ **Zane #13**, star forward of the CyBorgs
- ⌚ Megacorp posing as public infrastructure, a parasite among predators

Fideistic Transformation

Religion, cerebral interfaces, egotech, medtech, drugs
but also education, feeds, staffing, hotels

- ⌚ **Megatemple** in the Neon Pillar, North Central
- ⌚ Hiero-Confessor **Selva Ergene**
- ⌚ Protomartyr **Warad-Ishtar**
- ⌚ Members make up an inappropriate number of **Cy-rage** victims



FIDEISTIC
TRANSFORMATION



**GRAVF
MELLBERG
TOSK**

Law, risk management, security, credit, real estate
but also marketing, financial services, nightclubs and restaurants, luxury wares

- ⌚ HQ in the **Golden Spire**, South Central
- ⌚ Three members from each **founding family** make up **the board**, with younger members in all top-layer executive positions.

01:19:34 [] 04:36:01

"No paying client of ours ever go to Borghold."

Cynergy Water & Power Co

Facilities, infrastructure, transportation, real estate, sports but also food, entertainment, communication

- ⌚ HQ in **The Floating Hive**, North Central
- ⌚ **Dana Azar**, COO
- ⌚ **Zane #13**, star forward of the CyBorgs
- ⌚ Megacorp posing as public infrastructure, a parasite among predators

Heirs of Kergoz

Nano worship, death

- ⌚ Large parts of **Barnyard Fields** pay tribute to the Heirs
- ⌚ **The horde** of the corrupted, masked and nameless
- ⌚ At war with the **Virid Vipers**
- ⌚ Harbingers of the end; saviours of the **Nano-infested**



HEI
RS/O
F/KE
RGZ

Kaytell Makers

Materials, production, construction, bio/cybertech
but also retail, entertainment, fashion

- ⌚ Several large **factories** on Mosscroft, large **farms** outside of Cy
- ⌚ **Mr. Kaytell**, Founder and CEO
- ⌚ Rumors say that Mr. Kaytell has been running the corp for **150 years** and that the true HQ of Kaytell has been moved into **orbit**.



KAYTELL
MAKERS

ROYAL WEST SHIPPING CO

Logistics, storage, retail, infrastructure, travel
but also vehicles, sports

- ⌚ **HQ and warehouses** in the Ports, large presence in all three actual ports
- ⌚ **Sri Alraune**, CEO
- ⌚ **NordShip**, the first shackled "true" AI, currently runs all logistics operations.



SPECTRAL FT
BANKS & HOLDINGS

Spectral FT Banks & Holdings

Financial services, real estate, infrastructure
but also entertainment, retail

- ⌚ HQ in the **Neon Pillar**, North Central
- ⌚ **Dr. Thaba Samson**, CFO
- ⌚ **Ms. L.H. Ergene**, archangel investor
- ⌚ Gathering resources and lobbyists focused on **medtech**



R&D in bio/Nano/med/gene/space/other tech
but also sports, health services

- ♀ Orbital research stations
- ♀ Ports showroom/experience center
- ♂ Dr. Daevy, lead researcher
- ♂ Rumored to have several G0 blacksites

Tulles&deVerte



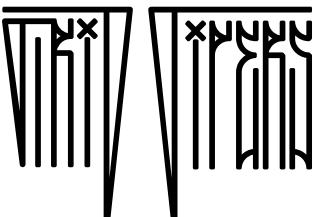
Tulles&deVerte
Feeds, lifestyle products,
drugs, famous for being famous
but also fashion, entertainment,
restaurants, weapontech, staffing

- ♀ Penthouse in South Central, clubs in Ports
- ♂ Tomi "Toad" Dian, lawyer/fixer from Gravf/Mellberg/Tosk
- ♀ Angel investors for all the latest social platforms

United Citadel Security

Security, weapontech, combat enhancers
but also cerebral interfaces, AI, spacetech

- ♀ HQ in Citadel Tower, South Central
- ♂ Mr. O.B.P. Gunner, CEO
- ♂ The Gail couple, lead designers, automated weapon platforms dept.
- ♀ At war with Alliansen Inc.
- ♀ Outfitting most of Cy's SecOps



Virid Vipers

Drugs, security, combat enhancers
but also courier services, entertainment

- ♀ Presence all over south Cy, minor branches in nearly every other district
- ♂ Led by the Council of the 10 Fangs
- ♀ At war with the Heirs of Kergoz

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. Abilities and tests

AGILITY	Sneak, dodge, drive, autofire
KNOWLEDGE	Science, use tech or App
PRESENCE	Snipe/shoot, use Nano, persuade
STRENGTH	Strike, grapple, lift, throw
TOUGHNESS	Survive falling, poison and elements

TESTS

Roll d20± ability **equal to or greater than DR** to succeed. Enemies usually don't roll, but if necessary, they just roll a flat d20 against the DR.

DIFFICULTY RATINGS (DR)

- 6 simple
- 8 routine
- 10 easy
- 12 NORMAL
- 14 difficult
- 16 really hard
- 18 almost impossible

. Getting into trouble

REACTION (2D6)

- 2-3 Hostile
- 4-6 Angered
- 7-8 Indifferent
- 9-10 Curious
- 11-12 Asks for help

REST

Short break heal d4 HP
Eat, drink, sleep heal d6 HP

Starve: No healing when resting, lose d4 HP. All tests are +2DR per restless day.

MORALE (2D6)

If you roll over the enemy's Morale, d6:
1-3 Flees
4-6 Surrenders

ROLL MORALE IF

- The leader is down
- Half the group is eliminated
- Lone enemy has 1/3 HP left

. Glitches

Regain d2 (or class die) each morning if all Glitches are depleted.

. Nano

USE NANO

Test **Presence DR12**. Failure means the power doesn't work and the user takes d2 damage. Each Nano-use increases the risk of fumble by 1 for the day.

INFESTATIONS

Infestations linked to a Nano power: Trigger upon fumbling.

Infestations not linked to a Nano power: Trigger upon receiving 5+ damage from a single attack and failing a DR10 Presence test.

. Apps

USE APP

Knowledge DR12 while jacked into a Deck (+2DR on all non-App actions).

Fumble burns the App for the day and triggers a Backlash. Each App-use raises the risk of fumble by 1 until next day.

NON-APP HACKING

Time-consuming downtime activity requiring a cyber-deck. **Test Knowledge** to break into a data node. Failure means you are discovered. Fumbling triggers a Backlash.

. Combat

INITIATIVE D6:

1-3 enemies act first
4-6 PCs act first

individual: **Agility + d6**

COMBAT TESTS

MELEE

Test Strength DR12 to hit.

SINGLE SHOT

Test Presence DR12 to hit.

AUTOFIRE

Test Agility DR12 to hit, Hits allow another attack (to a maximum of three).

DEFENSE

Test Agility DR12 to avoid an attack.

DRONE COMBAT

Test Knowledge DR12 or flat d20 against DR12.

FUMBLE (NATURAL 1)

Attack (d6):

1-3 Out of ammo or drops weapon
4-5 Misfire/Broken weapon
6 Weapon explodes, PC takes d6 damage

Defense: ×2 damage, armor is reduced one tier.

CRIT (NATURAL 20)

Attack: ×2 damage, armor is reduced one tier.
Defense: Free attack.

AFTER THE FIGHT

Count bullets: Roll d8 (d6 if autofire) for each weapon fired.
1-3: empty mag.

Take a breather: Restore d4 HP.

. Injury, malfunction and death

BATTERED (0 HP) D8:

- 1-2 Unconscious d4 rounds, awake with d4 HP.
- 3-4 Presence DR10 +1 per cybertech. Unconscious on success, Cy-rage on failure.
- 5-6 Unable to act for d4 rounds, then active with d4 HP. Random body part is destroyed.
- 7 Hemorrhage, death in d2 hours unless treated. All tests are +4DR the first hour, +6DR the last hour.
- 8. Dead*.

CY-RAGE

Gain d8 HP. Attack random targets twice per round with the most effective weapon. Attacks are DR10. Defense DR14. Ends when Battered, Dead or sedated.

*DEAD

0 to -1 HP: if you have at least 1k¤ in your bank account, you have a 50% chance of being saved by an Emergency Response Team.

Less HP than that:

Add a zero to the bill for each negative HP after -1.

Spend d6 days in intensive care for each negative HP.

. Equipment

ARMOR TIERS

- 1 **-d2**
- 2 **-d4** A_HST injector (in some cases)
- 3 **-d6** +2DR on Agility tests, A_HST injector
- 4 **-d8** +4DR on Agility tests (+2DR on Defense), -2DR on Strength and Toughness tests. Jump height and length ×4.

ILLEGAL ITEMS

- Bio/ID scanners
- DNA bombs
- Faceblocks
- Fake IDs
- Grappling-hook crossbows
- Lockpicks (electronic locks)
- Noisemakers
- Optic camo suits
- RFID/keycard skimmers
- Scum explosives
- Silencers
- Surveillance drones