Before The Crash

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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 (Wires and Chains...)

- Welcome the players back to end with an extended example of play, using the characters established earlier in the Characters chapter

- 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

- In my experience, a mystery plot is best planned by coming up with the antagonist's full plan and running that at the same time as the investigation. The bad guys should be moving actively while the PCs are investigating them.

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: How you deal with an unknown situation

    (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. Social: How you interact with other people

    (a) Team Player: You feel at ease only when you know you are part of a larger whole

    (b) Natural Leader: You feel like you could take charge in a crisis, or at least manage a half-decent meeting. In any case, you feel more comfortable giving orders than taking them.

    (c) Lone Wolf: You can't trust anyone else to do the job right, you say. But do you really believe that?

    (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.

5.1.1 Investigator Roles

The Investigator roles are how your character interacts with unknown situations and information gathering. This will be a large part of the game as you find bizarre scenes of crimes and conspiracy and will have to get to the truth. The question you must ask yourself is why must you find this truth?

The **Detective** enjoys the mystery for its own sake, the intricacies of the puzzle hold their own beauty. If you have a high dice rating in this role, then your character is capable of analysing a clue, object, or situation with clinical precision. This may be from a natural gift of insight, or the careful application of a process, or simply a strong gut that points them towards the important aspects of what they see.

Examples of characters with high Detective ratings would be:

- Sherlock Holmes

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Be aware that having a high detective rating does **not** mean that your character is necessarily a detective by trade, or even wants to engage in this life. It only means that their skillset fits this role well.

The **Journalist**

6 Overview of Mechanics

7 The World of the Crash

8 Advice for GMs

9 How to Plan a Session

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12 A treatise on Cyberpunk

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