

# Before The Crash

@Scruffwufffulous

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# 1 Ideas Section (to be removed before any publishing)

What do we need to get across?

- Two important questions that the player and the characters should explore
  - Who am I really / What am I and why?
  - How do I fit into this society and world in which I find myself
- It needs to give the vibes of a cyberpunk setting in flavour as well

What do we want to use?

- Aim to use a hack of the Cortex Prime system
  - because I love the central dice mechanics
  - This requires a choice of the prime sets
- We want to create the vibes of a Vangelis score mixed with some high-octane punk rock
  - Ideally we want to have a healthy balance of decent character moments amidst the fun of bashing those corpo bastards.
- We need to decide on the nature of the setting:
  - Are there synths/replicants/whatever?
  - Are there augs/mods/chrome?
  - How much control over their life does the average person have?
  - And who really holds that power?

Finally, how do we want to present this to players, GMs, and anyone else who happens across this document?

- Sections should start with an Intro
  - First is probably an intro to RPGs (or at least my perspective on them)
  - This should have a basic setting primer
  - Then probably a quick example of the basics of the dice system
  - To finish the Introduction, we should do an intro to the book and how to use it
- Now we need a section on characters and how to build them, just the basics and reference stuff
- Next should be a section which contains **all** the details on how to resolve any rules disparity

- Now, the last things that a player needs to know before they tap out. i.e. a section on the given worldbuilding, and a note to say you may want to make your own...
- So begins the GM section (I need a funny thing for GM to stand for) To start we need to do a GM intro
- Then a quick breakdown on how to structure a session
- Now how to structure a campaign or any extended story
- A bit on how to generate GMPCs or NPCs whatever you want to call them
- A treatise on what Cyberpunk is to me, and what it can be to you...
- Then comes some kind of index, this is going to be fun...

When *ALL OF THIS* is done, we can consider fixing up a nicer visual style

Current choice of attributes and the like:

Prime Sets:

- Distinctions  
These are just 3 d8-rated descriptors of your character that come with a bonus SFX
- Roles  
These should be split into classes of roles, pick one from each, then one more.  
Needs more thought, split Detective, Corporate, etc.?
- Relationships  
Meant to incentivise players to create backstory elements on the fly

Non-Prime Sets: (these are all maybes)

- Affiliations  
These can just become assets
- Powers  
These can become assets and SFX
- Resources (rework like FATE)  
These can become assets
- Signature Assets (this is a definite)  
These should be essential to character creation
- Skills & Specialities  
I like specialities, but perhaps they can be worked into Roles? Skills, no
- Values  
Tempting, we shall see...

## 2 Scratchpad

OH MY GOD WHYYYYYY

Some notes I must transfer from paper, which all seem to be setting based?:

1. AI never succeeded :/ Besides: it's cheaper to rip the consciousness of debtors and old creatives...
2. Body modification has become cheap & stylish. Good body modification is just stylish...
3. Cyberspace is on its third great instance & is almost indistinguishable from a dark mirror of reality. Those who control it wield great powers
4. Everyone can interface with almost anything or anyone...
5. Who owns you?

Additionally (more mechanically focussed) I wrote:

- One of the Prime Sets is "Memories (of People?)"

Other additional stuff:

- No hack skill, no persuade skill
- GM tip: You should never have to roll to find clues, only information

### **3 Section Example**

## **4 A Grand Introduction**

Thank you for opening this tome and gazing at our great work! What is contained in this text is a beautiful mess of random ideas that have been developed by those infected with a desire for a specific RPG that until now did not exist...

### **4.1 Welcome to Before The Crash!**

## 5 Characters and how to make them

### 5.1 Roles

Roles describe how well your character fits into a certain role; how well they act at wearing the particular hats that are involved in their day-to-day.

Roles are split into different **Role Classes**. These are as follows:

1. Investigator
  - (a) Detective: A keen eye for detail and discrepancy; with enough focus and deductive logic, nothing will remain hidden for long.
  - (b) Journalist: With a open ear and an eye for sources, the journalists know how to get to the heart of a scoop for better or worse
  - (c) Sheriff: You are the kind of person to knock down every door to get your man. Your jurisdiction has no boundaries, and neither do your methods.
  - (d) Secret Fourth Thing!
2. Some kind of how you get around and how you live your day-to-day. This should be your bread and butter
  - (a) Street Rat:
  - (b)
  - (c)
  - (d)
3. Psyche: How you cope with the noise inside your head
  - (a) Escapist: Full of facts and figures, or full of substances and feelings, just so long as you are not full of thoughts that you did not call forth
  - (b) Therapist: Over-analysis of every thought has led you to what you think is understanding of how you and everyone you meet works.
  - (c) Officer: A strict routine and set of habits prevent you from being too close to your thoughts and problems. They can't hurt you as long as you follow the rules, right?
  - (d) Cynic: You've given in to the negative thoughts of life, your friends, and the world at large. At least you don't have to fight it any more.



## 6 Overview of Mechanics

## **7 The World of the Crash**

## **8 Advice for GMs**

## **9 How to Plan a Session**

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## **11 What makes up a GMPC?**

## **12 A treatise on Cyberpunk**

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