

Before The Crash

@Scruffwuffulous

February 7, 2026

Contents

1 Ideas Section (to be removed before any publishing)	3
2 Scratchpad	5
3 Section Example	6
4 A Grand Introduction	7
4.1 Welcome to Before The Crash!	7
5 Characters and how to make them	8
5.1 Roles	8
6 Overview of Mechanics	9
7 The World of the Crash	10
8 Advice for GMs	11
9 How to Plan a Session	12
10 How to Build a Campaign	13
11 What makes up a GMPC?	14
12 A treatise on Cyberpunk	15

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 selection 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

10 How to Build a Campaign

11 What makes up a GMPC?

12 A treatise on Cyberpunk

Index

- | | |
|-----------------|-----------------|
| Cynic, 8 | Officer, 8 |
| Detective, 8 | Psyche, 8 |
| Escapist, 8 | Role Classes, 8 |
| Investigator, 8 | Sheriff, 8 |
| Journalist, 8 | Street Rat, 8 |
| | Therapist, 8 |