

# Before The Crash

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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

## 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

### **3 Section Example**