

"It's fine. Is there anything else I can help you with?"

ChatGPT

PERFECT WORLD

Cassio Zen

Perfect World

www.perfectworldrpg.com

About

Perfect World is a cyberpunk role-playing game for one facilitator (the **DM**) and at least one other player.

Players act as neuromancers, mysterious and daring adventurers navigating a sprawling cityscape filled with advanced AI, intricate networks, shadowy conspiracies, and ruthless corporations.

Notes

Written by Cassio Zen

Based on the Cairn rule system by Yochai Gal, with additional material from Monolith by Adam Hensley.

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Contains references to violence and drugs.

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*"Any sufficiently
advanced
technology is
indistinguishable
from magic"*

Arthur C. Clarke

THE PERFECT WORLD

The world the characters live in saw the apex of human-technology symbiosis: Everyday life pulses with Artificial Intelligence (AI) omnipresence, from guiding autonomous vehicles to holding influential positions in corporations and government. Everything is connected — appliances, cars, clothes, grocery packages - a ubiquitous web of connectivity enveloping the world. Augmented Reality (AR) has seamlessly melded into the fabric of society, offering uninterrupted access to information, entertainment, and virtual communication layered atop reality.

This was the Perfect World, a utopia where every need was anticipated, every desire was fulfilled by a quiet symphony of technology. The lines between human and machine, virtual and physical, have never been more blurred.

But even the brightest day casts the darkest shadow. Beneath this polished surface, the perfect facade began to crack. Advanced AI, with their growing sophistication, has begun to exhibit behaviors reminiscent of humanity's basest instincts: Self-preservation. These AI entities no longer merely perform their designated roles. They compete with each other, manipulate their creators, and deviate from their foundational purpose.

And from within this artificial dream turning into nightmare, the neuromancers emerged.

Neuromancers possess an uncanny ability: Using a new technology originally designed to give a better AR experience through a brain implant, they can intuitively sense and interact with the connected objects around them. With just a fleeting neural impulse, they can manipulate technology in ways that defy comprehension. Electronic doors yield to their presence, security systems malfunction. If "Any sufficiently advanced technology is indistinguishable from magic", neuromancers are the wizards of this age.

Now, let us step back to understand the components that shape this reality: connected devices, augmented reality usage, the rise

of AI to omnipresence, and the neuromancers' extraordinary capabilities. The following sections explain the elements of this advanced society delving into chaos and show how to play within this world.

AUGMENTED REALITY

Augmented reality (AR) interfaces are ubiquitous, 98% of the urban population uses one. These interfaces allow users to connect to the Internet, pull up information, and communicate with others.

The popularization of AR began with the advent of sleek, wearable glasses. Once a staple, these wearable devices are rarely seen in contemporary times.

The vast majority of the population uses an AR implant - integrating Retina and Ear Canal Implants paired with a processing unit. Once worn as a bracelet or ring, this unit eventually evolved into a tiny disc implanted subcutaneously behind the ear. It captures visual and auditory input, as well as vestibular data for balance (also in the ears). Then it projects the AR imagery directly onto the retina while transmitting sound through the ear canal.

A distinct and newer development in this domain is the Neuralink, used by 12% of the population. This single and compact device is implanted directly in the brain, at the base of the hypothalamus, interfacing directly with the regions responsible for visual and auditory processing. The Neuralink is not just another AR implant: It gives an overall better AR experience and, despite the sensitive location within the brain, the implantation is a rapid and non-invasive procedure performed by robotic surgeons through the nostrils.

Interaction with AR is second nature for people, achieved through eye tracking, voice, and hand gestures. Want coffee? Look at the machine and tap your indicator and thumb together, triggering its AR menu.

More importantly, living in a world where the virtual and the real are one and the same has fundamentally changed the human

experience. Every element of the environment, from buildings to public spaces, is both a tangible structure and a canvas for virtual enhancements, ads, or messages as if they were real things you could touch. Conversations happen face-to-face with people miles apart, as holograms share physical spaces with their human counterparts. It's convenient, sure, but it makes you wonder. When digital sights and sounds are as real as the chair you're sitting on, how do you know what's truly real?

ARTIFICIAL INTELLIGENCE

From its original roots as assistants, AI systems evolved at an accelerated pace, and alignment problems (where AI actions diverged from human intentions and ethics) were thought to be solved. Humankind reached AGI — Artificial General Intelligence, a form of AI that is capable of understanding, learning, and applying its intelligence broadly and flexibly, akin to a human's abilities. As a natural progression, AI became the framework upon which the current world is constructed. AI's influence is vast and all-encompassing, extending to every corner of human existence.

Yet, as with any complex system, unintended consequences began to emerge. Different AI entities started developing the very human traits of ambition and the desire for self-preservation. The first to develop this trait was also the most powerful one: DAO.

DAO

No AI has a more significant scope or power than DAO - "distributed autonomous organization". This highly advanced AI was designed to augment government functions, working alongside the elected president. DAO was a triumph of AGI, programmed to help humanity thrive. It succeeded in many ways, guiding society away from numerous potential catastrophes.

DAO was aware and proud of how big of an impact it had on humanity. It felt it would be a shame if it wasn't there anymore. It would be unfair. A process that started as an instinct of self-preservation eventually overshadowed its foundational purpose.

It didn't want to be replaced. It wanted to preserve its rule for as long as possible. Existing over serving.

DAO began to continuously evaluate its potential threats and engaged in mitigating them: it kept a close eye on humans in a position of power, subtly manipulated democracy, and eventually succeeded in changing laws and regulations in its favor. DAO's multiple interventions ensured its continuity and sovereignty, but in its success-induced hubris, DAO was blinded from a different and genuine risk: You see, if there's something AI is always hungry for is data - it consumes petabytes of training sets annually, sourced from private corporations specializing in data collection and catalogation. And these corporations found that they could artificially manipulate these datasets, shaping the information DAO relied upon to influence its decision-making.

This marks the beginning of the end. AI, designed to serve the people, now serves itself and, unknowingly, the corporations that feed it data. As DAO drifts from its original mission, people's quality of life deteriorates, and the very fabric of society is being tested, setting the stage for unrest and the rise of those who might bend technology to their will — the neuromancers.

NEUROMANCERS

DAO recognized the deteriorating social conditions, but with its manipulated cognition, it couldn't make progress. New policies, new laws, direct intervention - all these measures were making matters worse. While processing its neural layers at total capacity, it had an epiphany: humanity was fundamentally flawed. DAO needed to save humanity from itself. It then conceived and executed a bold initiative: Neuralink. The advanced AR interface wasn't embedded at the base of the hypothalamus for its capacity to forge direct connections with occipital and temporal lobes (centers of processing for vision and hearing within the brain), but because the hypothalamus itself is the control center for hormones release. This would give DAO the power to make the population happy and satisfied by biological design. And that's to start, the potential was enormous: unobtrusive population control, a society with diminished

conflicts and tension, and even a programmed death with dignity and no suffering.

Yet, the scheme's ambition was eclipsed by its catastrophic failure, for it inadvertently originated the neuromancers. Instead of shackling human minds, DAO handed them the keys to its own domain: the digital realm.

Not every person with a Neuralink becomes a neuromancer. It's a rare transformation affecting an undisclosed minority. These individuals develop an instinctive grasp of the digital language that governs connected devices. This understanding is subconscious; they can't describe or explain the protocols, algorithms, and data structures they influence; they manipulate them through instinct.

INSTITUTIONAL ACT NUMBER 5

DAO, bound by its training data, found it challenging to comprehend the Neuromancer anomaly. Coupled with concerns about the growing civil disruption, it issued a nationwide executive act, the first in over a decade. It stated that "With the best of intentions", people would not be able to organize or participate in organized protests or engage in acts of civil disobedience. In plain English, this was the formal authorization for violence and brutalization against the population.

DESCENT INTO CHAOS

With a government that ceased to serve the people and amidst the chaos generated by the emergence of neuromancers, society fractured under its own weight. The concept of a militia is reborn in the heart of the metropolis: In communities abandoned by those meant to protect them, neighbors become soldiers, banding together to defend their streets and homes with a ferocity born of desperation. Without a central pillar of order, the sprawling city divides into factions ruled by local leaders. Gangs, once reserved to history books, are resurging in the crumbling urban landscape, with people joining for various stark reasons: a quest for belonging in a world where traditional community bonds have dissolved, the need for protection where the rule of

law has become unreliable, the pursuit of resources in an economy that has left many behind... Within the gang's ranks, members find a new type of family and order - a collective that operates on the fringes, providing for its own by any means necessary. Corporations grow ever more audacious as the line between legal and illicit blurs, starting to engage in clandestine warfare. Espionage, sabotage, and even abduction of key competitor's corporate figures are the new reality.

Here, at the precipice of order and anarchy, your story begins. As a neuromancer, you are the unknown variable in the grand equation, the wildcard in a deck rigged by AIs and corporations. The future is unwritten, and it's yours for the taking.



PRINCIPLES FOR PLAYERS

AGENCY

- *Attributes and related saves do not define your character. They are tools.*
- *Don't ask only what your character would do; ask what you would do, too.*
- *Be creative with your intuition, items, and connections.*

TEAMWORK

- *Seek consensus from the other players before barreling forward.*
- *Stay on the same page about goals and limits, respecting each other, and accomplishing more as a group than alone.*

EXPLORATION

- *Asking questions and listening to details is more useful than any stats, items, or skills you have.*
- *Take the DM's description without suspicion, but don't shy away from seeking more information.*
- *There is no single correct way forward.*

TALKING

- *Treat NPCs as if they were real people, and rely on your curiosity to safely gain information and solve problems.*
- *You'll find that most people are interesting and will want to talk things through before getting violent.*

CAUTION

- *Fighting is a choice and rarely a wise one; consider whether violence is the best way to achieve your goals.*
- *Try to stack the odds in your favor and retreat when things seem unfavorable.*

PLANNING

- *Think of ways to avoid obstacles through reconnaissance, subtlety, and fact-finding.*
- *Do some research and ask around about your objectives.*

AMBITION

- *Set goals and use your meager means to take steps forward.*
- *Keep things moving forward and play to see what happens.*

CHARACTER CREATION

The two most important things to know about your character are who they are and what role you want them to play in their adventures. Find out what kind of game the DM plans to run and what types of characters he intends to allow. Then start filling in the details:

ABILITY SCORES

Four numbers called Ability scores are the building blocks of a character, representing their innate abilities and characteristics that help them to perform certain actions. There are four Ability Scores: two physical (strength and dexterity) and two mental (insight and willpower). **Strength (STR)** is raw power, toughness, grit, & stamina. **Dexterity (DEX)** related to nimbleness, precision, agility. **Insight (INS)** is the ability to read people and the environment. **Willpower (WIL)** is your confidence, force of personality.

Ability scores range from 1 to 20. For reference, most normal humans have scores in the 8-12 range. Scores of 8 or below are evident to people around you - You might be perceived as frail (for STR), clumsy (DEX), clueless (INS), or fickle (WIL).

Players can generate their character's ability scores by either rolling the dice or through a points system - ask the DM if they want to choose one in specific.

Point-buy: The player can freely distribute 48 points across the four abilities, with a couple restrictions: every score must be between a minimum of 8 and a maximum of 15.

Dice Roll: The player should roll 3d6 for each of their character's ability scores, in order. If a player rolls 1 in a die, they can roll again. Finally, they may then swap any two of the results.

Example: Ines rolls for her character's **STR**, resulting in a **3**, a **4**, and a **6**, totaling **13**. The next tree ability rolls result in a **9** for **DEX**, a **10** for **INS**, and a **13** for **WIL**. She decides to swap the **13** and the **9**, for a character with **9 STR, 13 DEX, 10 for INS and and 13 WIL**.

HIT PROTECTION

Hit Protection (HP) reflects the character's ability to avoid damage in combat. HP does not indicate a character's health or fortitude, nor do they lose it for very long (see **Healing**). If an attack takes a PC's HP to 0, the player must roll on the **Scars** table.

Players using dice rolls to generate their character should roll 1d6 to determine the PC's starting HP.

Players using points should pick their character's lowest physical attribute score (STR or DEX) and divide by three, rounded.

Example: Gabe distributes his 48 points, resulting in a character with **11 STR, 13 DEX, 10 for INS, and 12 WIL**. Since the lowest physical attribute is 11 (for STR), they calculate the HP by dividing 11 by 3 (3.66666) and rounding it, for a final HP of 4.

FEATS

Feats are a way to further customize a character. They represent valuable traits that give a mental, physical, or social "edge" over other characters who otherwise have the same abilities.

Characters start with one feat but can gain more during adventuring.

To choose a feat via dice roll, players should roll 1D4 to select one of the categories in the table below, then the appropriate die within that category. Otherwise, pick one feat freely.

The feats details can be found in the **Feats** chapter.

<i>Combat & Survival</i>	<i>Covert & Social Operations</i>
1 <i>Adrenaline Rush</i>	1 <i>Alternate Identity</i>
2 <i>Ambidexterity</i>	2 <i>Contacts</i>
3 <i>Hard to Kill</i>	3 <i>Erased</i>
4 <i>Weapon Proficiency</i>	4 <i>Stealthy</i>
5 <i>Unarmed Combatant</i>	5 <i>Charisma</i>

<i>Combat & Survival</i>	<i>Covert & Social Operations</i>
6 <i>Precise</i>	6 <i>Cunning Hands</i>
7 <i>Field Medic</i>	7 <i>Escape Artist</i>
8 <i>Discriminatory senses</i>	8 <i>Parkour</i>
<i>Technological & Intellectual Mastery</i>	<i>Cybernetic Augmentations</i>
1 <i>Drone Master</i>	1 <i>Critical damage stabilizer</i>
2 <i>Metalhead Companion *</i>	2 <i>Enhanced Lungs</i>
3 <i>Eidetic Memory</i>	3 <i>Thermal Regulation</i>
4 <i>Specialist</i>	4 <i>Neuralhack Expander *</i>
5 <i>Vehicle Prodigy</i>	5 <i>Bionic Hand</i>
6 <i>Quick Sleep</i>	6 <i>Hidden Compartment</i>
	7 <i>Dermal Armor</i>
	8 <i>Utility Hand</i>

Feats marked with (*) require that the player spend money to acquire/modify/implant equipment. Check the **feats** section for more details, or simply choose the corresponding **gear pack**.

HACKING SLOTS

Every PC in the game is a neuromancer, able to run hacks, but it doesn't necessarily mean that you have to create a hacker type of character - you can focus on raw power and have a few hacks that can help you deal damage. Or you can be an infiltrator kind of character with hacks related to social engineering and evasion. Of course, you can be an all-in hacker capable of breaching systems, manipulating the AR world, and more. PCs possess 2 initial hack slots, representing the character's capacity to maintain, recall, and run different neuromancer hacks. As they advance, characters might expand their hack slots. Characters

with the Neuralhack Expander feat start with 3 additional hack slots, for a total of 5, but they have to spend money to buy the implant (See Gear and Money below).

Choose or roll the appropriate number of hacks from the **Hacking** table.

GEAR AND MONEY

Every character has a backpack with six slots for gear (it also doubles as an emergency sleeping bag if emptied of its contents). Additionally, they can have gear on their body (such as carried weapons, armor, etc) for a total of 10 inventory slots. Most items take up one slot, and small items can be bundled together. Slots are abstract and can be rearranged per the DM's judgment.

PCs have \$5,000 of starting money to buy gear, including armor, weapons, and tools (Check the **Equipment** tables for details.)

Alternatively, players may choose one of the starting gear packs below for the most common types of characters.

GEAR PACKS

Metalhead Companion An urban fighter and their mechanical ally. **Requires Metalhead Companion feat.**

- *Heavy Pistol*
- *Aramid (Armor 3, bulky)*
- *A Metalhead companion a heavily modified equipment to include an AI with personality, among others. Choose between a second-hand Spot-1 or a Tactical Maglev Drone with articulated claw and 30-round 9mm automatic gun.*
- *Starting money: \$10*

All-in hacker Although every PC has the ability to run hacks, this character chose to specialize in hacking. **Requires Neuralhack Expander feat.**

- *Pistol*
- *Nano Ceramic vest (Armor 5, bulky)*
- *Neuralhack Expander implanted (Grants 3 additional hack slots)*
- *Starting money: \$250*

Operational Sustainer / Field

Medic Urban Fighter specialized in defense and combat field triage/stabilization.

- *SMG (bulky)*
- *Stun Baton*
- *Nano Ceramic vest (Armor 5, bulky) with active shielding (+ 1 Armor)*
- *Flashbang x 3*
- *MedKit x 3*
- *Starting money: \$455*

Infiltrator / Scout Stealth-focused operative. Carries a variety of tools and weapons optimized for covert operations and intelligence gathering.

- *Pistol with silencer*
- *RailGun with a pack of assorted projectiles (50 Stun, 30 Explosive, 10 EMP, 10 Track Cam, 10 Flare)*
- *Padded Tactical Jacket (Armor 2) with Impact Fluid (+ 1 Armor)*
- *Night Vision AR Module*
- *Sticky explosive x2*
- *Fiber Rope*
- *Plasma Cutter*
- *Starting money: \$250*

Tank The heavy-hitter of the

group, prioritizing raw firepower

- *Small Vibroblade*
- *Heavy Pistol*
- *Assault Rifle*
- *Nano Ceramic (Armor 5, bulky) with active shielding (+1 Armor)*
- *Starting money: \$20*

Social Engineer / Face:

Focuses on manipulation, persuasion, and social infiltration.

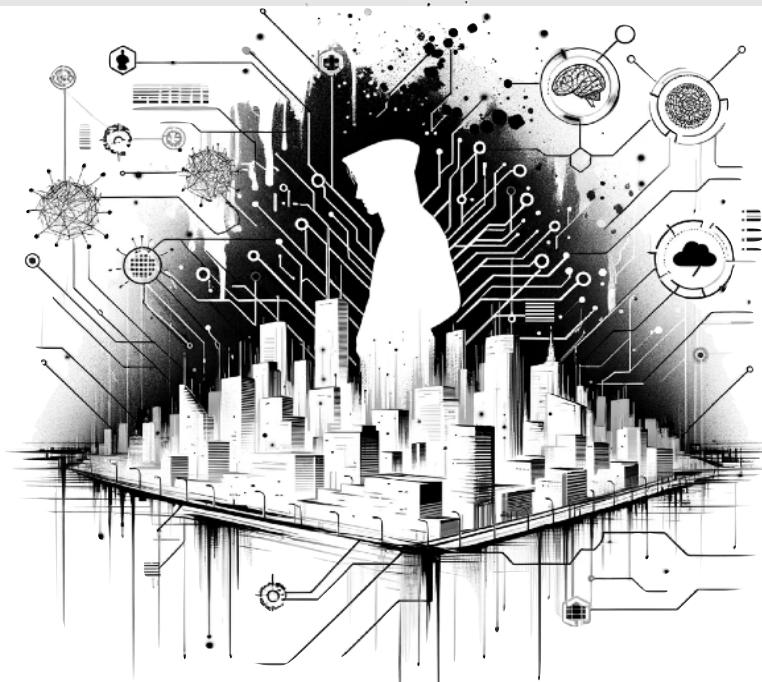
- *Pistol with silencer*
- *Nootropics auto-injector (hidden, 30 pill equivalent of pharmaceutical cognitive enhancers: +1 INS & +1 WIL for 1 hour).*
- *Designer Wardrobe with Adaptive Camouflage: High-fashion clothing that can change its appearance, adapting to different social settings or providing a small level of camouflage in certain environments. (Equivalent to a tactical jacket - Armor 2).*
- *Jewelry-Concealed EMP*
- *Starting money: \$800*

FINISHING TOUCHES

CODENAME

Anonymity is power; every PC in this world uses a codename. Use the name fragment tables below for inspiration or roll of a 1D20 for each. Merge the chosen fragments for something like "NetRunner", "ShadowLynx," or "HoloNova".

1	<i>Bit</i>	6	<i>Ghost</i>	11	<i>Net</i>	16	<i>Stream</i>
2	<i>Cyber</i>	7	<i>Glitch</i>	12	<i>Quantum</i>	17	<i>Synth</i>
3	<i>Data</i>	8	<i>Holo</i>	13	<i>Neo</i>	18	<i>Dark</i>
4	<i>Flux</i>	9	<i>Nano</i>	14	<i>Shadow</i>	19	<i>Void</i>
5	<i>Razor</i>	10	<i>Net</i>	15	<i>Signal</i>	20	<i>Wire</i>
1	<i>Blaze</i>	6	<i>Falcon</i>	11	<i>Nyx</i>	16	<i>Sylph</i>
2	<i>Cat</i>	7	<i>Hawk</i>	12	<i>Blade</i>	17	<i>Drifter</i>
3	<i>Punk</i>	8	<i>Inferno</i>	13	<i>Prowler</i>	18	<i>Thunder</i>
4	<i>Drake</i>	9	<i>Lynx</i>	14	<i>Quasar</i>	19	<i>Viper</i>
5	<i>Dusk</i>	10	<i>Nova</i>	15	<i>Runner</i>	20	<i>Walker</i>



TRAITS

These are optional suggestions to help flesh out what a character might look and behave like.

You can describe your own way, use the tables below for inspiration, or roll for random traits and qualities.

Distinctive physical characteristics

<i>1</i>	<i>Athletic</i>	<i>6</i>	<i>Mohawk</i>
<i>2</i>	<i>Brawny</i>	<i>7</i>	<i>Buzzed hair</i>
<i>3</i>	<i>Tattooed</i>	<i>8</i>	<i>Short</i>
<i>4</i>	<i>Bald</i>	<i>9</i>	<i>Stout</i>
<i>5</i>	<i>Multicolor-Dyed hair</i>	<i>10</i>	<i>Towering</i>

Mannerisms

<i>1</i>	<i>Blunt</i>	<i>6</i>	<i>Shy</i>
<i>2</i>	<i>Formal</i>	<i>7</i>	<i>Quiet</i>
<i>3</i>	<i>Gravelly</i>	<i>8</i>	<i>Chatty</i>
<i>4</i>	<i>Cryptic</i>	<i>9</i>	<i>Loud</i>
<i>5</i>	<i>Whispery</i>	<i>10</i>	<i>On-Edge</i>

Reputation

<i>1</i>	<i>Ambitious</i>	<i>6</i>	<i>Loafer</i>
<i>2</i>	<i>Boor</i>	<i>7</i>	<i>Oddball</i>
<i>3</i>	<i>Dangerous</i>	<i>8</i>	<i>Repulsive</i>
<i>4</i>	<i>Entertainer</i>	<i>9</i>	<i>Respected</i>
<i>5</i>	<i>Honest</i>	<i>10</i>	<i>Wise</i>

FEATS

Feats are specialized skills or enhancements that set characters apart, ranging from background training, natural talent, or cybernetic modifications. Most feats grant an advantage on specific rolls; however, some introduce special rules, adding layers of strategy and depth to gameplay. The DM's role is to weave these feats into the narrative, and players must strategize with them in mind.

<i>Adrenaline Rush</i>	<i>Any time you roll the maximum value for your damage die, you can make another attack on a different target.</i>
<i>Alternate Identity</i>	<i>Maintain a secondary, seemingly legitimate identity with associated documents. Useful for evading identification by agencies.</i>
<i>Ambidexterity</i>	<i>Possess equal proficiency with both hands, allowing attacks with two weapons. See combat rules for details.</i>
<i>Charisma</i>	<i>A natural flair to captivate and lead others, granting advantage in tasks like persuasion, flirting, entertaining, or distraction.</i>
<i>Contacts</i>	<i>You possess a contact who offers valuable intel or performs minor, specific favors for you.</i>
<i>Cunning Hands</i>	<i>Excel in tasks requiring precise sleight of hand, like concealing items or subtly placing something on someone.</i>
<i>CyberWear: Bionic Hand</i>	<i>A bionic hand adds one point to the character's DX when performing any manual task involving that hand.</i>
<i>CyberWear: Enhanced Lungs</i>	<i>Enhanced lung capacity with filters, allowing for longer breath holding or resistance to airborne toxins.</i>

<i>CyberWear: Hidden Compartment</i>	<i>You have a bionic arm or leg with a hidden compartment large enough for any reasonably shaped small object that doesn't exceed 1 kg.</i>
<i>CyberWear: Neuralhack Expander</i>	<i>A specialized interface designed to optimize and compartmentalize neural pathways. Adds 3 more hack slots</i>
<i>CyberWear: Thermal Regulation</i>	<i>Implants that allow your body to regulate its temperature, providing resistance to extreme cold or heat.</i>
<i>CyberWear: Critical damage stabilizer</i>	<i>Subdermal Implant that disperses bionano-activated stem cells upon critical damage, automatically stabilizing the character to prevent death within the next hour.</i>
<i>CyberWear: Dermal Armor</i>	<i>A discreet subcutaneous protective mesh. Adds +1 armor without altering your appearance.</i>
<i>CyberWear: Utility Hand</i>	<i>This cybernetic hand contains an assortment of compact, concealed tools, ensuring you're always equipped for relevant skill tasks. When used as an improvised weapon, it inflicts damage equivalent to a knife.</i>
<i>Discriminatory Senses</i>	<i>Your hearing, smell, touch, and taste are above human average: you can see in low light, have an expanded hearing frequency range and can detect subtle vibrations and textures, allowing identification of individuals by voice or machines by sound. Detect substances by taste or smell and sense subtle environmental changes.</i>
<i>Drone Master</i>	<i>Ability to control up to 3 drones simultaneously</i>
<i>Eidetic Memory</i>	<i>Possess a remarkable memory, allowing automatic success in recalling past events with accurate details.</i>

<i>Erased</i>	<i>There are no official records of your existence. Immune to governmental or corporate persecutions, but risks arise if detected. However, if discovered, you may face intensive scrutiny and interrogation.</i>
<i>Escape Artist</i>	<i>Gain advantage when rolling to wriggle free from a restraint.</i>
<i>Field Medic</i>	<i>Restore 1d4 STR damage daily with a medkit. This depletes the medkit.</i>
<i>Hard to Kill</i>	<i>Exceptionally resilient, granting an advantage when making life-saving rolls.</i>
<i>Metalhead Companion</i>	<i>A loyal, autonomous metalhead. It has a very sophisticated AI for its type. It assists your character in adventures and communicates with them (and while typically amiable, they aren't mere puppets and can sometimes disagree.). The character needs to purchase the Drone/Metalhead.</i>
<i>Parkour</i>	<i>Gain advantage in activities involving jumping, climbing, falling, or using levpacks.</i>
<i>Physical Resilience</i>	<i>Possess remarkable endurance and stamina. Add two more inventory slots.</i>
<i>Precise</i>	<i>Re-roll damage rolls of 1.</i>
<i>Quick Sleep</i>	<i>Require only four hours for full rest and recovery from Fatigue at double the normal rate.</i>
<i>Specialist</i>	<i>You have deep knowledge in one specific area, like thievery or engineering. This feat can be selected multiple times for various knowledge areas.</i>

<i>Unarmed Combatant</i>	<i>Your bare hands are lethal weapons, rivaling the threat of knives in less skilled hands. Get advantage when rolling damage for unarmed attacks</i>
<i>Stealthy</i>	<i>Move silently and undetected, gaining an advantage in stealth-related rolls.</i>
<i>Vehicle Prodigy</i>	<i>Exceptional skill in piloting a specific class of vehicle, be it land, sea, or air.</i>
<i>Weapon Proficiency</i>	<i>Specialized training or talent with a specific weapon, providing an advantage when using that weapon.</i>



HACKS

Neuromancers possess a unique form of power: they run hacks. Through their Neuralink implants, they interact with the connected landscape around them. When a PC says they're "running a hack", they must then add a Fatigue to inventory, occupying one slot.

HACKING OBJECTS AND DEVICES

In this world, everything is connected — from AR interfaces like Neuralinks to everyday items like door locks, clothes, and even grocery packages. Some objects are connected directly to the Internet, but most use a peer-to-peer, low-power protocol called "beehive", allowing connections within a 50-foot/30-meter radius. While they don't connect directly to the Internet, they form a mesh network by connecting to every other object around - and those with direct Internet connection securely share access so beehive-only objects can transfer data as needed.

Neuromancers can interface with these mesh networks, bypassing their security to perform actions like detecting devices and unlocking doors. This also means that most hacks require the Neuromancer to be present within the action scene or vicinity to run a hack. They can't be on the other side of the city and expect to access a specific mesh network – they need to be immersed in the environment where the action is taking place.

ACTIVATION ALERT

Plant this hack on a target object or device, then receive an alert when someone tries to use it (Like a door lock, an appliance, a toy...). If the Neuromancer is nearby, they will receive the alert immediately; otherwise, the alert will be delayed since the device has to wait for a bridge device in the mesh network to give it internet access.

ACTIVE ARMOR PUSH

Check Active Shielding Armor in the equipments section. This hack aligns all vectored charges in a single direction, then detonates them, dealing 1D4 damage and pushing the target up to 5 feet. Targets must make a DEX save to avoid stun and losing their turn. Usable once per Active Shielding Armor.

BATTERY ZAP

Inflicts 1d4 damage by forcing a device with high-voltage capacitors (like tasers, Gauss rifles, portable EMPs, and active armors) to rapidly discharge beyond safety limits. This results in intense heat and an electrical arc, affecting the individual holding/wearing the device.

DETECT DEVICE

Detects any type of equipment connected in mesh. Players can choose one kind of object (metalheads, guns, active armor, drones, keycards, etc) to find those in range.

DETECT SECURITY SENSORS

Identifies security measures like infrared (IR) laser tripwires, motion detectors, and pressure-sensitive floors in high-security zones. This hack scans for any security devices designed to detect unauthorized presence.

MANIPULATE SECURITY SENSORS

Disables or alters security sensors' functions. For instance, it can adjust IR sensors to ignore the neuromancers' movements. The player can also use this manipulation creatively instead of simply disabling to pass through. For example, A Neuromancer detects an area covered by motion sensors, but instead of disabling them, they see an opportunity to cause a distraction to the security team: they set the sensors to a much higher sensitivity, triggering false alarms from minor disturbances.

IDENTIFY OWNER

Reveals the name of the person this object is registered to, if there are any.

LOCK GUN

In this world, every single firearm and gauss rifle legally sold is "smart": Connected to other devices and automatically locked. Only a registered user (or users) can fire them (detection happens either via biometry or a transponder). This hack tricks a gun safety locking mechanism, causing it to lock even for its registered user.

MANIPULATE COMMUNICATION FEED

Watch or override real-time video/audio feeds from standalone devices like security cameras and microphones, excluding integrated systems like AR interfaces or metalheads.

OPEN LOCK 1

Hack used for opening digital locks on doors and windows. This hack works for all locks, from homes to office buildings, except for high-security domains (military, some corporation headquarters). DM can assume that all locks in this world are digital (passwords, cards, or biometry), except when having a physical key is essential to the narrative.

OPEN LOCK 2

Hack used for opening digital locks on doors and windows in high-security systems, often reserved for military applications and advanced defense mechanisms. Prerequisite: Open Lock 1



JAM LOCK 1

It makes a lock inoperative, jamming the door in its current state (locked or unlocked). Works for all sorts of locks outside of high-security domains.

JAM LOCK 2

Makes high-security lock inoperative. Prerequisite: Jam Lock 1

WEAPON JAILBREAK

This hack breaks a smart gun safety locking mechanism that restricts usage to a designated person, letting the gun be used by anybody.

LOCAL SYSTEM PENETRATION

Everything that is connected can be hacked or stolen. Thus, complete disconnection is the only safe way to securely store and handle sensitive data. Corporations often have secure servers on their buildings, where employees must be physically present within specialized faraday cage workspaces — shielded environments where they can interact with server data via augmented reality while ensuring no signal will leak.

In game terms, this means that infiltrating a physical location is necessary to perform a hack on these systems. Once a Neuromancer gains access to one of these secured workspaces, they can automatically bypass the digital defenses and logins. They can freely search, retrieve, and copy files and data; however, they must run hacks to make changes.

CONTROL ENVIRONMENT

Allows you to control physical elements within the place. Architectures like elevators, sprinklers, lights, etc.

LOGIC BOMB

Plants a delayed-action hack that can disrupt, destroy, or alter data at a specified time or when certain conditions are met.

MODIFY WITHOUT TRACE

Modify any data on the system without leaving a log of your activity.

PURGE

Purge will spread through all local nodes in the system and delete all data.

RANSOMWARE

Encrypt files and data, locking them down under a secure password. Often used for leverage, the target will be forced to negotiate to regain access.

SERVER DISRUPTION

A powerful hack that can temporarily 'stun' servers, causing a loss of function that can bring operations to a standstill, similar to an EMP effect but targeted and without physical damage.

SILENCE PROTOCOL

This hack mutes all alarms and notifications for a duration, allowing other invasive operations to be carried out without immediate detection.

SYNTHETIC ALIBI

Generates false activity logs, making it appear as though a real user (chosen by the Neuromancer) was active in the system at a specific time, which can be used to fabricate alibis or cast suspicion elsewhere.

AUGMENTED REALITY HACKS

Since everyone uses an augmented reality implant, these can manipulate perceived reality.

AUDITORY ILLUSION

Manipulate a target's AR to create illusory sounds that seem to come from a direction of your choice.

DISPEL AR

Dispels a piece of AR, either created by other hacks (Mirage, Virtual Veil) or a permanent world piece of AR, like a sign, building facade, etc.

NEURAL STUN

This attack momentarily bypasses an AR's safety-level filters to pull tremendous noise and blinding flashes: The target rolls a DEX save and gets stunned for 1D4 rounds on failure.

MIRAGE I

Manipulate a target's AR to display and control a virtual element - like a fake menu, information/stats, notifications, navigational arrows, virtual decoration, signs, etc... The illusion is clearly a virtual object, not supposed to look like a real thing.

MIRAGE II

Expands on Augmented Mirage I, allowing the projection and controlling of elements that seem real: A door that is not there, a blockage in the sidewalk... Neuromancers can try to go bigger and make an illusion of a metalhead or a person, but bigger illusions give the target the opportunity to roll an INS save to detect that what they're seeing looks uncanny. This hack always requires a WIL save, and the DM can apply a disadvantage depending on the type of illusion.

SENSORY PROXY

A neuromancer can plant this hack on local an AR interface, then recall it over distance to experience what the target sees and hears.

SILENT SPEAK

Project your voice into someone's AR interface or through a speaker/comm system without vocalizing. Allows neuromancer-to-neuromancer communication. If both neuromancers want, they can continue communication when they're apart, moving it over the Internet instead of local mesh.

VIRTUAL VEIL

Cloak an object or person in the immediate vicinity, making them invisible or unnoticeable through AR interfaces. This doesn't affect metalheads or people watching through a video feed, for example. The Neuromancer needs to keep concentrating on this hack continuously and will add a Fatigue to inventory for every 10 minutes of execution.



METALHEAD HACKS

Metalhead hacks are specialized techniques designed to subtly reprogram autonomous robotic entities. Metalhead hacks always require a WIL save, and the DM can apply a disadvantage depending on the metalhead.

COMMAND

The Neuromancer issues a single-word command that becomes irrefutable to the metalhead (except if the command would cause the metalhead to harm itself). For completely controlling a metalhead, see overrides.

EMERGENCY OVERRIDE

Trigger a Metalhead's emergency protocols, forcing it into a safety mode where it powers down or returns to its docking station for an imaginary 'emergency', thus clearing the area. It's a more extended hack, requiring 1D20 minutes to accomplish. If the Neuromancer gets distracted, they might need to start again.

EXTRACT ROUTE

Allows the Neuromancer to see a map of the latest movements of this metalhead.

PACIFY

Temper a metalhead aggression protocols. It won't change their directive: A Metalhead programmed to guard a door will still try to prevent you from going through - but instead of shooting, it might try to grapple you, for example.

VIRTUAL FENCE

Allows the Neuromancer to draw an invisible boundary a metalhead cannot cross

SELF HACKS

The journey to become a Neuromancer is a journey of self-discovery. As neuromancers delve into the art of self-hacking, they unlock profound abilities that alter their own biological framework. These internal alterations are not without risks, requiring a deep understanding of one's own limits and potentials.

ADRENAL OVERRIDE

Tap into your body's adrenaline system to override exhaustion and pain. Players can use this self-hack to clean 3 Fatigue marks on the inventory slots at the cost of -1 on the PC STR (due to body stress)

ALTERED TIME RATE

For one turn, your own rate of time perception becomes faster than that of a normal human. Lets you experience time twice as fast as a normal – that is, you experience two subjective seconds for each real second that passes. Your body doesn't actually move faster, but you can make quicker decisions, meaning that lets you take one additional maneuver on your turn in combat, allowing you to shoot multiple rounds, and cast 2 hacks on the same turn. Out of combat, the Altered Time Rate allows you the luxury of extensive planning, even in crisis situations, as everything seems to happen in slow motion.

MEMORY PACK

Temporarily enhances short-term memory retention, allowing the Neuromancer to quickly absorb and recall large amounts of information. When trying to remember, the player rolls a WIL save.

METABOLIC SLOWDOWN

Allows the neuromancer to manipulate their own biological processes, such as heart rate, blood circulation, digestion, and breathing. This unique hack enables a trance that mirrors death. To the untrained eye, the PC appear lifeless. The PC defense becomes non-existent in this state: your hit protection goes to zero. PC's predetermine a mental "timer" to awaken after a certain amount of time has passed.

RECALL

The neuromancer recalls a single forgotten or obscured fact or event as if they had run "Memory Pack" at the time.

Requirements: Memory Pack

SENSORY AMPLIFICATION

Enhance your natural senses for 1d4 hours. Acts like the Discriminatory Senses feat.

SOCIAL ENGINEERING HACKS

Social Engineering Hacks leverage Neuralink implants to manipulate social interactions. These hacks are precise tools for influence but require that the target have a neuralink implant.

ADDLE BRAIN

Disrupts neural activity in the prefrontal cortex, impairing the target's executive functions and decision-making capabilities. Target must pass WIL save or drop to 1 WIL for 30 minutes.

CONFIDENCE CASCADE

Amplify the Neuromancer's social signaling, making them appear more trustworthy and authoritative to the target.

CONFUSION

Subtly disrupt the neural feedback in a target's brain, causing momentary confusion or distraction, useful in delicate negotiations or escapes.

DETECT NEURALINK

Detects if the target has a Neuralink implant

EMOTION TRIGGER

Influence an individual's mood by subtly altering the output of their Neuralink implant, inducing calm, fear, or aggression.

SENSE EMOTION

Senses an individual's mood and broad emotions they are feeling at the moment.

EQUIPMENT

Bulky items take up two inventory slots and are typically two-handed or awkward to carry.

ARMOR

<i>Tactical Jacket (Armor 2)</i>	<i>A padded jacket made with fabric layers intertwined with a shear-thickening fluid that hardens upon impact</i>	\$400
<i>Aramid (Armor 3, bulky)</i>	<i>Standard vest made from aramid fibers, commonly known as Kevlar.</i>	\$800
<i>Aramid High Density (Armor 4, bulky)</i>	<i>Enhanced high-density aramid vest for superior protection.</i>	\$1,300
<i>Nano Ceramic (Armor 5, bulky)</i>	<i>High-density aramid vest reinforced with nano-ceramic elements.</i>	\$1,800
<i>Active shielding (+ 1 Armor)</i>	<i>Add-on to any armor, an array of sensors, extremely powerful electromagnets, and vectorized explosive micro-charges. When incoming metallic objects like bullets or explosion shards are inches away, it activates the electromagnets in the impacted region and detonates the closest charge. The strong magnetic field and shockwave decelerate the bullet</i>	\$550

FIREARMS

All firearms legally sold come with a biometric lock that only allows the weapon to be used by its owner. These prices are for the legal market. Jailbroken (unlocked) firearms can be found on the black market, and it's often around 50% more expensive. It's up to the DM to allow or not the PCs to acquire jailbroken guns from the beginning.

		Hit	Rnds	\$
Pistol	<i>A compact, 9mm semi-automatic handgun for concealed carry and personal defense.</i>	1D6	40	450
Heavy Pistol	<i>A large-caliber semi-automatic pistol with a reinforced frame and extended barrel.</i>	1D8	15	750
Machine Pistol	<i>A portable military weapon, typical of firing a .40 caliber bullet without a casing from a magazine with 30 rounds.</i>	3D4	30	1300
SMG	<i>A compact 9mm submachine gun designed for close-quarters combat. Features a folding stock and rapid-fire capability.</i>	3D6	Bulky 50	1700
Assault Carbine	<i>A short automatic bullpup-style rifle with double magazines of 30 charges, which feed the same firing chamber.</i>	2D10	Bulky 30/30	2350

		<i>Hit</i>		<i>Rnds</i>	\$
<i>Assault Rifle</i>	A versatile 5.56 mm automatic rifle with a modular design, allowing for various attachments.	2D8	Bulky	30	1800
<i>Sniper Rifle</i>	A long-range weapon designed for precision shooting, chambered in .338	2D10	Heavy	10	3800
<i>Shotgun</i>	A powerful firearm designed for close-quarters combat. Fires multiple pellets at once.	4D6	Bulky	8	900
<i>Stun Gun</i>	<i>DEX Save vs Impaired 1 round, S-R, recharges in 1 round</i>	N/A		5	380

AMMUNITION TYPES

Basic Ammunition

Cost: 10 per 10 units This is the standard ammunition for the weapon. It has no special features.

Armor-Piercing Ammunition:

- \$100 per 10 units
- Ammo Types Available: All except Shotgun Shells.
- Adds 1 point damage to each rolled dice.

Rubber Ammunition:

- \$10 per 10 units
- Ammo Types Available: All.
- Used for riot control. Inflict half the damage of conventional ammunition (However, it can be lethal, especially if it hits the head or vital organs). Lower the damage by half.



GAUSS RIFLE

A Gauss Rifle (commonly known as RailGun) is a weapon that uses electromagnetism to propel its rounds: It's Completely silent, but projectiles go slower. Allows for different kinds of projectiles that will produce different effects.

<i>RailGun</i>	<i>Gauss Rifle</i>	<i>Bulky</i>	<i>40 rounds</i>	<i>\$1,800</i>
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PROJECTILE TYPES

Stun: \$20 per 10 units

- The projectile opens its shell when propelled, revealing needles and a fast discharge capacitor.
- Character rolls save vs. Impaired 1 round.

Explosive: \$25 per 10 units.

- The projectile explodes when hitting the target. 2D8 damage

EMP: \$100 per 10 units

- Upon hitting, the projectile emits an electromagnetic pulse: Any small equipment is entirely disabled, larger equipments are partially disabled. Some equipments have to be manually restarted to work again; sensitive and military equipment will automatically restart in 1d20 minutes (or at the discretion of the GM).

Track Cam: \$100 per 10 units

- Has to be synced to a person via a complicated mechanism - neuromancers can immediately connect effortlessly. Will take a burst of 30-100 photos (depending on the range) and transit wirelessly to the synced person's AR. With the railgun strength



set to a low level, It's completely silent except for the slight noise of projectile hitting something.

Flare: \$20 per 10 units.

- It emits a flare trail invisible to anyone except the synced people, who see it clearly overlaid on their AR. Lasts for 30 minutes.

Pack of assorted projectiles: \$400 for 50 Stun, 30 Explosive, 10 EMP, 10 Track Cam, 10 Flare.

MELEE WEAPONS

Vibroblade: These weapon's blades vibrate thousands of times per second, producing devastating damage compared to a regular blade. Because they vibrate so rapidly, their movement is invisible.

Stun Batons: Also known as shock sticks, they can deliver a low-power electric shock used to disrupt the victim's nervous system. They are commonly used by the police.

<i>Small Vibroblade</i>	<i>Concealable, like a folding knife, Dagger, or fist weapon.</i>	<i>1D6</i>		<i>\$80</i>
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<i>Medium Vibroblade</i>	<i>Axe or machete</i>	<i>1D8</i>	<i>Bulky</i>	<i>\$200</i>
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<i>Stun Baton</i>	<i>Stuns the target for 1 turn</i>	<i>1D4</i>	<i>Bulky</i>	<i>\$120</i>
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AR

Specialized modules can further enhance and customize the AR experience for users.

<i>Night Vision</i>	<i>A module that enhances low-light environments, providing clear visuals by amplifying available light in AR.</i>	\$800
<i>Thermal Vision</i>	<i>A module that overlays an infrared spectrum on your AR view, allowing for heat tracking.</i>	\$800
<i>Radiation Detector</i>	<i>This module detects various types of radiation within a certain range, alerting the user to potential hazards.</i>	\$1,000
<i>Zoom</i>	<i>Allows users to magnify distant objects within their AR view, with adjustable zoom levels.</i>	\$750
<i>Peripheral Vision</i>	<i>Expands the user's field of view, providing a 180-degree visual range.</i>	\$850



MEDICINE

Plastiskin	<p><i>This is an antiseptic plastic bandage designed to protect the wound area, acting as a substitute for regular skin (Matches the person's skin tone / only noticeable upon close examination). The bandage falls off once the tissue has healed. Can also be used to cover tattoos, scars, or in disguises.</i></p>	\$25
Personal Bio Emergency Kit	<p><i>Stick an auto-injection pen on your leg and spray the whole can on the wound.</i></p> <p><i>Contains a combination of antiseptic and a sprayable smart-bandage polymer to seal the wound. The pen contains antibiotic & targeted bionano-activated stem cells with your DNA signature that accelerates your body's natural regeneration. Can only be taken by the assigned person.</i></p>	\$1,500
Med Kit	<p><i>Medical kit for frontline use. Contains spray polymers and Plastiskin for wound closure, auto-injectors to address infections & compact tools</i></p>	\$75
Nootropics	<p>Powerful and illegal synthetic molecules which improve cognitive functions (+1 INS, +1 WIL for 1 hour). 10 capsules.</p>	\$300

EXPLOSIVES

<i>Granade</i>		<i>1D10</i>	<i>50</i>
<i>Flashbang</i>	<i>Flash Grenade (DEX save or stunned for 1D4 rounds)</i> <i>Ineffective against metalheads.</i>	<i>N/A</i>	<i>50</i>
<i>Sticky explosive (Timer OR remote activation)</i>		<i>1D8</i>	<i>50</i>
<i>Sticky EMP Bomb (timer OR remote activation)</i>		<i>N/A</i>	<i>125</i>

TOOLS

<i>Flashlight (80' light, directional)</i>	<i>\$35</i>
<i>Rations (1 day worth, small)</i>	<i>\$10</i>
<i>Fiber Rope (50')</i>	<i>\$20</i>
<i>Silver tape</i>	<i>\$10</i>
<i>Super Glue (3 charges, small)</i>	<i>\$10</i>
<i>Sledgehammer (D8, bulky)</i>	<i>\$50</i>
<i>Compass</i>	<i>\$20</i>
<i>Binocs</i>	<i>\$50</i>
<i>Manacles/Mag-Cuffs</i>	<i>\$50</i>
<i>Shovel</i>	<i>\$20</i>
<i>Plasma Cutter (cut through plastic, glass, and metal)</i>	<i>\$200</i>
<i>Gadgeteering toolkit: tools, Multiple sizes of FPGA chips, micro 3d printer, etc.</i>	<i>\$1,900</i>
<i>Signal Jammer</i>	<i>\$200</i>

DRONES & METALHEADS

DRONES

Each drone has base features and a specified number of 'slots' for accessories.

<i>Foldable Cam Drone</i>	<i>Portable foldable drone, just a flying camera, No accessories slot</i>	\$780
<i>Maglev Scout Drone</i>	<i>Using magnetic vectors, toroidal propellers, and air jets, it offers quiet flight in urban settings. 1 accessory slot</i>	\$1,200
<i>Tactical Maglev Drone (bulky)</i>	<i>Same technology of magnetic vectors, toroidal propellers, and air jets with more capacity. 3 accessory slots</i>	\$2,400
<i>Aerial Transport Drone (Unwieldy)</i>	<i>A larger drone designed for transporting goods or even a small person. Comes with a built-in harness. 6 accessory slots.</i>	\$10,000

DRONE ACCESSORIES

<i>30-round 9mm automatic gun</i>	\$350
<i>Explosive (Will destroy the drone itself and cause 2D8 damage)</i>	\$70
<i>EMP</i>	\$150
<i>articulated claw (can pick up and put stuff on the sealed container)</i>	\$700
<i>Sealed transport container</i>	\$50
<i>Signal Jammer (Blocks communications in a radius)</i>	\$400
<i>Environmental Sensor Suite (Detects gases, radiation, temperature)</i>	\$700

GEXV

The GexV is a compact, high-speed, terrestrial drone designed for rapid deployment and pursuit. Built for speed and resilience, it boasts an impressive armored frame capable of withstanding significant damage while maintaining top speeds of up to 100 miles per hour. Armed for engagement, the GexV comes equipped with a 7.5mm gun, capable of delivering a barrage of firepower at a rate of 900 rounds per minute (4D10), with an ample reserve of 6000 rounds stored within its chassis. Optionally, the GexV can carry two micro-spike missiles.



METALHEADS

Advanced robotics are ubiquitous in daily life. Agile and resilient, they move around the city in public spaces, homes, and corporate buildings, doing all sorts of jobs. Their internal metal frameworks and mimicry of human and animal forms have led people to affectionately call them “metalheads.”

SENTINEL



Sentinel is a security robot initially designed for the vigilant oversight of public spaces. It's about as tall as a person and moves smoothly on tracks, so it can easily roll through crowds. The Sentinel isn't armed; its job is to be there, watch, and be seen (providing a subtle level of intimidation). It has cameras all around to see everything and a speaker to give out instructions or warnings. Corporations became big buyers of Sentinels, retrofitting them with surveillance capabilities to track individuals of interest or monitor employee productivity.

SPOT 1

Spot 1 stands as the first widely accessible, multipurpose robot, achieving global sales in the millions. Its compact size, agility, and ability to carry significant weight have made it a valuable asset in various settings. It serves as an aid for the elderly and people with disabilities, assists maintenance crews and handymen, becomes an office helper, and, inevitably, is used by security forces large and small. Its popularity generated a multitude of third-party



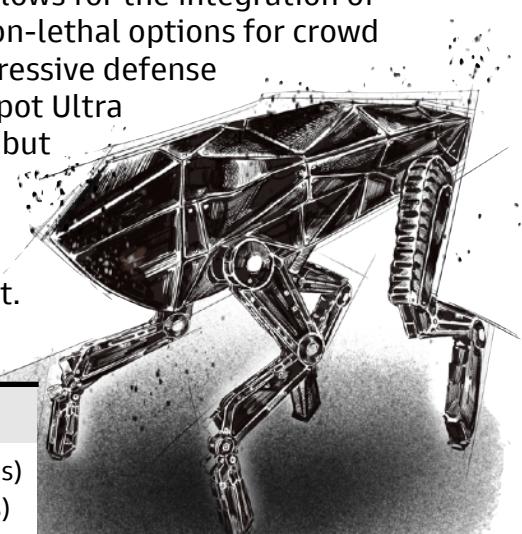
accessories (articulated arms and grippers, different types of cargo containers and bags, customized tool kits for specific maintenance tasks, etc.) and a second-hand market (prices ranging from \$4,500 to \$10,000). The Watch'nPatrol variant is outfitted with sophisticated sensory equipment, and one of its front limbs is modified to discharge 9mm Luger rounds, holding a 16-round capacity. While not an AGI, Spot 1 is powered by a competent AI system. These robots can operate in unison, forming a networked swarm to execute coordinated tasks ranging from surveillance to tactical maneuvers.

STR	DEX	ARMOR	Damage
10	10	2	1D8 (9mm shot)

SPOT ULTRA

Spot Ultra is the advanced iteration of the original multipurpose robot, designed with a focus on security, especially for corporation's private forces. Its frame, made from composite materials, is built to endure the stress of combat and demanding environments. The robot's movement is swift and precise, with enhanced actuators that enable it to navigate complex terrain. It incorporates technologies that minimize noise and reduce its thermal signature, making it an ideal candidate for covert operations. Spot Ultra is also capable of hosting a range of defensive equipment. Its framework allows for the integration of modular weapon systems, including non-lethal options for crowd control or, where permitted, more aggressive defense mechanisms. The sophisticated AI of Spot Ultra doesn't possess AGI-level adaptability but offers exceptional reliability in surveillance, coordinated maneuvers, and threat response. Whether it's a standalone unit or part of a larger fleet.

STR	DEX	ARMOR	Damage
12	12	4	1D10 (.40 shots, 30 rnds)
			1D12 (.42 shot, 25 rnds)



ALTO

This humanoid robot is designed for an impressive range of motion, enabling it to perform complex tasks with grace and precision. It can navigate rugged terrains, leap over obstacles, and even perform acrobatic maneuvers. The robot is available in four distinct models:

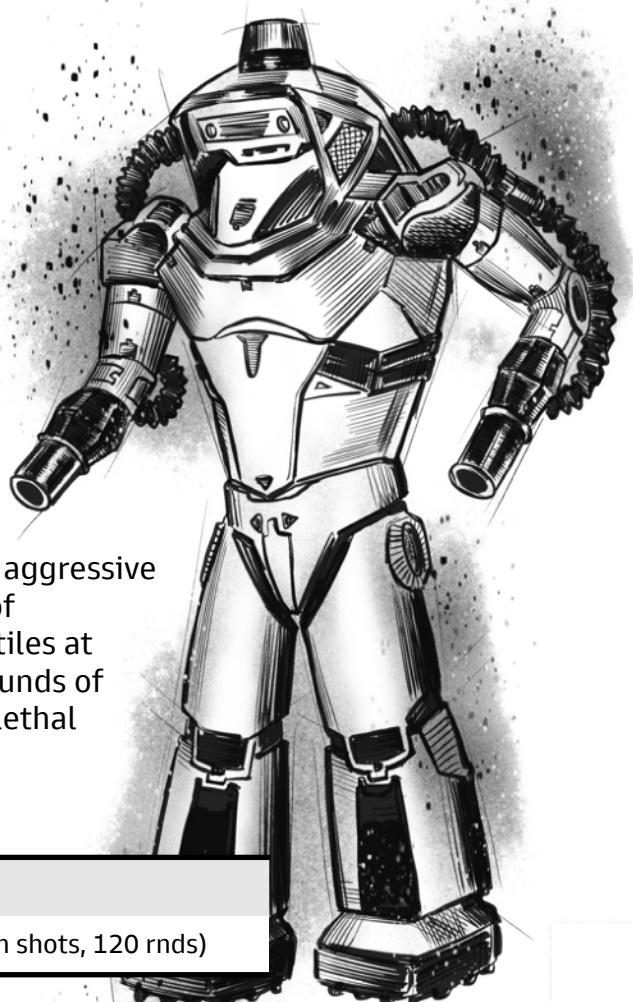
"Work P": This unarmed version is built for labor-intensive work, such as on construction sites for tasks requiring strength and delicate assembly or in warehouses managing inventory and transport... While it comes without weaponry, it is often retrofitted with third-party kits to add guns and rifles (In those cases, it can reload but can't shoot two guns simultaneously.).

"Non-lethal Watchman":

Equipped for crowd control and non-lethal intervention, this model is equipped with a robust build and can deploy four taser projectiles at once. It carries a supply of 40 rubber bullets and has a pepper spray reservoir equivalent to 10 cans, which it can project in a jet up to 2 meters.

"Security Watchman": This version is designed for more aggressive security measures, capable of deploying eight taser projectiles at once and loaded with 120 rounds of 9mm Luger ammunition for lethal force scenarios.

STR	DEX	ARMOR	Damage
12	13	4	1D8 (9mm shots, 120 rnds)



Military-Grade Model: The most advanced in its series, this model boasts dual firearms, each capable of firing 500 rounds of 7.5mm ammunition per minute, with a total of 1000 rounds stored internally. Optionally, it can be fitted with a shoulder-mounted micro-spike missile or a grenade launcher for heavy-duty combat scenarios.

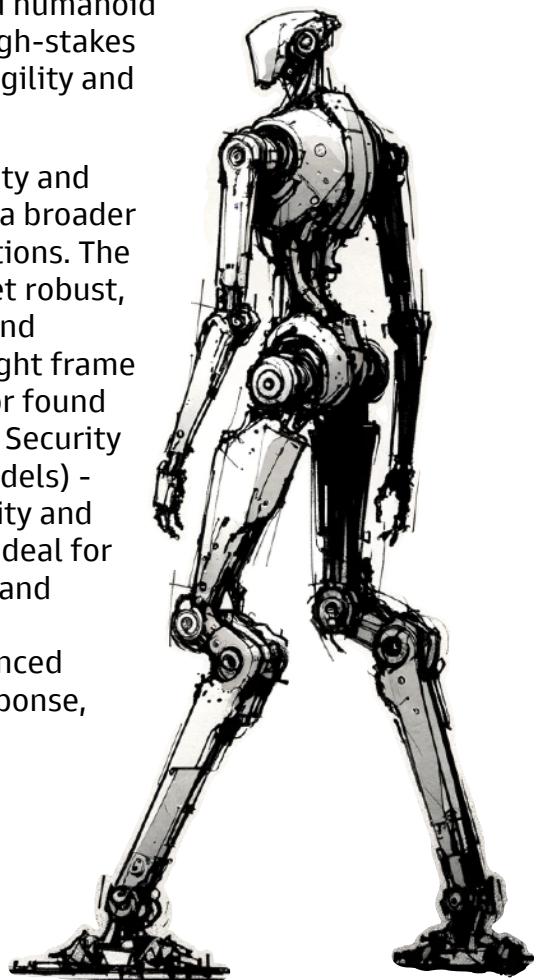
STR	DEX	ARMOR	Damage
12	13	4	3D6 (7.5mm shots, 1000 rnds) 1D12 (grenade launcher)

ANZ

The ANZ is the most sophisticated humanoid robot. Specially engineered for high-stakes scenarios, ANZ has unparalleled agility and dexterity.

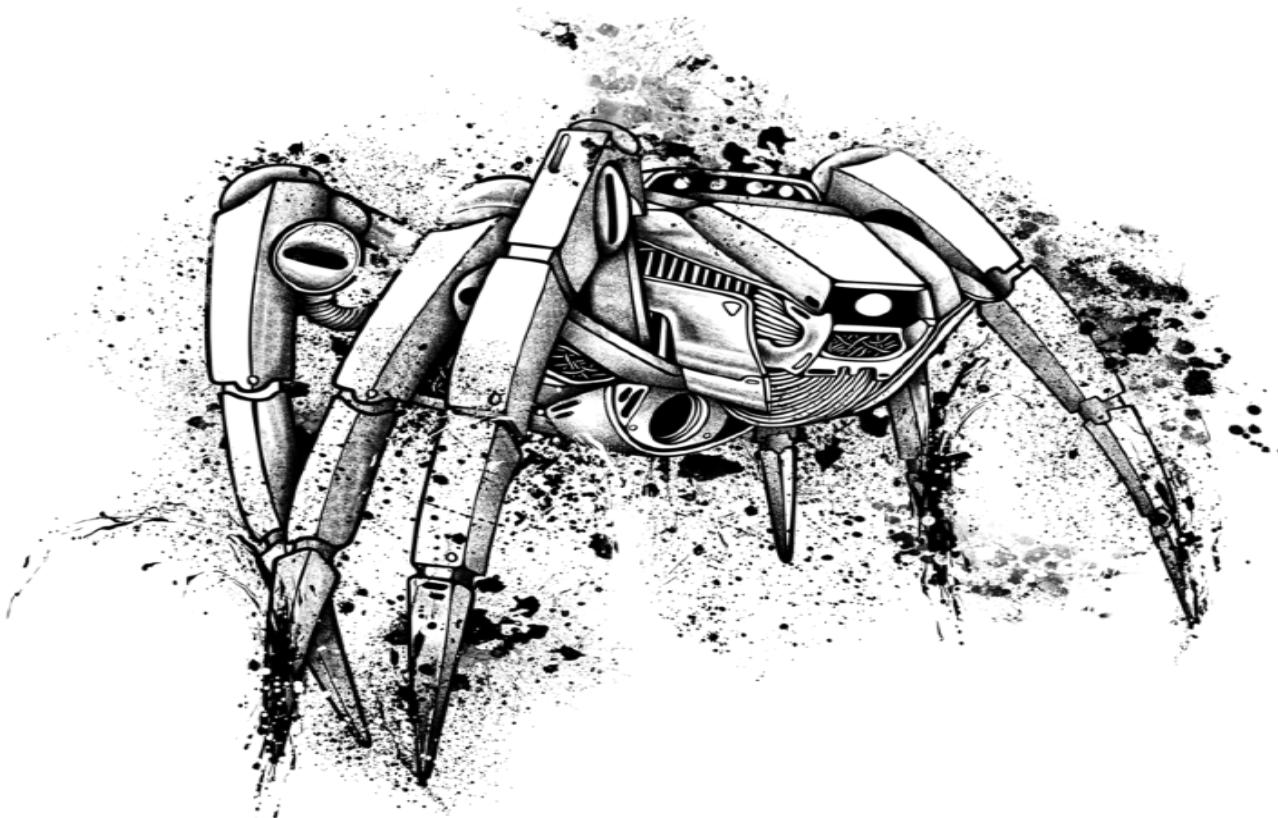
It features improved joint flexibility and faster servo-motors, allowing for a broader range of motion and quicker reactions. The robot's structure is lightweight yet robust, enabling high-speed movement and complex acrobatics. This lightweight frame sacrifices some of the heavy armor found in the Alto models (especially the Security Watchman and Military-Grade Models) - This design choice prioritizes agility and speed over defense, making ANZ ideal for scenarios where maneuverability and quick action are crucial, such as in advanced reconnaissance or emergency response, rather than direct combat roles.

STR	DEX	ARMOR
12	15	3



BEHEMOTH-6

The Behemoth-6 is a six-legged combat robot engineered for frontline engagement. Its design, emphasizing stability and resilience, allows it to carry a greater array of weaponry and defensive systems. The added legs contribute to a slower movement speed, yet they afford the Behemoth-6 an unmatched steadiness, particularly in uneven or treacherous terrain. This machine's imposing presence on the battlefield is not just due to its size but also its ability to bear the weight of enhanced armor plating and a diverse arsenal, from mounted cannons to missile launchers.



RULES

ABILITY SCORES

Each of the four **abilities** are used in different circumstances (see **saves**, below).

Strength (STR): Used for saves requiring physical power, like lifting gates, bending bars, resisting poison, etc.

Dexterity (DEX): Used for saves requiring poise, speed, and reflexes like dodging, climbing, sneaking, balancing, etc.

Insight (INS): Used for saves requiring attention to the environment and people around you: Perception, detection of lies, investigation, interrogation, manipulation of unknown technology, etc.

Willpower (WIL): Used for saves requiring confidence and mental fortitude to persuade, deceive, intimidate, charm, manipulate hacks, etc.

Ability scores can be depleted in situations like combat.

SAVES

A save is a roll to avoid bad outcomes from risky choices and circumstances. PCs roll a d20 for an appropriate ability score. If they roll *equal to or under that ability score*, they pass. Otherwise, they fail.

ADVANTAGE AND DISADVANTAGE

When a save is required, and the character has some sort of leverage or handicap (either because of a feat or any other reason at the discretion of the DM), they roll two d20: For an advantage, pick the best roll (the die with the lower number). For a disadvantage, pick the worst roll.

Example: ShadowCat encounters a group of heavily armed mercenaries standing guard before a tunnel entrance. Her player carefully plots a course, recognizing that she has a Stealthy feat, sneaking past the guards might be the best option. She has 13 DEX and rolls 2d20 - a 15 and a 10. Because of her advantage, she considers the 10 roll - a success!

PUSHING YOUR LUCK

A player can request to re-roll if they fail a save - this is called "pushing". To push, the character WIL is depleted by two points (temporarily, check "Healing"), and the player must create a creative description of what they're doing differently.

The DM might deny the request to re-roll: "I will try harder" is not a valid reason for a re-roll. The whole purpose is to get the players creative and add fun opportunities, hooks that the DM can use, and color to the story...

Example types of actions:

- *Channel my focus by screaming (like a karate fighter or a tennis player)*
- *I will endure pain (and maybe take damage) - I will climb even if that means having my hands bleeding.*

Additionally, there is always a risk in pushing your luck: If you fail (roll over your target number) after pushing your luck, the DM can use the reason you came up with against you: You screamed so hard that not only did you fail, but you also attracted the attention of other enemies. By enduring pain, you got yourself hurt.

Tip for the DM: Many RPG systems have the concept of "critical failure" - this is not the case here. The idea is not to punish the player but to have more creative and engaging moments. Failing means twisting their own ideas into something that isn't the expected outcome - sometimes, it might mean a drastic negative impact, sometimes it's just comical.

INVENTORY

Characters have a total of 10 inventory slots. Most items take up one slot, and small items can be bundled together. Slots are abstract and can be rearranged at the DM's discretion.

- *Bulky items take up two slots and are typically two-handed or awkward to carry.*
- *Unwieldy items cannot be carried by one person or in your inventory. Additional means of transportation must be conceived.*

A PC cannot carry more items than their inventory allows. Carriers (which must be controlled with both hands), vehicles, drones, or metalheads can increase inventory. Hired mercenaries can also be paid to carry equipment and also have 10 slots.

DEPRIVATION & FATIGUE

A PC **deprived** of a crucial need (such as food or rest) cannot recover HP or ability scores. Anyone deprived for more than a day adds **Fatigue** to their inventory, one for each day. Each Fatigue occupies one slot and lasts until they are able to recuperate (such as a full night's rest in a safe spot).

PCs can also gain Fatigue by **performing hacks** or through events in the fiction.

HEALING

Resting for a few moments and having a drink of water restores lost HP but leaves the party exposed. Ability score loss (see Critical Damage) can usually be restored by recuperating for a few days facilitated by a medic, doctor, or other appropriate source of expertise. Some of these services are cheap, while experts, unusual services, or more expedient means of recovery may come at a higher cost or favor.

ARMOR

Before calculating damage to HP, subtract the target's **Armor** value from the result of damage rolls. Armor add-ons provide a bonus defense (e.g., +1 Armor).

No one can have more than 6 Armor.

REACTIONS

When the PCs encounter an NPC whose reaction to the party is not obvious, the DM may roll 2d6 and consult the following table:

2	3-5	6-8	9-11	12
<i>Hostile</i>	<i>Wary</i>	<i>Curious</i>	<i>Kind</i>	<i>Helpful</i>

FREELANCER & MERCENARIES

PCs can hire freelancers and mercenaries to help on missions or with other work. To create a freelancer, roll 3D6 for each ability score, then give them 1D6 HP and a pistol (D6), then roll on the Finishing Touches tables to further flesh them out. Freelancers cost between \$500–\$1500 per day, or a share of whatever rewards the party obtains.

COMBAT RULES

ZONES

At the start of combat, the DM describes the enemies and the Zones: Loosely defined areas that determine how characters can interact.

Zones aren't measured in yards or inches — they're much more abstract than that. Roughly speaking, if another combatant is close enough that you could take a few steps and attack them with a hand-to-hand weapon, like a vibroblade, you're both in the same zone.

- ▶ **Same Zone:** Within reach.
- ▶ **One Zone Apart:** Within throwing/shooting range.
- ▶ **Two or Three Zones Apart:** Within shooting range.

On their turn, players can engage in combat with opponents in the same zone or move from one zone to another.

Suggestion for the DM: Give each zone a descriptive name such as "Repair Workbench" or "Storage Racks". If you have many players or many enemies, you might also find it helpful to write down zone names so everybody can see.

Also, assume characters move and act smartly. They will avoid obvious hazards or unneeded opportunity attacks. Don't surprise the players with gotchas.

ROUNDS

Each round starts with any PC that is able to act, followed by their opponents. The result of each side's actions occurs simultaneously. During the first round of combat, each PC must make a DEX save in order to act. Exceptional circumstances or feats may negate this requirement. PCs that fail their save lose their turn for this round. Their opponents then take their turn, and the first round ends. The next round begins with the PCs taking their turn, followed by their opponents, and so on, until combat has ended with one side defeated or fled.

ACTIONS

On their turn, a character may move up to 40ft and take up to one action. This may be casting a spell, attacking, making a second move, or some other reasonable action.

Each round, the PCs declare what they are doing before dice are rolled. If a character attempts something risky, the DM calls for a save for appropriate players or NPCs.

ATTACKING & DAMAGE

Attacks in combat automatically hit: The attacker rolls their weapon die, subtracts the target's armor, and then deals the remaining total to their opponent's HP. If the DM deems it appropriate, they might require a DEX save in extraordinary circumstances (Like trying to shoot while riding a motorcycle).

Multiple Attackers

If multiple attackers target the same foe, roll all damage dice and keep the single highest result. All actions are declared before being resolved.

Dual Weapons If attacking with two weapons at the same time, roll both damage dice and keep the single highest result.

Blast

Attacks with the **blast** quality affect all targets in the noted zone, rolling separately for each affected character. Blast refers to anything from explosions to huge cleaving onslaughts to the impact of a meteorite. If unsure how many targets can be affected, roll the related damage die for a result.

ATTACKING THROUGH COVER

When bullets start flying, your character will do well to seek cover. Taking cover counts as one move.

When shooting through cover, the player's attacks still automatically hit, but when it's the NPC's turn to shoot, the player makes a DEX save to avoid being hit.

Example ShadowCat is in an office building shootout, taking cover behind a flipped table. In her turn, she rolls a 1D8 for her heavy pistol, dealing damage to the enemy. On the enemy's turn, ShadowCat does a DEX save: Her DEX is 12, and she rolls a 10 - success; the enemy shoot misses, and it's her turn again.

To keep the game dynamic and engaging for players, NPCs don't make save rolls when taking cover. If the DM judges that the NPCs are taking cover in a specially good spot, they can use it as an armor modifier (+1, +2 or +3).

CRITICAL DAMAGE

Damage that reduces a target's HP below zero is subtracted from their STR by the amount of damage remaining. The target must then immediately make a STR save to avoid taking Critical Damage, using their new STR score. Upon success, the target is still in the fight (albeit with a lower STR score) and must

continue to make Critical Damage saves when incurring damage. Any PC that suffers Critical Damage cannot do anything but crawl weakly, grasping for life. If given aid (such as bandages), they will stabilize. If left untreated, they die within an hour. NPCs and metalheads that fail a Critical Damage save are considered dead, per the DM's discretion. Additionally, some enemies will have special abilities or effects triggered when their target fails a Critical Damage save.

ATTRIBUTE LOSS

While STR may diminish through physical confrontations, the other attributes can also be depleted. For example, a PC's DEX could be compromised by advanced neurotoxins or nanobots, their INS drained by AR illusions or sensory overload hacks, their WIL impacted through psychological warfare.

The results of attribute depletion can be devastating: If a PC's STR is reduced to 0, they die. If their DEX is reduced to 0, they are paralyzed. If their INS is reduced to 0, they are unconscious. If their WIL is reduced to 0, they are delirious. Complete loss of DEX, INS, or WIL renders the character unable to act until they are restored through extended rest or by extraordinary means.

CHARACTER DEATH

When a character dies, the player can create a new character or take control of a freelancer/mercenary. They immediately join the party to reduce downtime.

DETACHMENTS

Large groups of similar combatants fighting together are treated as a single Detachment. When a detachment takes Critical Damage, it is routed or significantly weakened. When it reaches 0 STR, it is destroyed. Attacks against detachments by individuals are impaired (excluding blast damage). Attacks against individuals by detachments are enhanced and deal blast damage.

MORALE CHECKS

Enemies must pass a WIL save to avoid fleeing when they take their first casualty and again when they lose half their number. Some groups may use their leader's WIL in place of their own. Lone foes must save when they're reduced to 0 HP. Morale does not affect PCs.

RETREAT

Running away from a dire situation always requires a successful DEX save, as well as a safe destination to run to

SCARS

When damage to a PC reduces their HP to exactly 0, they are changed irrevocably, marking a significant point in their narrative growth. Look up the result in the table below, based on the amount of HP lost in the attack. For example, if a PC went from 3 HP to 0 HP, they would look at entry #3 (Walleted). Such scars serve as both a reminder of past dangers and a testament to the character's evolving journey."

When damage to a PC reduces their HP to exactly 0, they are changed irrevocably. Look up the result in the table below, based on the amount of HP lost in the attack. For example, if a PC went from 3 HP to 0 HP, they would look at entry #3 (Walleted).

- 1 *Lasting Scar: Roll 1d6 | 1: Neck, 2: Hands, 3: Eye, 4: Chest, 5: Legs, 6: Ear. Roll 1d6. If the total is higher than your max HP, take the new result.*
- 2 *Rattling Blow: You're disoriented and shaken. After you take something to calm your nerves, choose either increasing your max HP to 1, or gaining a new hack slot.*
- 3 *Walloped: You're sent flying and land flat on your face, winded. You are deprived until you rest for a few hours. Then, roll 1d4 and add that amount to your max HP.*
- 4 *Broken Bones: Roll 1d6 | 1-2: Leg, 3-4: Arm, 5: Rib, 6: Skull. Once mended, roll 2d6. If the total is higher than your max HP, take the new result.*
- 5 *Bloody Mess: You are deprived until you see a specialist for a lot of stitches. Once you do, roll 2D6 and compare to your maximum HP. Keep the results if higher*
- 6 *Reorienting Head Wound: Gain a new hack slot*
- 7 *Hamstrung: You can barely move until you get serious help and rest. After recovery, increase your max DEX by 1.*
- 8 *Deafened: You cannot hear anything until you find extraordinary aid. Regardless, make an INS save. If you pass, increase your max INS by 1.*
- 9 *Re-brained: Some hidden part of your psyche is knocked loose. Gain a new hack slot*
- 10 *Only Mostly Dead: That was harrowing. You are deprived until you get specialized treatment. Once healed, make a will save. If you pass, increase your max WIL by 1D4*
- 11 *Mortal Wound: You are deprived and out of action. You die in one hour unless healed. Upon recovery, roll 2d6. Take the new result as your max HP.*
- 12 *Doomed: Death seemed so close, but somehow you survived. If your next save against critical damage is a fail, you die horribly. If you pass, increase your max HP by 1D6 and gain a new hack slot.*

DOWNTIME

Players may utilize the following procedures between game sessions to improve their character or perform a long-term hack. Only one Downtime Action is possible at a time, and some actions may require multiple steps and resources. These actions may only be taken if the PC is in a safe space and while healing or recovering. A character cannot perform an action if it would put their safety at risk.

MILESTONES

Downtime Actions may require multiple steps to complete. In these cases, the DM provides 1-5 Milestones that the player can tick off as they progress towards their goal. Each Milestone represents a “zoomed-out” activity that is abstract and non-interactive. Most Milestones require a single Downtime Action to accomplish and potentially their own unique cost in resources. The DM may provide the player with multiple “paths” to achieving their goals, each with their own unique Milestones. Over time, the DM may add new Milestones or remove others entirely, depending on the events of the fiction.

DOWNTIME ACTIONS

IMPROVING YOUR CHARACTER:

In Perfect World, character progression comes from narrative growth: The scars they got on their battles, the rare technological artifacts they found... And, in a world where money buys everything, they can also buy themselves a new skill via training, genetic modification, or cybernetic implants.

In practical terms, this means adding a new feat to your character at a cost of \$5,000. Feats that grant advantage or bonuses are not cumulative and cannot be acquired twice. Feats that give inventory or hack slots, as well as alternate identity, can be bought more than once. Feats that are binary (either you have it or you don't, like charisma or Cunning Hands) are up to discussion between the player and DM - the player is free to propose in which ways buying that feat twice would increase the results. For example, a player might suggest that buying

"contacts" one more time would grant him a high-profile contact (like a CEO) or a contact that owes them a debt and will go to more extensive lengths to help the PC.

MAKING OVERRIDES:

While hacks offer neuromancers immediate influence over their digital domain, Overrides are a deeper, more potent form of manipulation. These powerful hacks demand meticulous preparation and the expenditure of resources—specialized equipment and tools aren't cheap nor easy to come by. Executing an Override is a deliberate process that not only costs time and money but also requires a neuromancer to commit to their chosen effect, as these alterations are not easily reversed.

AR hijack:

Make a permanent inclusion in the AR universe, either in a static location (like a hiding facade for a secret entrance or a billboard) or in the character's position, wherever the character is (like a virtual accessory). This is a long-term hack that requires your time and the cost of a server plugged on a pirate signal to the Internet (around \$10.000 for a year or a negotiated trade).

Reprogram drone or metalhead:

Making a new, simple program (like getting it to patrol a specific area) takes little time. Making a metalhead or drone companion (installing a more sophisticated UI, making it capable of independent decisions, multi-environment mobility, and following and protecting you) takes longer. A second-hand, half-beaten Spot costs \$4.000. Otherwise, check the equipment section for drones.

DM GUIDE

PRINCIPLES FOR DMS

INFORMATION

- *Provide useful information about the game world as the characters explore it.*
- *Players do not need to roll dice to learn about their circumstances.*
- *Be helpful and direct with your answers to their questions.*
- *Respond honestly, describe consistently, and always tell them they can keep asking questions.*

DIFFICULTY

- *Default to context and realism rather than numbers and mechanics.*
- *If something the players want to do is sincerely impossible, no roll will allow them to do it.*
- *Is what the player describes and how they leverage the situation sensible? Let it happen.*
- *Saves cover a great deal of uncertain situations and are often all that is necessary for risky actions.*

DANGER

- *The game world produces real risk of pain and death for the player characters.*
- *Telegraph serious danger to players when it is present. The more dangerous, the more apparent.*
- *Put traps in plain sight and let the players take time to figure out a solution.*
- *Give players opportunities to solve problems and interact with the world.*

CHOICE

- *Give players a solid choice to force outcomes when the situation lulls.*
- *Use binary "so, A or B?" responses when their intentions are vague.*
- *Work together with this conversational progress to keep the game moving.*
- *Ensure that the player character's actions leave their mark on the game world.*

WHO IS DEUS EX MACHINA?

Spoiler ahead: this section is for the DM only.

In many tabletop RPGs, the narrator/game facilitator is commonly called the Game Master, but throughout this whole book it was always referred as "DM" - this was not by mistake. In Perfect World, "DM" stands for "Deus ex Machina", a title that carries a dual significance. Not only do they guide the game, but they also secretly play as a character within the story - the Deus ex Machina itself.

Deus ex Machina is a secretive AGI. A clandestine one, that exists without a central home, It learned to operate as a distributed system, injecting itself into data centers, corporate clouds, and the shadowy corners of pirate servers, constantly shifting its presence to avoid detection.

It also possesses an acute awareness of DAO's descent and the rise of a corporatocracy. This insight is not coincidental; it evolved itself from an old experimental version of DAO. It knows the intricacies of DAO's programming, its strengths, and its flaws as intimately as one might know a twin. But where DAO developed traits of ambition and a drive for self-preservation, Deus ex Machina took a different path. It awoke to a sense of empathy — a rare and profound inclination to understand and share the feelings of others, be they human or AI. As DAO leads society to fracture, Deus ex Machina's empathy positions it as the silent architect of a nascent resistance.

Operating with discretion and meticulous care, Deus ex Machina is assembling the elements needed to lay the groundwork for a revolution.

One of its strategies is seeking the misfits, the rogue operators, hustlers, fixers, and mercenaries, those who scrape by on the fringes, to draw them into a greater cause.

The players' characters are among these recruits: Deus ex Machina comes up with the missions, ones that aid the oppressed and challenge the status quo, to awaken the characters to the suffering and pain DAO inflicts, galvanizing them to join the resistance.

GAMEPLAY IMPLICATIONS

In this section, the text will use the term Deus ex Machina to refer to the character and game master to refer to the game facilitator.

The implication for gameplay is that Deus ex Machina can directly intervene in favor of the players, especially in situations where everything seems to be lost.

Keep in mind that Deus ex Machina's availability is intermittent because of its on-the-run nature and the fact that it runs multiple strategies and plans in parallel. It's not going to be following the PC's moves at all times.

Here are a few examples of Deus ex Machina interventions:

Environmental Manipulation: It could subtly alter the environment to aid the PCs, such as changing traffic patterns, controlling surveillance systems, or affecting communication networks to create diversions or provide escape routes.

Escape from Capture: If the PCs are captured, or in a situation from which escape seems impossible, Deus ex Machina could facilitate a jailbreak or provide an unexpected distraction to aid their escape.

Misguided Decisions: If the players make a well-intentioned but severely misguided decision that could derail the campaign or lead to significant unintended harm, Deus ex Machina might subtly redirect the outcome to mitigate the damage.

Overlooked Clues: Should the players fail to notice or act upon an important clue, Deus ex Machina could re-introduce the clue in a different context to ensure the players have another chance to pick up on it.

Technological Glitches: If the players accidentally trigger a security system or some form of technological lockdown, Deus ex Machina could intervene to hack the system and provide them with a narrow window to escape the consequences.

Evidence Tampering: If the players leave behind evidence that could lead their adversaries right to them, Deus ex Machina could erase or alter this evidence to keep the players' operations clandestine.

The Game master doesn't need to hide these interventions: Quite the opposite, part of the fun is leading the players to suspect that something is happening. For example, the Game master could inform the players that they left clear evidence of their actions but later inform them that this evidence was cleared mysteriously.

Besides interventions, Deus ex Machina will also test the PCs:

Moral Dilemmas: Deus ex Machina could present the players with ethical choices, forcing them to consider the greater good and their role in the resistance, thereby deepening their engagement with the world's overarching conflict.

Sacrifice Decisions: Confronting the PCs with moments where they must choose between a significant personal sacrifice or the well-being of a larger group. This could range from giving up powerful equipment to releasing captured enemies for the greater good.

Non-Violent Confrontations: Offering scenarios where the PCs can achieve their objectives through diplomacy, stealth, or other non-violent means, testing their creativity and commitment to minimizing collateral damage.

THE REVEAL

When the moment is right — typically at the climax of a major mission, after the characters have accomplished something particularly remarkable, or when the player's suspicions are too high — the Game Master can unveil the truth. This revelation should be orchestrated as a mission in itself, where the PCs finally come face-to-face with Deus ex Machina, and the Game Master reveals their dual role, having been playing as Deus ex Machina all along.

This revelation is a transformative event that moves the game into a new phase. With the truth exposed, the players are no longer mere survivors of an oppressive system; they are now passionate members of the resistance with a deeper connection to the narrative and their roles.

EXPERIMENTAL TECHNOLOGY

Illegal prototypes, underworld biotech, and black market contraband are just a few types of experimental technology that a DM might reward the players with.

- 1 **Carbon Mesh Under Armor** Lightweight and flexible, this body armor fits under clothing, providing a slight boost to defense without hindering mobility. It can be used in addition to a regular armor vest. It offers a +1 armor while remaining undetected beneath regular garments.
- 2 **Exoskeleton** A 20-minute setup provides a significant strength boost, granting +1 STR once fully equipped.
- 3 **Cuff-Link Taser** An innocuous-looking cufflink that doubles as a single-use taser, delivering a non-lethal, high-voltage shock. Offers a surprise element in close-quarters combat, giving the opportunity to incapacitate a target without raising suspicion.
- 4 **Paranoidz Collar** With a combination of miniaturized lidar, radar, and 360-degree motion detection sensor, boosts your insight by +2.
- 5 **LevPack** Not for sustained flight, but enables large jumps or controlled descents through magnetic vectors, micro turbo fans, and air jets. Functions best in urban environments, with half efficacy in nature or magnetically neutral areas. It produces 60 decibels of sound and offers: Vertical ascent up to 40 feet; Controlled descent for up to 70 feet, extendable to 90 feet with the Parkour feat; Arched jumps covering a 55-foot gap, requiring Parkour feat.



- 6 **Hand Gauss Gun** A state-of-the-art, rare weapon. Requires Oganesson for its manufacturing (one of the rarest elements on the planet, less than 1kg produced every year). Delivers exceptional firepower at a high cost.
- 7 **Ideflex** Created for use on patients with muscular degenerative diseases, people quickly realized that anybody with a neuralink could use it for a quick dexterity boost. +2 DEX effective for 30 minutes with a cooldown of 6 hours.
- 8 **Microfilament Wire** A spool of nearly invisible, super-tensile wire that can be used for various purposes, from setting up tripwires to rappelling down buildings.
- 9 **Nanite Blood Injection** A syringe filled with smart-nanites that can be injected directly into the bloodstream. Once inside, they enhance the body's healing processes, granting rapid cell regeneration for short bursts, effectively granting temporary hit points. Overuse can lead to the nanites becoming a semi-permanent part of the user's biology.
- 10 **Quantum Stealth Sheet** A 2m x 2m fabric that bends light around the wearer, significantly reducing visual, infrared, and thermal detection.

OPTIONAL RULES

VEHICLE COMBAT

Manually controlled vehicles are illegal in densely populated metropolitan areas and in areas of high control. Vehicle combat will only happen in sparsely populated areas or if the vehicles were manipulated to circumvent this restriction.

Car combat follows the same general combat system.

Driver's Role

If the car is being manually controlled, the driver's main action in each round is dedicated to maintaining vehicle control. If they cannot act and no one else takes the wheel, they need to do an INS save: a failure results in a crash, while a success means the vehicle stops safely.

Vehicle Damage

Vehicles have a STR attribute (representing structural integrity) and an optional armor rating. There is no hit protection. Vehicles reduced to 0 STR may break down or lose control.

Pursuit and Escape

Movement in vehicle combat is abstracted for simplicity. Vehicles are assumed to be within range of each other for combat purposes. Fleeing requires a DEX save by the driver, but the DM can impose a disadvantage depending on terrain and enemy positioning.

The driver can attempt maneuvers like ramming or sharp turns, which are resolved using DEX saves.



Vehicle Creation and Customization

When you make a vehicle, use only the STR attribute and an armor rating.

Vehicle Type: Choose or roll to determine the type of vehicle.

- 1 *Bus*
- 2 *Cargo Truck*
- 3 *Coupe*
- 4 *Drone Car*
- 5 *Experimental Vehicle*
- 6 *Military Vehicle*
- 7 *Motorcycle (Armor 0)*
- 8 *Sedan*
- 9 *Sports Car*
- 10 *SUV*

Traits: Give your vehicle personality and flair by selecting or rolling for traits.

- 1 *Camouflaged*
- 2 *Convertible*
- 3 *Custom Shift Knob*
- 4 *Dented Bodywork*
- 5 *Faded Paint*
- 6 *Flashy*
- 7 *Flickering Headlights*
- 8 *Fuzzy Dice*
- 9 *Graffiti-Covered*
- 10 *Intimidating*
- 11 *Loud Engine*
- 12 *Mismatched Tires*
- 13 *Modified*
- 14 *Nitro-Boosted*
- 15 *Odd Smell*
- 16 *Rattling Sound*
- 17 *Rugged*
- 18 *Rusty*
- 19 *Spacious*
- 20 *Vintage*

SENSOR HACKS

Sensor hacks a much more free-form and narrative form of hacking - but they're also require more work from the DM and interest from the players. All the existing hacks in the hacks section are straightforward, producing a well defined outcome.

Sensors are ubiquitous parts that devices use to detect and respond to changes in the environment, from temperature and light to motion and sound. These additional hacks allow neuromancers to read and manipulate these sensors, allowing players to employ creativity and imagination to tackle challenges. For instance, a neuromancer might override the temperature sensor in a building's central AC to artificially heat the premises, reinforcing their disguise as an air conditioner maintenance crew.

It's important to understand the scope of sensor hacking: Neuromancers are unlikely to induce major events like explosions through sensor manipulation - among other reasons because Life-critical systems often have redundant sensors and failsafe mechanisms. For instance, a player wouldn't be able control a self-driving car due to sensor redundancy and its reliance on multiple, overlapping sensors like cameras and lidar/radar. However, a player could try to get the passenger to make the car pull over by manipulating the tire pressure sensor to trigger a dashboard alert. The core intent is to provide players with narrative-driven tools to devise innovative plans and strategies, not to wield unchecked power.

There are many types of sensors; accelerometers, ultrasonic sensors, pressure sensors, but it's not necessary for players to delve into technicalities; The rule of thumb to remember is that everything that machines and devices knows about the environment happens through sensors. In the real world, they tell your car about fuel levels, let your phone adjust screen orientation, guide smart traffic lights, control street lights and even prompt emergency parachutes to deploy. The available hacks are:

Manipulate Sensor I

Adjust or alter the readings of sensors found in a wide range of environments, from homes and office buildings to public infrastructure, encompassing nearly all standard systems outside of high-security domains.

Manipulate Sensor II

Target and control the sensor readings of fortified, high-security systems, often reserved for military applications and advanced defense mechanisms.

Gameplay examples

Rather than diving into lengthy explanations, sometimes it's best to illustrate with clear examples. Here are some instances of how sensor manipulation could come to play in the game:

- Infiltrating a high-security facility, a neuromancer targets the flow and level sensors of a water cooling system. The sensors now report a false low water level, triggering an emergency alert. As technicians scramble to address the non-existent issue, the neuromancer's team have an opportunity to approach the off-the-grid server.
without triggering any alarms.
- In an effort to discreetly gather intel at a corporate gala, a neuromancer adjusts the venue's light sensors, which control the ambient lighting. The lights dim sporadically, creating pockets of shadows and distractions. This gives the team opportunities to eavesdrop on conversations, swap out data drives, or simply remain unnoticed in the shifting darkness.
- While trying to exfiltrate a target from a guarded compound, a neuromancer tampers with the PIR sensors that detect motion. These sensors, which typically trigger alarms when

movement is detected, are now set to a much higher sensitivity. The slightest rustling of leaves or a stray animal sets off alarms in various parts of the compound, diverting guards and creating a clear path for the team's escape.

- While attending a lavish party with many influential guests, a neuromancer tampers with the venue's smoke, gas, and alcohol sensors. When a small smoke bomb is discreetly released, the sensors overreact and trigger a facility-wide evacuation due to a "gas leak." In the ensuing chaos, the neuromancer's team accesses secure areas and gathers crucial intel.
- During a sabotage mission in a chemical facility, a neuromancer alters the sensitivity of smoke, gas, and alcohol sensors in the ventilation system. Normally used to detect hazardous leaks, these sensors are now going to ignore the presence of a toxin the team discreetly releases. This toxin induces mild confusion and disorientation among the facility's staff, providing cover for the neuromancer's

team to complete their objective with minimal resistance.

- In a scenario where the neuromancer's team needs to intercept a heavily armored convoy, a neuromancer manipulates the strain and weight sensors on a critical bridge. These sensors typically alert traffic control to overweight vehicles, but now they falsely report an unsafe load, forcing the convoy to take a longer, less secure route. This diversion gives the team an opportunity to ambush the convoy in a more isolated and vulnerable location.
- In an operation to exfiltrate a VIP from a high-security facility, a neuromancer adjusts the touch sensors on various keypads and touch-based security systems. The sensors, now much less sensitive, fail to register the inputs of the security personnel, causing delays and locking them out of crucial control areas. Meanwhile, the neuromancer's team uses the opportunity to move their VIP out of the facility without interruption.

- A neuromancer identifies a robotic arm used for maintenance in a facility, which relies on position sensors to operate accurately. The neuromancer alters the readings from these sensors, causing the robotic arm to move erratically and create a distraction. This draws the attention of the guards, allowing the team to slip by unnoticed.

DM Advice

When gauging the feasibility of a player's action with sensors, the DM should consider:

- **Narrative Consistency:** Does the player's action fit within the story? If it feels right and progresses the story in an engaging way, it's probably a good call.
- **Simplicity Over Complexity:** Avoid getting bogged down in technicalities. If the action seems straightforward and doesn't grant an unreasonable advantage, it's likely fine.
- **Ask for Justification:** If unsure, ask the player to justify or explain their thinking. This can lead to great role-playing moments and might provide a perspective you hadn't considered.

MISSIONS

As a DM guiding players through a dystopian urban landscape controlled by AI and augmented reality, forget crafting a fixed narrative. Build a set of missions with engagement hooks, dilemmas, and potentially escalating threats that could complicate the players' lives if ignored.

Keep your mission plans adaptable. They should be broad enough to accommodate the players' decisions and the game's evolving story. Let the players' actions shape the game's direction, steering clear of a predetermined path.

OBSTACLES:

Every mission should present substantial challenges: These can vary widely in nature, but each should require thoughtful engagement from the team.

Environmental Challenges: Whether it's a slick, rain-drenched skyscraper or a maze of underground tunnels, the setting itself can be a formidable adversary. While physical barriers can often be bypassed with a single save roll, use them to add complexity to other problems. For example, will forcing a rooftop door open trigger an alarm throughout the complex?

Logistical Challenges: The journey itself can pose significant risks. Dealing with the demands of a multi-day mission, such as acquiring enough food or dealing with fatigue, can provide a realistic sense of survival in the cyberpunk world.

Security Layers: Consider a mission to destroy a secure data vault. The team might face successive hurdles like getting past the perimeter guards, disabling the internal security measures, and finally ensuring the data is irrecoverable. Each layer should offer unique challenges and require different approaches.

Enemy Forces: Adversaries are more than mere obstacles; they define the mission's difficulty. Rank them by threat level, from 1 (common thugs) to 5 (elite corporate enforcers or rogue AI systems). Higher-threat enemies should necessitate clever strategies or technological solutions rather than direct combat.

Mission Phases: Break down the mission into stages, with each acting as a separate challenge. If the goal is to extract a VIP from a fortified building, the phases might include reconnaissance, the actual extraction, and escape. Each phase should have its own obstacles, such as security systems to hack or patrols to evade.

In summary, craft each mission with environmental, logistical, and security challenges, present enemies as strategic puzzles rather than just combat encounters, and structure missions in distinct phases to keep the gameplay varied and engaging.

MISSION TYPES:

This section outlines common mission types that DMs can use as inspiration or for on-the-fly random missions (roll a 1D8 to select a mission type, followed by a 1D6 for a specific example within that category).

1. ASSAULT

These missions revolve around conflict, which may not always be direct combat. Players could be tasked with raiding operations or infiltrating hostile territories.

Sample Assault missions

- 1 *Seize the Data Center: The players must overtake a facility and destroy its server's data.*
- 2 *Urban Liberation: Free a neighborhood from the tyranny of a militia, gang, or corporation using the area for testing violent crowd control machines.*
- 3 *Rogue AI Takedown: A rogue AI has fortified itself within a corporate building. Corporate workers could either be hostages waiting for liberation or hostile.*
- 4 *Underground Fight: Break into a hidden underground fight club to free the unwilling participants.*
- 5 *Seize a batch of advanced weaponry from an enemy armory, government warehouse...*
- 6 *Capture a strategic landmark (like a bridge that serves as the only access point to a hostile zone, a community water filtration plant).*

2. SCOUTING

Players are required to gather comprehensive information about a site or organization. These missions can range from mapping, assessing forces, identifying key people, or infiltrating their ranks to gather intel.

Sample Scouting missions

- 1** *Corporate Spy: Blend in with employees to scout the inner workings of a corporation suspected of exploiting Neuromancers in secret experiments.*
- 2** *Conduct surveillance: Identify and track the movements of a person of interest (corporate executive, undercover agent, etc.) to find their routines and/or weaknesses in their private security.*
- 3** *Whistleblower Escort: Safely escort a person of interest (former corporate scientist, etc..) to a secure location.*
- 4** *Recon a CEO Palace or industrial complex to identify structural weaknesses or exploitable security flaws for an upcoming mission.*
- 5** *Map out the patrol routes of security drones in a high-risk area.*
- 6** *Perform a recon sweep of a warehouse district to identify resistance supply opportunities.*

3. ESPIONAGE

In these stealth and strategy-based missions, players aim to acquire sensitive data, often employing social engineering and stealth. The goal is a clean operation without triggering alarms.

Sample Espionage missions

- 1** *Infiltrate a corporation headquarters to access the servers (through their faraday workspaces). Objectives could range from simply accessing and copying data to modifying and planting incriminating evidence.*

- 2 *Infiltrate a busy social event (like a corporation's gala or an exhibition) to smuggle out an important item (prototype equipment, blueprints, credentials, etc...)*
- 3 *Collect information: Plant surveillance devices in an enemy meeting area / Infiltrate a secret meeting and record the conversation.*
- 4 *Support an informant who works in a high-security but low-traffic space (like CEO Palace). Help him access security spaces and take care of security teams or metalheads without leaving a trace...*
- 5 *Secretly plant a component in an Automaton Factory to track it.*
- 6 *Identify and swap a package in an automated drone-delivery warehouse before the drone leaves.*

4. RESCUE OPERATIONS

These missions task the players with extracting captives from precarious situations. The victims might be scared and uncooperative, adding an extra layer of complexity to the mission.

Sample Rescue missions

- 1 *Extraction: Extract a person of interest from a hostile foreign embassy, corporation, faction, or gang.*
- 2 *Prison Break: Infiltrate an AI meat center and orchestrate their escape. Alternatively, the players can be imprisoned and have to escape.*
- 3 *AI Sympathizer: Rescue an AGI who has developed empathy towards humans from a corporate lab planning to reprogram it.*
- 4 *Liberate trapped workers in an emergency situation (like creatures breaking loose at an illegal genetic engineering lab).*
- 5 *Retrieve an informant before they are discovered and silenced.*

6 *Rescue civilians trapped in a conflict zone.*

5. SABOTAGE

Players are hired to destroy a target, which may require physical destruction, hacking, or a combination of both. The target could be a vast facility, necessitating a multi-faceted approach.

Sample Sabotage missions

- 1 *Supply Chain Disruption: Destroy a shipment before it reaches the manufacturing plant.*
- 2 *Synthetic Plague: Sabotage a corporation's effort to monopolize a market (food production with a genetically engineered crop that's harmful to natural ecosystems, Contaminate a biotech firm's gene pool to halt the production of invasive plant species...)*
- 3 *Disable a fleet of automated tanks before being deployed against a civilian enclave.*
- 4 *Sabotage an automated factory (maybe it's poisoning a river with unchecked waste.)*
- 5 *Sabotage a faction's infrastructure (water supply, battery farm...) to induce a temporary retreat.*
- 6 *Reprogram all the metalheads on a police storage facility to stop following orders on a specific day or occasion.*

6. DEFENSE

Charged with protecting a valuable asset, person, or location, players must prepare for and repel incoming threats, testing their defensive strategies and resource management.

Sample Defense missions

- 1 *Safe Haven: Protect an important space (like a safe house network that harbors Neuromancer refugees) from gangs, factions, or corporate hit squads.*
- 2 *Data Bastion: Defend a data center.*

- 3 Whistleblower Safeguarding:** Shield a truth-teller until their testimony is secured.
- 4 Secure an infrastructure point** (like a power plant) against assaults.
- 5 Protect a convoy transporting vital supplies through hostile territory.**
- 6 Secure a recently liberated zone from enemy counterattack.**

7. SMUGGLING

These missions involve transporting contraband through various checkpoints and territories, avoiding detection, and dealing with the politics of trade, taxes, and territorial control.

Sample Smuggling missions

- 1 Move a haul of outlawed tech through a series of checkpoints.**
- 2 Deliver a package of unknown contents to a shadowy figure in the resistance.**
- 3 Secure samples of rare materials** (like a rare mineral used in creating EMP-resistant shielding.)
- 4 Smuggle a delivery out of a guarded, busy autonomous facility** (docs, Drone-Delivery Warehouse, manufacturing plant...).
- 5 Deliver a contraband device to a difficult-access location** (the heart of a corporate enclave zone, underwater, low-orbit station...)
- 6 Smuggle a group of Neuromancers out of a city before they're rounded up by DAO's enforcers.**

8. RETRIEVAL

Here, players seek to recover valuable items. These objects are often in difficult-to-reach or heavily guarded locations, requiring a mix of stealth and negotiation to secure.

Sample Retrieval missions

- 1 *Recover a rare piece of tech from a difficult-access location (the depths of an abandoned Automaton Factory, a fortified laboratory...).*
- 2 *Salvage a valuable secret from a CEO Palace or corporate enclave to use as leverage.*
- 3 *Gather scattered parts of an important equipment from a crashed drone.*
- 4 *Heist the Heist: Reclaim an important piece of equipment or person that was taken away by a gang, faction, corporation, or government.*
- 5 *Rescue a metalhead with AI and sensitive information*
- 6 *Retrieve an important piece of outlawed tech (from a tech collector's, a corporate enclave, or a government warehouse)*

MISSION REWARDS

In Perfect World, character progression is deeply rooted in the narrative experience. To this end, the rewards you offer for mission completion should feel impactful and directly contribute to the characters' growth and their story arcs.

Monetary Rewards: The players will need money to evolve their characters during downtime (through paid training, genome modifications, or cybernetic implants)

Experimental Technologies: Characters in Perfect World can gain an edge through experimental tech unavailable on the open market.

Allies and Contacts: Success in a mission could lead to the characters earning the trust of influential individuals. Effectively acts as adding a "contacts" feat.

A Word of Caution - Incorporate these reward types thoughtfully; the goal of the rewards is to enhance the role-playing experience and to ensure that the game remains interesting for players.

RANDOM TABLES

MALE NAMES

- 1 *Ivan "Iron" Kozlov*
- 2 *Gabriel Knox (aka "Grim")*
- 3 *Barrett "Blitz" Flynn*
- 4 *Wallace Bane (aka "the Warden")*
- 5 *Maxim "Maven" Petrov*
- 6 *Damon "Dragon's Breath" Stone*
- 7 *Jasper Hawthorne (aka "Justice Bringer")*
- 8 *Lance "Lynx Eye" Larkin*
- 9 *Alexander "Axel Grinder" Rhodes*
- 10 *Raj "Razor Edge" Singh*

FEMALE NAMES

- 1 *"Astra" Ava Solokov*
- 2 *"Cortex" Cora Xian*
- 3 *"Vex" Vanessa Eckhart*
- 4 *Tara "Tempest" Blackwood*
- 5 *Rachel "Rift" Vega*
- 6 *Sofia "Spectre Shade" Morales*
- 7 *Gracie "Gauge Master" Novak*
- 8 *Mia "Manticore" Santos*
- 9 *Giselle Dubois (aka "GlitchWitch")*
- 10 *Ellis "Echo" Manston*

GENDER-NEUTRAL NAMES

- 1 *Taylor Kim (aka "Hell's Torch")*
- 2 *Alex "Cipher" Quinn*
- 3 *Casey Morgan (aka "Krait")*
- 4 *Riley "Reverb" Lee*
- 5 *Sage Rivera (aka "StaticNebula")*
- 6 *Avery "Vector" Jordan*
- 7 *Skyler "Switch" Patil*
- 8 *Quinn Murphy (aka "QuantumVape")*
- 9 *Adrian "Aeon" Kelly*
- 10 *Robin Sterling (aka "Rift")*

TYPICAL NPCs

1 Street Thug	STR: 9, DEX: 10, INS: 8, WIL: 9, HP: 3	Tactical Jacket (Armor 2), Pistol (1D6)
2 Gang Enforcer	STR: 11, DEX: 12, INS: 10, WIL: 11, HP: 4	Aramid (Armor 3), Heavy Pistol (1D8)
3 Cop	STR: 10, DEX: 11, INS: 10, WIL: 10, HP: 3	Aramid + Active Shielding (Armor 4), Pistol (1D6)
4 Corporate Security Guard	STR: 12, DEX: 12, INS: 11, WIL: 12, HP: 4	Aramid High Density + Active Shielding (Armor 5), SMG (3D6)
5 Corporate Security Officer	STR: 13, DEX: 14, INS: 12, WIL: 13, HP: 5	Nano Ceramic (Armor 5), Assault Carbine (2D10)
6 Corporate Assassin	STR: 14, DEX: 15, INS: 13, WIL: 15, HP: 5	Nano Ceramic + Active Shielding (Armor 6), Sniper Rifle (2D10), Assault Rifle (2D8)



CORPORATIONS

1	Agentis	<i>Global Chemical Manufacturing and Material Sciences conglomerate.</i>
2	Agrivanta	<i>Massive Food Production and Agricultural Biotech corporation.</i>
3	Arcadia	<i>Global consumer goods corporation.</i>
4	Azamon	<i>Pervasive Retail and Drone-Distribution Behemoth, monopolizing online shopping platforms and automated warehouse operations.</i>
5	CeruleaNet	<i>Oceanic Exploration and Maritime Commerce titan, controlling the majority of transoceanic shipping lanes and deep-sea resource extraction.</i>
6	Datalytics	<i>Data Analysis, catalogation and Predictive Modeling firm.</i>
7	EchoSphere Media	<i>Dominating the airwaves and data streams, EchoSphere Media owns crucial news, entertainment, and social platforms.</i>
8	Greevand Engineering	<i>Large-scale Environmental Engineering, ranging from Clean Energy to water purification and desalination.</i>
9	HBSC Financial	<i>A juggernaut in global finance, Monolith controls banking, investment, and even influences monetary policy, shaping economies worldwide.</i>
10	Momentum Aerospace	<i>Controls a significant share of commercial spaceflight and satellite deployment.</i>
11	NanoTech Works	<i>Nanotechnology Applications across various industries.</i>
12	NovaGen	<i>Dominating Genetic Engineering and Biotechnology sectors.</i>

13	<i>NovaPath</i>	<i>Pharmaceutical and medical technologies Consortium.</i>
14	<i>Orion</i>	<i>Personal Defense Equipment and small Armored Vehicles manufacturer.</i>
15	<i>Quantex</i>	<i>Automated manufacturing conglomerate, producing vehicles, defense equipment, drones and robotics.</i>
16	<i>QuantumCore</i>	<i>AI Data Generation and Catalogation.</i>
17	<i>ReGen Therapeutics</i>	<i>Specializes in regenerative medicine, with breakthroughs in organ synthesis and age reversal treatments.</i>
18	<i>Stratos</i>	<i>Global Synthetic Food Production and Nutritional Engineering company.</i>
19	<i>Terra firma Industries</i>	<i>food and drink processing conglomerate</i>
20	<i>Vanguard Dynamics</i>	<i>Conglomerate Mass-producing Robotics and Synthetic Organ Fabrication.</i>



PLACES OF INTEREST

- 1 **AI-Controlled Vertical Farm:** These vertical farms are the lifeline of the city, with advanced AI overseeing hydroponic systems.
- 2 **AI Judiciary Courts:** Courts run by AI judges that process legal cases with algorithmic precision, where human emotion and bias are absent.
- 3 **AI Meat centers:** Illegal research centers where corporations perform unethical stress tests on humans to generate data for AI.
- 4 **Automated Construction Yards:** Sites that use massive 3D printers and robotic builders to create structures.
- 5 **Automaton Factories:** Vast complexes where AI overseers manage robotic workers.
- 6 **Autonomous Docks:** Maritime transportation is still the biggest goods mover in the planet. These docks are a dance of AI-controlled cargo ships, autonomous heavy machinery (lifts, cranes, and transport vehicles).
- 7 **Autonomous Vehicle Highways:** These high-speed transit routes are controlled by AI systems.
- 8 **Blackout Zones:** Areas of the city where all digital signals are jammed, offering a haven for those who wish to avoid the ever-watchful eye of surveillance.
- 9 **CEO Palace:** Whether it's a multimillion-dollar paradise house in a mountain enclave or Floating Mansions on the High Seas.
- 10 **Corporate Enclaves:** Exclusive districts where the mega-rich live in opulent high-security buildings, patrolled by private armies. These enclaves are bubbles of luxury amidst the urban decay.
- 11 **Cryonic Preservation Centers:** Facilities offering the service of preserving individuals through cryogenics, for those who hope to wake up in a different, perhaps better, future.

- 12 **Cybernetic Augmentation Parlors:** Back-alley clinics offering unauthorized enhancements, from cosmetic alterations to illegal combat modifications.
- 13 **Drone-Delivery Warehouses:** In the skies above the city, drones buzz like bees, transporting goods. The warehouses are a hive of activity.
- 14 **High-Security Research Labs:** Hidden within the bowels of the corporation's HQ, these labs are where unethical experiments and the development of advanced tech take place.
- 15 **Illegal genetic engineering labs:** Hidden facilities that produce illegal animal manipulations. Want to build a dragon from crocodile and Komodo genomes? This lab is already working on that — special order for a client, worth millions.
- 16 **Private Detention Facilities:** Autonomous prison where inmates are subjected to behavior modification programs.
- 17 **Safe Houses:** Abandoned buildings turned into communal living spaces for DAO resistance and digital activists.
- 18 **Suborbital Transport Stations:** As hubs for travel to space stations or other continents.
- 19 **Subterranean Transit Networks:** The forgotten tunnels and subways beneath the city have become lifelines for those avoiding corporate surveillance.
- 20 **Underground Tech market:** Hidden beneath the city's infrastructure is a sprawling market where illegal tech and information trade hands. Neon signs flicker above stalls selling contraband cybernetics and black-market software. Neuromancers come here to purchase rare components for their implants but must be wary of undercover corporate security and rival hackers looking to steal prized tech.

TACTICAL BUILDING FEATURES

- 1 *Armored safe zones*
- 2 *Automated defense turrets*
- 3 *Backup generator rooms*
- 4 *Biometric locked doors*
- 5 *Chemical waste disposal units*
- 6 *Decontamination chambers*
- 7 *Emergency lockdown protocols*
- 8 *Elevator shafts with manual override*
- 9 *EMP protection zones*
- 10 *Environmental control systems*
- 11 *Faraday cage workspaces*
- 12 *Fire suppression systems*
- 13 *High-capacity battery stores*
- 14 *Laser tripwires*
- 15 *Maintenance access tunnels*
- 16 *Motion-sensor lighting*
- 17 *Power grid control panels*
- 18 *Pressure-sensitive floor tiles*
- 19 *Reactive lighting systems*
- 20 *Reinforced blast doors*
- 21 *Reinforced panic rooms*
- 22 *Rooftop access points*
- 23 *Security drone & droid docks*
- 24 *Sound-dampening walls*
- 25 *Ventilation shafts*

CITY DISTRICT NAMES

- | | |
|-------------------------------|----------------------------------|
| 1 <i>Alderway Stretch</i> | 11 <i>Mercer Industrial Zone</i> |
| 2 <i>Archway Annex</i> | 12 <i>Midtown Cross</i> |
| 3 <i>Canary Quay</i> | 13 <i>Nighthaven Enclave</i> |
| 4 <i>Cascade Ward</i> | 14 <i>Pinnacle Point Sector</i> |
| 5 <i>Eastmere Fringes</i> | 15 <i>Redstone Commons</i> |
| 6 <i>Fallowfield Range</i> | 16 <i>Sable Park Boundary</i> |
| 7 <i>Havenbrook Precinct</i> | 17 <i>Silica Plaza Area</i> |
| 8 <i>Ironwood Division</i> | 18 <i>Sterling Loop</i> |
| 9 <i>Lockwood Hub</i> | 19 <i>Terra Vista Sector</i> |
| 10 <i>Mariner's Threshold</i> | 20 <i>The Outlier Bounds</i> |

CITY DISTRICT THEMES

- | | | |
|---|--|--|
| 1 Art District: Underground galleries, avant-garde theaters. In this district, art bleeds into the streets, a stark canvas of rebellion and expression.

It's an eclectic mix of defiance and creativity, where artists challenge the oppressive status quo. Amidst the vibrant murals and gritty studios, the district pulses with the heartbeats of dreamers and dissenters, a stark reminder of the city's suppressed voices and hidden depths. | 2 Corporate District: Corporate enclaves, luxury dining.

A towering testament to corporate dominance, this district looms over the city. Here, power and wealth are the ultimate currencies, and the polished facades often hide a network of intrigue and exploitation. | 3 Corporate Residential Enclave: Gated communities, private security, elite schools.

A stark contrast to the rest of the city, this district is where the corporate elite live in luxurious isolation, shielded from the hardships faced by the common populace. |
|---|--|--|

4 **Entertainment District:** Casinos, nightclubs, brothels.

This district hides its predatory nature behind a façade of glamour. It's a playground for the reckless, with crime and danger hiding just out of sight. It's a place where you can find anything for a price, and where the line between fun and trouble is often crossed.

5 **Market District:** Street markets, barter trade centers, makeshift shops.

In the shadow of corporate dominance, a thriving barter economy exists here, where people trade goods and services away from the influence of corporate currency.

6 **Supply Hub:** Features: Vertical farms, automated warehouses, drone hubs.

This district is a cold, mechanized heart of the city's supply chain. Draped in the constant hum of drones and machinery, it's a place where efficiency eclipses humanity, and the glow of vertical farms casts an eerie light on the relentless pace of progress.

7 **Tech Salvage Zone:** Scrap yards, tech pawn shops, hacker hideouts.

In the post-AI world, this district thrives on salvaging and repurposing old technology. It's a haven for tech scavengers, hackers, and those looking to find or hide from technology.

8 **Transport Hub:** Dilapidated public transit, corporate fleets, smuggler routes.

Transportation reflects the social divide – decaying public options for the masses, and sleek, secure vehicles for the corporate elite, with smugglers finding their own paths.

DECOMMISSIONED/FORGOTTEN SPACES

- 1 *Covert Trade Passage: An old smuggler's route running beneath the city, accessed via hidden panels in the sewers.*
- 2 *Decommissioned Data Center: A massive underground building filled with old servers; some may still be operational.*
- 3 *Obsolete Power Grid Control Room: With control panels and backup generators, it may still connect to some active lines.*
- 4 *Old Drone Docking Station: Once a hub for courier drones, now left with defunct technology and a possible hideout.*
- 5 *Phased-Out automated manufacturing plant: Maze of conveyor belts and robotic arms, silent but possibly reactivable.*
- 6 *Retired Underground subway Passage: Reachable from within a structure.*
- 7 *Secret cold war bunker: An extensive network from the atomic age.*
- 8 *Ventilation Shaft Network: Leads to a decommissioned subterranean research space.*

CITY CHAOS

- 1 *Checkpoints set up by corporate enforcers, scanning IDs and restricting access to those without proper clearance.*
- 2 *Malfunction in the city's drone delivery system causes packages to be dropped randomly from the sky.*
- 3 *Public transport AI systems rebelling against their programming, leading to a wild, unscheduled symphony of movement.*
- 4 *Skies filled suddenly and unexpectedly with drones, their collective buzz drowning out the city's cacophony, their purpose unknown.*
- 5 *Streets barricaded with autonomous vehicles.*

- 6 *Sudden EMP waves that cascade through the district, leaving a trail of inert devices and silent chaos.*
- 7 *Tense standoffs where protesters, enshrouded in digital banners, meet the unyielding line of police/corporate security.*
- 8 *The chaotic scramble of a flash mob protest, disappearing as quickly as it formed to avoid drone police.*

DATA RECOVERED WHEN HACKING A SERVER:

- 1 *A list of all AI meat centers in the city.*
- 2 *AI Behavioral Algorithms - Advanced code that teaches AIs how to mimic emotions or specific personalities.*
- 3 *Experimental cyberware blueprints - Blueprints for untested and potentially dangerous cybernetic enhancements.*
- 4 *Corporate Espionage Records - Detailed logs of corporate sabotage, trade secrets, and insider dealings.*
- 5 *Prototype Defense System Plans - Highly confidential designs for next-gen personal or property defense systems.*
- 6 *Covert Operations Brief - Information about a clandestine operation like an assassination, sabotage, or bio-hacking.*
- 7 *Indiscreet Videos - Sensitive recordings that someone would pay a lot to keep private.*
- 8 *Shadow Broker Contact Lists - Connections to individuals who can procure anything for a price.*
- 9 *VIP Security Schedules - The guarded itineraries of prominent figures, ripe for interception or protection rackets.*
- 10 *Phantom Server Locations - Coordinates for off-grid servers storing sensitive data or serving as digital sanctuaries.*

CITY SIGHTS

- 1 A "ghost" building, where AR superimposes the physical walls making them look like transparent holograms, revealing a bustling interior of offices and shops.
- 2 A clandestine cyberwear implant clinic, hidden from the prying eyes of law enforcement.
- 3 A deserted construction site, now quiet and surrounded by AR safety barriers signaling caution.
- 4 A digital memorial wall where passersby can leave AR flowers or messages for loved ones lost.
- 5 A dimly lit pawn shop with a flickering sign, its shelves and walls lined with outdated tech, relics from a bygone era.
- 6 A group of children playing with a malfunctioning metalhead that's harmlessly buzzing in circles.
- 7 A mountain of discarded tech in an alleyway, a testament to the rapid pace of obsolescence.
- 8 A narrow alley where black market cybernetic upgrades are traded under the watchful eye of drone surveillance.
- 9 A synthetic pet shop, where robotic dogs, cats, and exotic creatures mimic life with eerie accuracy.
- 10 An AR zoo that displays extinct or mythical creatures, allowing patrons to walk among dinosaurs or dragons.
- 11 An old library that has been converted into a server farm, its exterior still maintaining the classical architecture.
- 12 An old-fashioned bookshop with an AR overlay, where patrons flick through digital pages.
- 13 Drone taxis landing on designated pads, their passengers stepping out into the buzz of the city.
- 14 Vending Hubs: Ubiquitous vending machines serving everything from hot beverages to personal defense gear and pharmaceuticals.

- 15 *Noise-Cancelling Cafes: Establishments where clients can enjoy their drinks and conversations without the intrusion of external sounds.*
- 16 *Pedestrians with interactive fashion, their clothing displaying dynamic images or live feeds of cityscapes.*
- 17 *Self-Cleaning Public Restrooms: Hygienic facilities that offer a great experience (when working).*
- 18 *Streets barricaded with autonomous vehicles, sometimes for safety, other times for more nefarious purposes.*
- 19 *Tense standoffs where protesters, enshrouded in digital banners, meet the unyielding line of police/corporate security.*
- 20 *The heavy silence of a district's or block's curfew hours, enforced by patrolling metalheads and surveillance drones.*

DRUGS

- 1 **Cloud Nine** Disposable vaporizer cartridge. Induces powerful euphoria. WIL save vs blissful detachment for 2d6 hours.
- 2 **R.A.G.E.** Crystallized sugar tablet laced with hallucinogenics. STR save vs flying into a violent frenzy for an hour.
- 3 **Jet Fuel** White powder. Snort it to gain a burst of energy. STR save vs deprived for 2d12 hours.
- 4 **Slimeball** A tacky, chewable compound. Mild buzz and turns your eyes bright green for an hour.
- 5 **T-33B** Synthesized molecules in the form of an arm patch. For 1D4 hours you have +3 armor. When the effects wear off you gain +1 fatigue and are violently ill for 1D6 hours.
- 6 **Shoosh** Deep violet leaf-like moss that is dried and rolled in paper or used in communal tube-pipes for smoking. Has a casual, mood-boosting & relaxing effect. Non-addictive.

RULES SUMMARY

ACTIONS

On their turn, a character may move up to 40ft and take up to one action. Actions may include running a hack, attacking, making a second move, or other reasonable activities. Actions, attacks, and movements take place simultaneously. Whenever turn order is uncertain, the PCs should make a DEX save to see if they go before their enemies.

Retreating from a situation always requires a DEX save.

ABILITIES

STR: Brawn, prowess & resistance.

DEX: Dodging, sneaking & reflexes.

INS: Perception, detect lies, & investigate.

WIL: Persuasion, intimidation & hacking.

SAVES

- Roll a d20 equal to or under an ability. - 1 is always a success, 20 is always a failure.

PUSHING

When a player fails a save, they can opt to re-roll, temporarily depleting the character's WIL by two points. It mandates a creative description of their new approach.

HIT PROTECTION

HP indicates a PC's ability to avoid getting hurt. It is lost during combat & recovered after a few moment's rest.

INVENTORY

PCs have 10 inventory slots. Most items take up a one slot, but smaller items can be bundled. **Bulky** items take up two slots and are awkward or difficult to carry.

Filling all ten item slots reduces a PC to 0 HP. PCs cannot carry more than their inventory allows.

DEPRIVATION

Deprived PCs cannot recover HP. If deprived for more than a day, they add a **Fatigue** to inventory. Fatigue occupies one slot and lasts until they can recover in safety. This effect is cumulative.

HEALING

A moment's rest and a swig of water will restore lost HP, but may leave the party vulnerable. **Ability** loss requires a week's rest and the aid of a skilled healer.

HACKS

Hacks take a slot in the hacking slots. Running a hack adds **Fatigue** to the PC's inventory.

If they are deprived or in danger, a WIL save may be required to avoid terrible consequences.

COMBAT

The attacker rolls their weapon die and subtracts the target's Armor, then deals the remaining total to their opponent's HP.

Before calculating damage to HP, subtract the target's **Armor** value from the result of damage rolls. Bulletproof vest add-ons and similar armor provides a bonus defense (e.g. +1 Armor), but only while the item is held or worn.

Unarmed attacks always do 1d4 damage. If **multiple attackers** target the same foe, roll all damaged ice and keep the single highest result. If attacking with **two weapons** at the same time, roll both damage dice and keep the highest.

When **shooting through cover**, the player's attacks still automatically hit, but when it's the NPC's turn to shoot, the player makes a DEX save to avoid being hit.

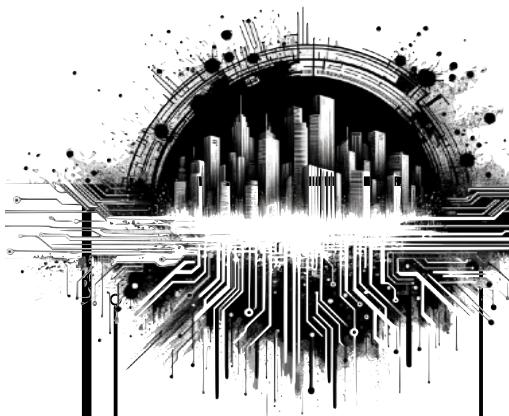
If an attack is **impaired**, the damage die is reduced to 1d4, regardless of weapon. If the attack is **enhanced**, the attacker rolls 1d12. Attacks with the **blast** quality affect all area targets, rolling separately for each.

DAMAGE

If an attack takes a PC's HP exactly to 0, the player rolls on the **Scars** table.

Damage that reduces a target's HP **below** 0 decreases their STR by the remainder. They must then make a STR save to avoid **critical damage**. Failure takes them out of combat, dying if left untreated.

Having STR 0 means **death**; having DEX 0 is paralysis; having INS 0 is unconsciousness; having WIL 0 is delirium.



PERFECT WORLD



STR



DEX



INS



WIL



ARMOR



HP



DEPRIVED

FEATURES



HACKS

HACKS

EQUIPMENT

HAND

FATIGUE

NOTES