Before The Crash

@Scruffwuffulous

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Contents

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

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