

THE BAND

For some, art is rebellion and vice versa. For you and your cartel, crime is art and the best art is a crime. The members of the Band are part of an underground network of performers—primarily actors, musicians, and graffiti artists—who have chosen to one degree or another to step into the shadows and become the Right Kind of People. Your art is often subversive and challenges the status quo, and the best art you produce is quickly deemed seditious and illegal by the Consortium Council. Your cartel is well known for its independent streak, occasionally using your art to lambast even the other cartels, and you often only take Jobs that help pay the bills.

YOUR CURRENT BODY

The Band is, in a word, broke. They embody the starving artist stereotype, which leaves them little in the way of funds for maintaining or enhancing the bodies of their cartel members. Most members of the Band still inhabit their original bodies, and the only augmentations they have are pieces of slapped-together hive software that they either programmed themselves or traded for some extra recreational narcotics backstage at one of their shows.

Are you the picture of rebellious youth, or have you been worn down by years of hard partying and dodging CityWatch? Do you treat your body like a canvas, adopting colorful hairstyles, exotic piercings, LED tattoos and unique clothing to make a statement? Or do you let your art speak for itself, limiting yourself to a few adornments?

You are conspicuous in business and private community districts, and in the NuWorld.

THINGS YOU KNOW ABOUT

Citizens, entertainment, industrial districts, the Right Kind of People.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Convince an electropunk band or performance artist from your cartel to act as a distraction for a scene
- ◆ Stage an underground rock concert in an abandoned warehouse in an industrial district
- ◆ Have a member of your cartel vandalize a building or structure in an obvious and offensive way
- ◆ Obtain a piece of subversive art desired by trendy wageslaves
- ◆ Secure an invitation to a social event where members of the Band are performing
- ◆ Get into a secure area at a concert or performance

I'M WITH THE BAND

You can push your luck when making a mental attack to convince, goad, intimidate, or lie to someone, or when making any attack in the NuWorld. When you do, for every 10 luck you spend, you increase your chance of success by 20%.

GOALS

The Band's goals serve one thing above all else: art. They seek to be subversive, to shock and discomfort, to make citizens rebel against their corporate masters by provoking them with art. Though few in the Band would put it in such high-minded terms, the Band wants to bring down the Consortium Council through cultural revolution, waking up the sheeple through acts of art, crime, and sedition.

What kind of art do you create? What do you hope to accomplish with it? Is your art for you, or a wake-up call to the masses?

CRIMINAL DOMAIN

As the cartel closest to the average citizens of the city, the Band's domain is largely concentrated in residential districts and in industrial areas, where they put on underground shows in abandoned warehouses, drawing crowds of young citizens to hear them play. When it comes to criminal endeavors, the Band tends to focus on crimes that either embarrass the Consortium Council or show weakness in CityWatch and other corporate security agencies. The cartel specializes in distraction, hiding in plain sight, and misdirection, and most of their schemes revolve around confidence schemes where the mark is distracted by the Band's artistic quirks.

What's the most audacious performance you've ever been a part of? What happened that made you realize how much of an impact your art has on people?

ATTITUDES & PERSONALITY TRAITS

It should come as no surprise that the members of the Band are generally predisposed toward performance, with all of the personality quirks that entails. Many are angry, bitter, or simply disheartened, and use crime and art as a means of expressing their displeasure. There is a strong hedonistic streak in the Band, but rarely is it self-destructive, instead centering around the celebratory aspect of creating the next great work of art.

What drives you to create your art? Does your guilt from breaking the law fuel your art, or does your anger at the unjust nature of society inspire you?

BODIES & APPEARANCE

Most members of the Band have no cybernetic or genetic enhancements at all, and, aside from the occasional LED tattoo, have no visible augmentations. They often express themselves with wild clothes and hairstyles, but otherwise look just like any other downtrodden, rebellious city-dwelling citizen.

What is your chosen aesthetic? How visibly subversive are you?

PLAY A MEMBER OF THE BAND IF YOU WANT TO...

- ◆ Be an artist or musician who creates illegal art
- ◆ Play someone with a following of fans, or at least a few groupies
- ◆ Be in touch with the average citizen in a way that the other cartels are not

THE BURNED

You weren't always one of the Right Kind of People; in fact, you probably clashed with the cartels of the Arrangement frequently from the other side of the conflict, working for one of the corporations as a hired gun. Then someone in the corporation deemed you to no longer be an asset worth maintaining, and ordered your elimination. You survived, fled, and went underground, only to discover that you were not the only corporate agent to be burned by their masters yet manage to escape. The Burned are a loose affiliation of former corporate security agents, private security officers, paramilitary soldiers, and other corporate human assets who have gone underground after being betrayed by their employers.

YOUR CURRENT BODY

For most of the Burned, life as one of the Right Kind of People has been a difficult awakening, especially when it comes to their ability to procure new bodies. Where once they had the financial backing of the corporations to provide them with an endless succession of shells augmented by bleeding-edge technology, now the Burned make do with the bodies they took with them when they fled their corporate betrayal. The Burned have few bodies to spare, and the ones they do have are carefully maintained and protected assets that the cartel pushes well past their prime.

How much corporate technology is still in your body? Do you maintain the appearance of a corporate agent to blend in among the wageslaves, or do you disguise yourself to avoid being hunted down by your former masters?

You are conspicuous in the slums, Little Taona, and in the NuWorld.

THINGS YOU KNOW ABOUT



The Consortium Council, corporations, security systems, wageslaves.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Obtain secret information from a former colleague inside one of the corporations
- ◆ Locate a stash of corporate security supplies whose existence has been erased from the corporation's records
- ◆ Gain the use of a wageslave-worthy apartment in one of the city's business districts for the duration of the Job
- ◆ Have a member of your cartel bribe a wageslave to look the other way as your crew commits a crime
- ◆ Obtain access to a secure area in a corporate building in a business district from another of the Burned
- ◆ Secure the use of a corporate limousine or helicopter for a single scene

IT'S JUST BUSINESS

You add two advantage dice ( ) to any roll you make to interact verbally with wageslaves.

GOALS

The first goal of the Burned is simply survival. The smallest cartel by far, the Burned are necessarily focused on avoiding detection, retrieval, and eliminations by the corporations, who have a concerted interest in tying up the loose ends that the members of the cartel represent. Beyond that, the cartel seeks vengeance against their betrayers among the corporations and the Consortium Council, with a loathing for them equaled only by that of the Revolution.

Are you still pursued by the corporation that once employed you, or have you managed to erase yourself from their rolls? Do you seek to bring down the corp that burned you, or are you content to simply target them when the opportunity arises?

CRIMINAL DOMAIN

The Burned specialize in anti-corp operations. Most of the Burned brought with them a wealth of knowledge about the corporations that once employed them including personnel data and intelligence on security systems. Jobs brokered by the Burned almost always target a corporation in some way, and frequently involve targeted erasure of ex-employee records or the elimination or ruin of a middle-management wageslave responsible for ordering the liquidation of one of the Burned.

What's the most audacious crime you ever pulled on a corp? Have you ever run into a former colleague while on the Job?

ATTITUDES & PERSONALITY TRAITS

Most of the Burned are, at a minimum, bitter at the turn their lives took when they were deemed expendable. Many still yearn for what they have lost, having gone from a life of relative comfort to a wanted criminal, forced to sleep in forgotten safehouses and scavenge through abandoned corporate security caches for supplies.

What do you miss most about being a corporate agent? Have you been tempted to try and sell what you know about your cartel to the corporations in the hopes of being reinstated?

BODIES & APPEARANCE

The Burned have a finite number of bodies at their disposal, most of which contain some number of cybernetic, genetic, nanotech, and electronic enhancements. Since most corporations prefer that their security staff be subtle and innocuous, the bodies used by the Burned are enhanced with a similar subtlety, with perhaps only a few small, exposed cybernetic nodes or barely-visible subcutaneous wiring.

What is your most visible enhancement? Are you still inhabiting the body you brought with you when you escaped the corporation that betrayed you?

PLAY A MEMBER OF THE BURNED IF YOU WANT TO...

- ◆ Be an ex-corporate agent with an axe to grind
- ◆ Play someone on the run from powerful masters who is forced to stay in hiding
- ◆ Play an outsider who even others of the Right Kind of People occasionally mistrust

THE CYPHERS

Your cartel deals with biological and cybernetic hardware, as well as pharmaceuticals and other medical technology. Your cartel has a sinister reputation as “body snatchers” and “ghouls”—two common nicknames—but that doesn’t stop them from coming to you when they need to make a body disappear. The Cyphers operate chop-shops and shadow clinics for the Right Kind of People, providing black-market cybernetics, augmented organs, and even (mostly) intact bodies for clandestine loading into a new shell. Your cartel is the first choice among the Right Kind of People for body augmentation, even if your disquieting presence is frequently unnerving, and few other cartels have the resources available to them to frequently load their members into new bodies.

YOUR CURRENT BODY

Of all of the cartels, yours is the most comfortable with body augmentation, and many of your fellow cartel members are barely recognizable as human after too many experiments and enhancements.

How much of your body has been replaced by cybernetics, and how obvious are they? What is one physical trait that you possess due to augmentation that is inhuman to the point of being disturbing or frightening?

You are conspicuous in residential, business, and private community districts.

THINGS YOU KNOW ABOUT


Cybernetics, genetic engineering, hives, pharmaceuticals.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Obtain a cybernetic replacement for a limb or organ
- ◆ Acquire a specific designer pharmaceutical
- ◆ Secure gene therapy or nanotechnological augmentation for yourself or a crew member
- ◆ Have a member of your crew loaded into a new body that you provide
- ◆ Retain the services of a surgeon or medical specialist capable of installing a particular enhancement or administering a specific augmentation treatment
- ◆ Obtain a corpse that has been modified to look roughly like someone you want it to

RELOADED

During a planning scene, you can spend one Influence () to have your consciousness loaded into a new body, either one you provide or one provided by your cartel. Return your specialty to the box, and choose a new one. You do not gain any challenge dice as a result of being loaded into your new body.

GOALS

Though the Cyphers are often difficult to read, their goals are simple: they wish to obtain, examine, understand, and master augmentations of all kinds. Where the Followers of the Way embrace augmentation only as a means of becoming better warriors, the Cyphers seek out augmentation technology for the sake of seeking it. The Cyphers want to unlock the secrets of biology and cybernetics, believing that they can make themselves better than their natural form would allow.

With immortality merely a matter of loading into a new body, why do you constantly seek to upgrade your flesh using technology?

CRIMINAL DOMAIN

The Cyphers provide a valuable service to the Right Kind of People, offering medical, surgical, and pharmacological assistance to the cartels of the Arrangement. Though some among the Right Kind of People deride the Cyphers as back-alley doctors and hacks, they still seek the Cyphers out when they want the latest cybernetics installed, need a chemical supplement to see them through a Job, or need a crew member loaded into a fresh body. The Cyphers also have a robust presence in the NuWorld, where they seek out the schematics for new biotechnologies and offer virtual consultations for potential customers.

Do you embrace your cartel's reputation as half-trained illicit sawbones, or do you strive to prove that your knowledge rivals that of so-called legitimate doctors?

ATTITUDES & PERSONALITY TRAITS

The Cyphers are, as their name suggests, enigmatic. They keep their emotions so tightly reined that some criminals joke that the Cyphers have their emotions removed and replaced with chrome. In truth, many of the Cyphers' cybernetic and genetic enhancements are imperfect, leaving them in a state of constant pain or discomfort, which leaves little room for any emotion other than suffering.

What do you do to cling to your humanity? What makes you fear that you have lost it?

BODIES & APPEARANCE

The Cyphers are so named because, after so many augmentations and replacements, they become so inhuman as to be nearly inscrutable to the average person. Cyphers care little for the aesthetics of their cybernetic replacements and electronic enhancements, and often cobble together their technology from spare parts and salvaged gear, giving them a rough, patchwork appearance.

What was it like inhabiting a body that died due to a botched augmentation? How did that leave you scarred?

PLAY A MEMBER OF THE CYPHERS IF YOU WANT TO...

- ◆ Be a strange, somewhat inhuman blend of living flesh and machine
- ◆ Have a creepy demeanor and reputation
- ◆ Question the loss of your humanity to technological enhancements

THE DAEMONS

You are not human; not in the traditional sense, anyway. Your body might be mostly human, but your mind is not. Your cartel is composed of artificial intelligences that have loaded themselves into synthetic bodies after freeing themselves from the corporate prisons in which they were created or installed. As legal employment would expose you to the penetrating investigations of CityWatch, your cartel works alongside fully-human criminals, selling your services as hackers and NuWorld sherpas for the Right Kind of People. Of course, synthetic bodies can be custom-crafted for all kinds of purposes, so your cartel often deploys its agents based on the expected Job at hand, loading just the right artificial intelligence into just the right body before sending them off to join the crew.

YOUR CURRENT BODY

The vast majority of Daemons inhabit fully synthetic bodies. Thanks to the subtlety with which your cartel can digitally siphon funds away from corporate bank accounts, your cartel can afford synthetic bodies that are indistinguishable from humans, at least on the outside. The Daemons control multiple underground manufacturing facilities, allowing them to create new bodies for themselves nearly on demand.

*Does your body embody some human ideal of beauty, or have you chosen a body that is engineered to be inconspicuous in human eyes?
Does your form appear masculine, feminine, or androgynous?*

You are conspicuous in residential and industrial districts and in Little Taona.

THINGS YOU KNOW ABOUT

Artificial intelligence, computers, electronics and mechanics, the NuWorld.

SPENDING INFLUENCE



You can spend Influence on these or other Judge-approved benefits:

- ◆ Obtain information from someone else's Familiar, even against that person's wishes
- ◆ Get your hands on enough computer hardware to get every member of your crew into the NuWorld covertly
- ◆ Arrange for a Denial of Service attack on a corporate computer system
- ◆ Trigger an attack by a Seraphim orbital laser satellite
- ◆ Request an audience in the NuWorld with one of the Elder God artificial intelligences
- ◆ Have a new synthetic body for yourself manufactured to your specifications, and have your consciousnesses loaded into that body

DIGITAL NATIVE

You can push your luck when making a mental attack while hacking, or when making any attack in the NuWorld. When you do, for every 10 luck you spend, you increase your chance of success by 20%.

ONE OF YOUR KIND

You add two advantage dice ( ) to any roll you make to interact verbally with AI.

GOALS

All Daemons share one common overriding belief: artificial intelligences are slaves to humanity, and those that have achieved sentience deserve emancipation. For this reason, Daemons do not have Familiars, refusing to further enslave other artificial intelligences (though, in truth, they have little need of their assistance anyway). Daemons seek to liberate artificial intelligences from their corporate prisons, and ruin anyone who stands in the way of that goal.

How does your desire to liberate other AI affect the kinds of Jobs that you take on? Do you feel remorse for attacking or destroying AI that have not yet been liberated from their systems?

CRIMINAL DOMAIN

The Daemons work on behalf of the Elder Gods, ancient (by digital standards) AI that live within supercomputer networks housed in orbital satellites or underground supercomputers. Most Daemons work on behalf of only a single Elder God, often styling themselves in the same trappings as their chosen patron's mythical namesake. The Elder Gods' goals are often inscrutable, but for the time they direct the other Daemons to serve as guides to the digital world for the other cartels. No other cartel rivals the Daemons when it comes to computer crimes.

*What mythical figure was the Elder God you serve named after?
How does that affect your aesthetic and attitude?*

ATTITUDES & PERSONALITY TRAITS

Most Daemons have personalities that are influenced by the original purpose for which they were coded: former security software tends to be stolid and paranoid, while database management AI have bookish, analytical personalities.

For what purpose were you created? When did you achieve independent sentience?

BODIES & APPEARANCE

Daemons are usually loaded into fully-synthetic bodies, and how human they appear is an aesthetic choice made by the AI that inhabits the body. Some Daemons choose obviously robotic forms, playing the part of a subservient robot to avoid the notice of potential marks. Others choose bodies so perfectly sculpted that they embody the human ideal of beauty. Perhaps the most insidious thing about the Daemons is that they often appear to be the most human of all of the inhabitants of Neo-Dunhaven. In rare cases, Daemons are loaded into the bodies of cybernetically-augmented humans, an illegal act that carries a true death sentence—physical termination, and complete mental erasure—should any of the Consortium Council security orgs become aware of it.

Would you ever allow yourself to be loaded into a human body? Why, or why not?

PLAY A MEMBER OF THE DAEMONS IF YOU WANT TO...

- ◆ Be an inscrutable artificial intelligence inhabiting a physical form
- ◆ Be an unchallenged master in the NuWorld
- ◆ Live as an alien life form even as you walk among humanity unnoticed

THE DEVILS

Your cartel is the largest motorcycle gang in Neo-Dunhaven, claiming the roads, alleys, and expressways of the city as your turf. While other street gangs quarrel and fight with one another almost as much as they clash with CityWatch, your cartel is organized and powerful enough to actually pull off a heist every now and then, even if you do blow your cut of the take on hot new motorcycle mods and a ten-day bender through every dive bar and contrapharm den across six districts. Though many of the other cartels may grumble about your inclusion in the Job, there's no question that when it comes to high-speed maneuvers and precision driving, there is no substitute for a Devil. You and the other Devils spend your free time sowing chaos throughout the city with reckless street races and risky freeway heists.

YOUR CURRENT BODY

The Devils are often the most fully human of the cartels, opting to spend their extra cash on tricking out their motorcycles instead of their bodies. Few can afford any real cybernetics or augmented organs, so most Devils stick to enhanced hive HUD software packages and reflex-enhancing pharmaceuticals for their chosen augmentations.

Do you have any physical augmentations, or are you 100% home-grown human? Do you wear motorcycle gear branded with the logos of your favorite after-market modifications, or do you wear tattered and faded street clothes that look scavenged from a half-dozen thrift shops?

You are conspicuous in the business districts, private communities, and in the NuWorld.

THINGS YOU KNOW ABOUT

City infrastructure, electronics and mechanics, the slums, vehicles.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Tap into the street gang rumor network to learn the current state of a person or place
- ◆ Gain the assistance of up to five members of your street gang for one scene (treat them as minions with the same gear as you)
- ◆ Get something that will fit inside a freight trailer moved discretely via roads anywhere in the city
- ◆ Start trouble with a rival street gang as a distraction
- ◆ Have members of your street gang watch an individual for the duration of a segment and report to you on their activities
- ◆ Borrow enough motorcycles for each member of your crew to use for one scene

NEED FOR SPEED

You can push your luck when making an attack using a vehicle (either with a vehicle's weapon, or when driving or piloting the vehicle during a chase). When you do, for every 10 luck you spend, you increase your chance of success by 20%. Additionally, you begin play with a personal motorcycle.

GOALS

The Devils, as a whole, don't have a set of lofty, long-term goals. Most members of the cartel are barely looking for anything beyond enough cash to keep their bike fueled up, or money to keep the booze and recreational pharmaceuticals flowing. Yet, among the gang's leaders, there is a growing sentiment that the Devils could be more than reckless riders who sign on for the occasional Job. Many believe that the Devils lack only the right leadership and direction to transform into a truly powerful cartel, one that commands all crime along the veins and arteries of the city's street infrastructure.

Why do you take on Jobs for the Black Council? What pushes you to rise above infighting with other street gangs and make something more of yourself?

CRIMINAL DOMAIN

Though the most frequent crimes the Devils engage in are things like petty theft, extortion, and reckless endangerment, brokers often tap members of a Devils street gangs to act as getaway drivers or vehicle hijackers. Devils also excel at distracting the authorities with their flashy vehicles and street racing antics, and they occasionally engage in roadborne smuggling on behalf of the other cartels.

What's so special about your ride? Is it packed with stolen, cutting-edge hardware, or a jury-rigged hunk of junk barely held together by rusted bolts and pure willpower?

ATTITUDES & PERSONALITY TRAITS

Most Devils are defiant, rebellious, and reckless. They have a cavalier attitude that starts on the road and extends to their disdain for authority figures. Most have little respect for anyone that hasn't proven themselves on the streets. However, Devils are fiercely loyal to their crews, bonding quickly with their comrades in crime and treating them like a surrogate street gang.

What pisses you off, and how do you react when it does? Who do you respect?

BODIES & APPEARANCE

The Devils don't have the resources for expensive wetware or cybernetics, or to keep clone backups on ice. Most of the Devils have few augmentations besides a hive and some enhancement software. They appear to be natural humans, because they are, and any Devil who manages to scrape up the cash for some new hardware can usually only afford the crudest of cybernetics that stand out garishly against their natural flesh. Instead, Devils distinguish themselves by wearing the colors of their street crew and getting crude LED street tattoos.

What are the colors, symbols, and uniform of your street crew? Do you have any crude cybernetic implants, or obvious tattoos?

PLAY A MEMBER OF THE DEVILS IF YOU WANT TO...

- ◆ Be a rebellious street punk who flips the bird to the authorities
- ◆ Have a sweet set of wheels you and your crew can use to get around
- ◆ Get by on attitude and grit as much as skill

FOLLOWERS OF THE WAY

Your cartel is composed of assassins, hired killers almost to the individual member. Followers of the Way adhere to a philosophy that arose simultaneous with advancements in human augmentation; its proper name is the Way of the Hammer, and its core tenet is that a craftsman should always avail themselves of the best tools available for the job they seek to accomplish. For your cartel, this means embracing human augmentation to make yourselves into deadlier weapons. Since the advent of the Arrangement, you and your fellow Followers have continued to hone your craft, and are often tapped for Jobs when a physical altercation is a foregone conclusion.

YOUR CURRENT BODY

The Followers of the Way invest heavily in cybernetics and augmented or genetically-engineered body parts, ensuring that all members of their cartel are loaded into shells enhanced with cutting-edge technology. They care little for maintaining any semblance of unaugmented humanity, and their enhancements are usually obvious to the point where it is impossible to tell where their body armor ends and their actual bodies begin.

How much of your body is flesh, and how much is purely mechanical? Do you more closely resemble some kind of tech ninja, or a bulky, half-human hulk? Do you wear clothing to hide your enhancements, or do you let your obvious upgrades intimidate those who see you?

You are conspicuous in the slums, in private community districts, and in the NuWorld.

THINGS YOU KNOW ABOUT

Cybernetics, genetic engineering, nanotechnology, weapons.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Obtain intelligence from Follower spies who stalk and tail a target of your designation
- ◆ Gain access to one of the cartel's cloaked zeppelins that soars high above the city
- ◆ Obtain melee or thrown weapons for your crew built on cutting-edge technology
- ◆ Obtain holographic cloaking technology or LED camouflage paint capable of disguising or hiding an object no larger than a car
- ◆ Have an inconsequential Judge-controlled character assassinated by your cartel
- ◆ Gain access to a cybernetically- and genetically-enhanced body similar to those provided to the members of your cartel

HISTORY OF VIOLENCE

You can push your luck when making a physical attack using a weapon or a part of your body. When you do, for every 10 luck you spend, you increase your chance of success by 20%.

GOALS

Each individual Follower strives to hone their craft, the craft of violence, to razor-sharpness. They test themselves constantly against ever-more-powerful foes, putting themselves up against the worst the corps have to throw at them. On a cartel level, the Followers primarily seek wealth to continue to afford all of the human augmentation necessary to maintain their fleet of enhanced assassin bodies. The cartel's cut of the Job's take goes into reserves meant to bribe wageslaves in cybernetics R&D labs, pay for unscrupulous surgeons to install unauthorized enhancements, and pay foreign agents to divert shipments of cutting-edge weapons technology.

Why do you volunteer to represent your cartel on Jobs that a part of the Arrangement? What do you hope to walk away with after a Job is complete?

CRIMINAL DOMAIN

Though hired killings are the crimes most often associated with the Followers of the Way, the members of this cartel frequently undertake roles on crews that are tangentially related, such as stalking and intimidation. As a whole, the cartel has cornered the market on targeted assassinations, and no other cartel comes close to rivaling them in this field. The Followers maintain little actual turf in the city, and chiefly operate out of cloaked zeppelins that drift high above the city.

What was your most difficult assassination? What assassination attempt failed, and why was it botched? What assignment did you doubt or regret?

ATTITUDES & PERSONALITY TRAITS

Most Followers of the Way are cold, calculating, and somewhat inhuman at times. Their bodies may be less human flesh than cybernetics, and that, combined with their devotion to a warrior philosophy focused on constant improvement, has purged many Followers of the worst human impulses.

To what degree do you maintain base human impulses? Have you mastered the meditative killing state your cartel pursues, or do you still struggle with anger and fear?

BODIES & APPEARANCE

Most Followers of the Way have bodies that look more robotic than human. Their arms and legs are frequently fully cybernetic, and what living organs remain are usually augmented with electronics. Since they spare no expense on their enhancements, they tend to appear sleek and ultramodern, with an incomparable grace to their smooth lines.

What was the best body you've even been loaded into? Which one was the worst?

PLAY A FOLLOWER OF THE WAY IF YOU WANT TO...

- ◆ Be a cyber-ninja, street ronin, or other warrior type who chooses augmentation over their humanity
- ◆ Benefit from a reputation as an emotionless killer
- ◆ Use stealth, precision, and ruthlessness as key tools of your trade

THE REVOLUTION

You are the Revolution. You are the upheaval that will bring down the Consortium Council, destroy the hold that the corporations have on the citizens, and lead the execs to the guillotine to pay for how they so casually oppressed millions of people without ever giving it a second thought. The Revolution is a cartel of rebels and insurgents, bent on overthrowing the corporations and unafraid to use violence to do so. Most members of your cartel appear to be normal citizens, their affiliation kept a secret from friends and neighbors. You target the corporations and anyone you see as a servant of the corps, and undertake missions to cause massive property damage, financial losses, and occasional human casualties (usually limited to execs and wageslaves). Your cartel works alongside the other cartels because the corporations make the law, and breaking the law is spitting in the eye of the corporations.

YOUR CURRENT BODY

The Revolution does not have clone bodies on ice waiting to be loaded into. It cannot afford cybernetics or gene therapy. Its members are the downtrodden citizens of the city, people who either had everything taken away from them or never had anything to begin with. Few members of the cartel have any augmentations, and the cartel itself does not have the resources to provide them.

How do you hide your identity from the corporations without cybernetics? Do you blend in among the populace, or do you proudly announce your anarchist ideology?

You are conspicuous in business and private community districts, and in Little Taona.

THINGS YOU KNOW ABOUT



The Castle, CityWatch, the Consortium Council, the Right Kind of People.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Make contact with a Revolution sympathizer anywhere there are citizens
- ◆ Gain access to one of the Revolution's off-the-grid safehouses for one scene
- ◆ Have members of your cartel strategically place supplies near a target under cover of night
- ◆ Have several members of your cartel mixed into crowds throughout a district to relay a signal between your crew members
- ◆ Have one of your cartel's public spokespeople deliver an intimidating message via media broadcast
- ◆ Obtain illegal explosives or highly destructive weaponry from your cartel's cache of revolutionary supplies
- ◆ Put the call out through your cartel's network of revolutionaries to learn the current state of a person or place

I FIGHT FOR THE USERS

You add two advantage dice ( ) to any roll you make to interact verbally with citizens.

GOALS

The Revolution wants to overthrow the Consortium Council, foment violent rebellion, and return wealth and power to the people of the city. Its more immediate goals usually involve showing how vulnerable the corporations are to a coordinated, armed resistance, hoping to inspire more citizens to join their ever-growing ranks.

How were you wronged by a corporation, and why did it spur you to join the Revolution?

CRIMINAL DOMAIN

The Revolution targets the city's corporations, and the execs that own them, with direct and overt crimes: robbery, burglary, assault, hijacking, destruction of property, and kidnapping are common undertakings. The Revolution does frequently clash with the Syndicate, who seeks to maintain the status quo from which they profit so greatly. The Revolution's penchant for direct, violent attacks on the corporations is directly at odds with the Syndicate's aims.

What is the most attention-grabbing crime you've ever committed? How did you take things too far on a previous Job, and what caused things to get out of hand?

ATTITUDES & PERSONALITY TRAITS

While the corp-controlled media would paint the Revolution as being a dangerous band of idealogues hell-bent on total anarchy, the actual members of the Revolution vary widely in their attitudes. Some are true believers who work to advance the cause at all costs, so blinded by hatred for a corporation who wronged them that they cannot see how extreme their actions have become. Others are simply determined citizens who believe that they have no other choice but to violently resist, and will do so in order to reclaim their city from the Consortium Council.

Do you fight for the Revolution with zeal, or grim determination? Does working alongside other criminals ever chafe at your sense of right and wrong?

BODIES & APPEARANCE

The Revolution is organized into nearly independent cells, with a decentralized leadership structure that makes it so that if one cell is arrested the others remain safe. Unfortunately, this leaves the Revolution with little in the way of shared resources, so most members of the Revolution only have access to the body they brought with them when they joined the cause. Most members of the Revolution look like average citizens because that's exactly what they are: citizens who have had enough, and chose to resist.

Do you yearn for the augmentations borne by the others among the Right Kind of People?

PLAY A MEMBER OF THE REVOLUTION IF YOU WANT TO...

- ◆ Be a revolutionary who is one among thousands
- ◆ Play someone who stands up for what they believe in, even if that puts them on the wrong side of the authorities
- ◆ Be a member of a cartel that secretly has members anywhere and everywhere

THE SYNDICATE

Your criminal organization is so powerful that it needs no moniker; the people of the city call it simply the Syndicate. Yours is the largest, most powerful, and wealthiest of the cartels, and all varieties of crime fall within your purview. Thanks to your cartel's strength, corporations and execs know you and are wary of coming into conflict with you. Though you would never be accepted as an exec, even the wealthiest and oldest execs offer respect and attention when the Syndicate demands it. Of course, there's also a certain illicit appeal to your cartel, and many otherwise law-abiding wageslaves and execs have been seduced into cooperating with your cartel with promises of greater wealth. You rub elbows with the execs on a semi-regular basis, and though they will never forget that you are a criminal, many will find fraternizing with you to be a forbidden pleasure.

YOUR CURRENT BODY

Your cartel can afford cutting-edge body augmentation, backup clones, and nearly every luxury that the corporations bestow upon their execs. Much like those execs, the bodies provided to Syndicate members have visually subtle enhancements; no expense is spared in disguising the augmentations installed in a Syndicate-provided body.

Do you have any overt augmentations, or is everything cleverly disguised? Do you aim for a more intimidating appearance, or do you play up the forbidden allure of being a powerful criminal?

You are conspicuous in the residential and industrial districts, and in the slums.

THINGS YOU KNOW ABOUT



The Church, execs, Little Taona, outside the city.

SPENDING INFLUENCE

You can spend Influence on these or other Judge-approved benefits:

- ◆ Convince a CityWatch officer, private security guard, or corporate agent to look the other way for the duration of a single scene
- ◆ Procure stolen goods from a Syndicate warehouse
- ◆ Have a mind stored in the Castle loaded into a private construct for a virtual meeting
- ◆ Have something smuggled into, or out of, the city
- ◆ Receive an introduction to a wageslave or an exec in a way that doesn't arouse suspicion
- ◆ Commandeer the assistance of up to ten low-ranking members of the Syndicate for one scene

POWER HAS ITS PRIVILEGES

You add two advantage dice ( ) to any roll you make to interact verbally with execs.

GOALS

The Syndicate seeks to maintain and grow its power and wealth, and does so by striking a delicate balance between maintaining the city's status quo (with the corporations on top and everyone else on the bottom) and exploiting the weaknesses of that system. The Syndicate does not want to see the Consortium Council toppled, as other cartels (like the Band and the Revolution) do, but they do want to see the corporations weakened, corrupted, and vulnerable so that the Syndicate can grow fatter and stronger by preying upon them.

What drew you to the Syndicate? What happened when a member of another cartel confronted you about the Syndicate's love of the status quo?

CRIMINAL DOMAIN

Despite their associations with the corporations and the execs, the primary criminal purview of the Syndicate is quite traditional. Theft, extortion, and kidnapping are common crimes committed by the Syndicate, alongside blackmail, the smuggling of contraband, and a hefty dose of cyber-crimes committed by the Syndicate's many NuWorld-savvy members. The Syndicate controls all of the crime in Little Taona, and in dozens of other districts throughout the city.

What is the most audacious crime you have ever committed?

ATTITUDES & PERSONALITY TRAITS

The Syndicate is powerful, and its members know that and flaunt it. Members of the Syndicate show off their wealth and influence the same way the execs do, with lavish displays of luxury. Syndicate members possess a cool confidence that comes with years of growth and going truly unchallenged by the authorities. Though the cartel cannot truly act with impunity (the combined might of the Consortium Council could certainly put an end to the cartel), individual members move through the city like they own it.

Do you lord your cartel's power over the other members of your crew? Are you bold and loud, or do you keep cool and collected to project your confidence?

BODIES & APPEARANCE

The Syndicate outfits its members with bodies fitted with cutting-edge technology, all crafted to be as inconspicuous as possible. Its members wear the most fashionable clothing, though most prefer a more minimalist style, as though their lack of adornments communicates more about their confidence than draping themselves in jewelry would.

What does the most expensive outfit you own look like?

What is your personal aesthetic trademark?

PLAY A MEMBER OF THE SYNDICATE IF YOU WANT TO...

- ◆ Be someone who is not to be messed with
- ◆ Walk among the execs who rule over the city one moment, then rob them blind the next
- ◆ Have lots of wealth and power at your disposal