ACKNOWLEDGE UP FRONT THAT THE PCS ARE GOING TO WIN, AND NEVER SWEAT IT. THEN USE THE DICE TO ESCALATE, ESCALATE, ESCALATE. WE ALL KNOW THE PCS ARE GOING TO WIN. WHAT WILL IT COST THEM?

LUMPLEY

A DESIGNER KNOWS THAT HE HAS ACHIEVED PERFECTION NOT WHEN THERE IS NOTHING LEFT TO ADD, BUT WHEN THERE IS NOTHING LEFT TO TAKE AWAY.

ANTOINE DE SAINT-EXUPÉRY

THE INTEGRITY OF ITS SPAN WAS RIGOROUS AS THE MODERN PROGRAM ITSELF, YET AROUND THIS HAD GROWN ANOTHER REALITY, INTENT ON ITS OWN AGENDA. THIS HAD OCCURRED PIECEMEAL, TO NO SET PLAN, EM-PLOYING EVERY IMAGINABLE TECHNIQUE AND MATERIAL. THE RESULT WAS SOMETHING AMORPHOUS, STARTLINGLY ORGANIC.

WILLIAM GIBSON, VIRTUAL LIGHT

CYBER PERIPHERALS

Contents

List of Figures

List of Tables

Dedicated to those who appreciate LaTeX

and the work of Edward R. Tufte and Donald E. Knuth.

And to the horde of goblins who died

defending them.

Playing in Cyber_Peripherals

Cyber_Peripherals is a stand alone game of stories for 3-5 players in a cyberpunk world. Most of you will play the roles of neon slumdogs and one of you will be the Master of Ceremonies (MC for short). The game is a conversation between you all, with the MC to facilitate and fill in what is needed for the story. From time to time, the story will reach a point where the outcome is interesting and uncertain. The dice help out here, and add a sense of tension as their fall changes the fictional world and sparks new directions for the conversation. The story will center around a community of individuals and how they live under the various pressures of a Zaibatsu dominated future. You're unlikely to be pulling off Shadowrun type missions, and if you are, you'll want to take a look at the rpg The Sprawl, which is built for that. This rpg is designed to be compatible, but is more interested in the kind of stories that came later in the cyberpunk genre, those of Greg Egan or Tricia Sullivan or Nalo Hopkinson.

In fine cyberpunk tradition, this book is pirated hackjob. Bits of the Sprawl, Urban Shadows and Apocalypse World have been recycled, paired up and duct taped together with Simple World. The playbooks are mostly original, but precious little else is. A favour is owed to the designers, testers and editors of those books.

Why play Cyber_Peripherals?

Play if you want to play to find out what happens in a neon and chrome cyberpunk future. Play if you want to create a story about everyday folk living on the peripheries. Play if you are playing the Sprawl, and want to follow your Killer character home to see how they do the groceries. Play if you want to struggle against the Man, in a world where 'Man' needs citation marks. Play if you want to win sometimes, lose sometimes, and explore the future twenty minutes from now.

How to use this book

This first chapter will introduce the basic concepts of the game, what characters, stats and the other core mechanics are and how to use them. The next will introduce the Basic Moves, moves that all player characters have that the set the tone and pace of the game. Then we'll look at game setup, and following that the individual playbooks, so that each player has a unique archetype to play to, play against and create headaches for everyone else. Don't say "Zero does", say "I do".

Stats

Every character has six stats which represent their raw ability in different spheres of the world. As you look at them, you'll see areas where they might overlap. This is fine, just use what the triggered move demands for your character in that situation.

- COOL to remain calm and focused in stressful situations

- EDGE to draw on your street smarts, street rep or

- MEAT use your physical talents without cyberware to get stuff done

- MIND to think your way around a problem with sheer intelligence, lateral thinking or obscure knoweldge

- STYLE to handle a sitatuon with charismas, presence or raw sex appeal

- SYNTH to interface seamlessly with technogogy

Each of these stats varies between -1 and +2 to indicate how well that specific character acts in that sphere. The higher the rating, the more competent you are. These Stats are the same as in the Sprawl. If you get TAKE +1 FORWARD than you can also add that +1 onto the total for the next roll you make.

Core mechanics

Roll Dice

You'll see the instruction to ROLL+STAT quite a lot in the rules. This simply means roll two six sided dice and add them and the stat together. As a general rule getting ten or above (10+) is a strong hit and getting seven to nine inclusive (7-9) is a weak hit. You get what you want, but there's complications. Getting below six (6-) is a miss. You

might not get what you want, or if you do, it's only because it sets the MC up to tell a new bit of the story. That is then called the Mc making a move.

Making moves

Moves are specific set pieces in the genre fiction. They typically come with a trigger, a roll for someone to make, and a range of results. Nearly always, they are powerful things you can do as a player (or MC) to shape the fiction. You can definetly try and guide the story towards a situation where a move you want to use triggers, but the move must trigger in the fiction before dice hit the table. Some moves are called Basic Moves and can be used by any player character. Others are specific to playbooks.

An example: Jokero the Trader has just caught Greendog raiding his bins for unsold, out of date food.

Jokero: I've had three break-ins the last week and I've had it with these punks. I grab my SchorchTorch Hygenieator 3000, stand above the bin pit and aim down. "Oi, nedstain, where's the pallet of steak you stole last week? Better answer quick matey, or you'll be served up very well done to the meat wagon."

MC: "Are you bluffing?"

Jokero: "Nah. A trader lives by his word."

MC: "Right we're playing hardball then, roll +edge."

"Play Hardball" is the move for threats backed up by the threat of real violence. If Jokero was bluffing, it would trigger a different move like "Fast Talk" instead. Poor Greendog.

Experience

Experience measures how entangled you are in the world, how much you've achieved and how it has left its mark on your character. Every time you MARK XP it goes on your character sheet playbook. To stay compatible with the sprawl, each time you mark ten experience you'll choose a new advance for your character. The advances you can choose are listed in your character's playbook and include options like raising a stat or choosing a move from a different playbook.

MC moves

The MC makes moves based on triggers too. The triggers are a little different though: The MC makes a move when a player misses their move, when the fiction demands it and when the players are waiting for something to happen (around a table, that's tends to be when the conversation stalls and everyone looks at the MC). A full list of

the MC moves can be found in moves. When the MC makes their move they may make it a soft move, where the players get a chance to avoid bad consequences, or a hard move, where the consequences happen as they say it. The MC move might appear to unrelated to what you failed at. Dosen't matter, as long as it moves the fiction along and is interesting. The MC is also obligated to make hard moves as the fiction demands. Stand in the open firing a pistol at Corp Sec snipers, the fiction demands you get shot, maybe in the leg if the MC is feeling merciful or just interested who'll come and rescue your stupid arse. That said, the MC is not out to kill you.[1] They are out to make the garish, chrome and neon and dirt encrusted world of Cyber_Peripherals feel real. They are out to challenge your characters so we can all see how they respond and develop. They are here to find out what happens.

Agenda and Principles

The Agenda are the things the MC must do. They're a damn good guide for players too.

- Play to find out what happens

- Make the world dirty, shiny, high-tech and unequal

- Don't waste your players time.

- Entangle the characters with the world.

    If you are in doubt, do something that fulfills the agenda. The easiest way to do this consistently is the more detailed rules the MC must follow called the Principles:

├ chrome everything, then make it dirty

├ make everything corporate. make everything reused.

├ start with the vertical

├ ask questions about the everyday.

├ address the characters, not the players

├ ask loaded questions and incorporate the answers

├ name everyone, make them rational

├ treat your NPCs like disposable assets

└ build shifting, unstable communities

[1] in this case, hopefully a previous move would have been "tell the consquences and ask", where they remind you that standing in the open taking potshots at professional snipers is something your character would now is dumb. But maybe you need to buy getaway time for someone else. Man, they'll owe you a big favor.

Tags

A tag is a word which describes a significant fictional characteristic of something in the game. It's a quick, semi-formal shorthand for something interesting about an object, person, gang, vehicle ect. They can be positive or negative, or might be a mixed bag. For example, a '+flashy' jacket might a good bribe for a tasteless gambler, but the MC might call up the '+flashy' jacket as the reason you were noticed after failing a roll. A weapon with '+hair-trigger' might be justification for getting that first shot off, but might also be an MC follow-up move if you drop your gun.

The purpose of tags is to condense the description of things to the parts that might matter for the story. They also provide inspiration and invite different moves for players and the MC. An '+ex-military' gang is going to behave differently to a '+scavengers' gang, and an '+ex-military +scavengers' gang has told you a lot about the world in only two words. The suggestiveness of combinations of tags makes them especially useful to help improvisation at the table.

Some tags have explicit impacts on the game mechanics as well as fiction (for example +ap weapons ignore armour) but most impact on the fiction.

Favours

Favours are introduced from Urban Shadows. In the shadowy slums and favelas and encrusted fungal brackets on the great arcologies, Cred is useful, important even. Inside the community, FAVOURS are just as important. Favours between characters tie them together, often for more than just paying the favour off. Being owed favours lets you punch a little above your weight. Owing favours is a sign that others trust you to pay them back. Unless you don't, in which case remember, the street finds it's own uses for things.

Gangs

Gangs are introduced from Apocalypse World. The Sprawl is all about hard-bitten individuals who chase the mission, creds and their directives. Cyber_Peripherals is all about communities, and sometimes bits of those communities work together. The gangs section of the rulebook has explicit mechanics for handling gang on gang conflict easily, but mostly gangs are about characters, the stories that unfold and the additional fictional positioning. You can literally have characters in three places at once. Handy.

Fictional Positioning

Some moves, tags or equipment don't have numerical effects in the game mechanics. Instead they give the characters fictional positioning, the option to undertake certain kinds of action. You can't give somebody a lift if you haven't got a vehicle. You can't shoot somebody unless you have a gun. You can't fix somebody's roof unless you have the materials, tools and a way to get up there safely. But maybe, with the right combination of equipment, cyberwear and help from someone giving you a boost, you can. No move triggered, no dice needed.

Sometimes fictional positioning is used to make the ground less steady. The trader accepted a '+blackmarket' shipment. That means the MC has a justification, almost a responsibility, to find out what that means for the story, by unleashing a couple of cybered-up custom agents. Someone's rolled a miss, and has a '+disloyal' gang. Well, One-Eyed Kratus has been complaining in fiction for a while now, perhaps it's time to challenge for gang leadership?

You don't win a game like this, but if a player sets up their character to run a gang with the '+disloyal' tag , they might as well be saying "I want a story where a brutal leadership challenge happens.". Players and MCs both, giving players what they are asking for is a good thing for the game. Player's - make your interests as explicit as you want. GMs- use them, incorporate them, even aim at them. Make sure you've all got the same expectations going in.

Basic Moves

Act under Pressure (cool)

When you race against the clock, act while in danger or act to avoid danger, ROLL+COOL

- On a 10+ you do it, no problem.

- On a 7-9 you do it but flinch. The MC will offer you a worse outcome, hard bargain, or ugly choice

- On a 6- you fail to do it. Ask the MC what the repercussions are.

This move is the same in the Sprawl. It's the move that covers situations where the outcome is uncertain but you haven't got a better move to make.

Read the Street (edge)

When you read a charged situation ROLL+EDGE

- On a 10+ ask up the three listed questions at any time during the scene

- On a 7-9+ ask one listed question

- On a 6- ask one listed question anyway, but be prepared for the worst.

  - Where's my best escape route / way in/ way past?
  - Where's the profit here?
  - Which enemy is the biggest threat?
  - What should I be on the lookout for
  - How can I avoid trouble/ hide here?
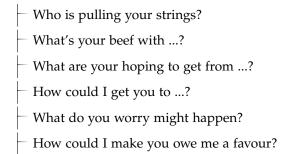 - Who or what is in control here?

This move is a modified mixup from the Sprawl and from Apocalypse World.[2] It's the move you use to get information. The MC should be generous and truthful with answers. Confident players do interesting things.

[2] interestingly, Urban Shadow's does not have a basic move dedicated to assessing a sitch, only people

Figure Someone Out (mind)

When you try to figure someone out ROLL+MIND.

- On a 10+ Ask two listed questions

- On a 7-9+ Ask two listed questions, and they get to ask you one.

- On a 6- Ask one listed question, and they get to ask you two.

├─ Who is pulling your strings?

├─ What's your beef with ...?

├─ What are your hoping to get from ...?

├─ How could I get you to ...?

├─ What do you worry might happen?

├─ How could I make you owe me a favour?

This move is a modified version from Urban Shadows. [3] The you is directed to the character, but the owner must reply reasonably truthfully. This move can be carried out at range. In that case, the reflected questions might be clues, dna traces, search metadata ect that the player character left behind.

[3] in parrallel to read the street, the Sprawl does not have a basic move for reading people. Presumably to keep the chromed up killers from empathy :)

Play Hardball(edge)

When you get in someone's face threatening violence you intend to carry through ROLL+EDGE

- On a 10+ NPCs do what you want. PCs choose: do what you want, or suffer the established consequences

- On a 7-9 for NPCs, the MC chooses one:

├─ they attempt to remove you as a threat, but not before suffering the established consequences.

├─ they do it, but they want revenge. Add them as a Threat.

├─ they do it, but want real payback. Owe them a FAVOUR.

PCs choose: do what you want, or suffer the established consequences. They get +1 forward to act against you.

- On a 6- it all goes to shit. Look at how much the MC is grinning.

This move is a modified version from the Sprawl. The corporate clocks don't apply here but favours do.

Fast Talk (style)

When you try to convince an NPC to do what you want with promises, lies or bluster ROLL+STYLE. If you call in a favour they owe you before rolling ADD +3 TO ROLL

- On a 10+ NPCs do what you want.

- On a 7-9 NPCS do it but they modify the terms or you owe them a FAVOUR.

- On a 6- they can't. They might tell you why, or maybe you're just interrupted...

This move is a mashup from the Sprawl and Urban Shadows. If you want to persuade a PC, call in a favour or offer one to them. When you call in a favour to get the +3, make sure you explain how you've done that in fiction, wether explicit appeals to their sense of honour or dark threats about hidden secrets.

Mix it Up (meat)

When you use violence to seize control of an objective, state that objective and ROLL+MEAT

- On a 10+ you achieve your objective.

- On a 7-9 you achieve your objective but choose two.

  ├ you leave something behind (MC to detail)
  ├ you take harm as established by the fiction
  ├ an ally takes harm as established by the fiction
  └ something of value breaks

- On a 6- you don't achieve your objective. Pray the MC offers you a hard bargain.

    This move is a modified version from the Sprawl. The objective is very rarely "kill everyone". Those mad-dog types tend not to last in the Peripherals. It might be "recover the drugs packet.", "Impress and terrify the merchant.", "steal the drone", "escape the ambush." or similar. Dealing damage is more of a side effect than the aim. You can't tailor the objective to avoid the consequence of your choice on a 7-9 result.

Suffer Harm

When you suffer harm, (even 0-harm or s-harm) then reduce the harm by the level of your armour (if any), fill in the segments on your harm clock equal to the remaining harm and ROLL+HARM TAKEN. Try and get a low result.

- On a 10+ choose 1:
    - you're out of action: unconscious, trapped, incoherent or panicked.
    - take the full harm of the attack, before it was reduce by armour. If you already did, take +1 harm.
    - lose the use of a piece of cyberwear till you can get it repaired (you choose).
    - lose a body part (arm, leg, eye).

- On 7-9 the MC will choose 1:
    - you lose your footing
    - you loose your grip on whatever you are holding
    - you loose track of someone or something you're attending to
    - someone gets the drop on you

- On a 6- you grit your teeth, but nothing worse happens to you. Yet.

    This move is straight from the Sprawl. Note that the dice results are reversed; low is successful and high is complicated.

Favour Moves

These a specialist form of basic move. Everyone has them, and they are focused on the additional game mechanic for cast-iron favours adopted from Urban Shadows. They won't come up as often as the basic moves, but you'll see them multiple times a session.

help/interfere

When help/interfere with another PCs move in the fiction, ROLL+FAVOURS THEY OWE YOU (to a max of 3+)

- On a 10+ you can add +1 or -2 to their roll as you wish

- On a 7-9 you can add +1 or -2 to their roll as you wish, but you are exposed to complications of their move.

- On a 6- you are ineffectual, distracted or make the situation worse.

This is a original move.

Do someone a favour.

If you do somebody a favour, they owe you a favour. If its a big favour (like saving their kid from a burning building), maybe they owe you two. If you are unlikely to see them again, you're unlikely to get the favour back.

Pay back a favour

When you demand someone pays back a favour, remind them why you owe you and:

- Make a PC:

    - do you a favour at moderate cost.

    - help/interfere as you ask

    - answer a question honestly

    - cancel a favour somebody owes them

    - transfer ownership of a favour somebody owes them to you.

- Make an NPC

    - answer a question honestly about their organisation

    - introduce you to a powerful member of their organisation

    - give you a useful and worthy gift without cost

    - give you +3 to fast talk them (see Fast Talk (style))

    - cancel a favour somebody owes them

    - transfer ownership of a favour somebody owes them to you.

This is barely modified from Urban Shadows. It's a quite codified approach to commonsense bartering that humans have managed since before fire. Go by the fiction first, and if two players agree a favour between them is paid off, it's paid off. They might even want to keep it so that each owe the other a favour to use on help/interfere rolls.

Refuse to honour a debt (style)

When you refuse to pay back a favour you owe, ROLL+STYLE

- On a 10+ you weasel out of the current situation, but you still owe them a favour

- On a 7-9 you choose one:

    - You owe them an additional debt

├ It leaks online. Take the +untrustworthy tag until you make it right

├ Expect hassle from their organization or contacts

- On a 6- you can't avoid the noose. Honour your debt or the person owed chooses:

  ├ they pick two from the list above

  ├ you loose all debts owed to you

This move is heavily modified from Urban Shadows. Sometimes you can't pay a favour back right now. Sometimes, the 'reasonable' thing they are asking for is more than you want to pay right now. This doesn't get you out of the favour, but it might let you put it off for a bit. And if you end up paying a bit of interest or having to work off a reputation, well, that's for future you to deal with.

Drop someone's name (cool)

When you drop the name of someone who owes you a favour, ROLL+COOL

- On a 10+ their name carries weight and opens an opportunity

- On a 7+ you get the opportunity you need, but the favour is spent.

- On a 6- you overstep. Erase the favour and brace youself.

This move is barely modified from Urban Shadows. It is useful anywhere you think that persons name will help you get by. You need to mention they owe you a favour though, and imply you could use that favour against the oppostion.

Climax moves

Like basic moves, these are open to all. They probably won't come up all that often but just in case...

Acquire Agricultural Property (meat)

When you hit 0000 on your Harm Clock, ROLL +MEAT

- On a 10+ you survive until the medics arrive

- On a 7-9 you survive at a cost. Pick one:

  ├ substandard treatment (-1 to a stat)

  ├ cyberware damage (give one piece of cyberwear a negative tag)

  ├ cleaned out. (loose all but one thing you own)

    └ research division (+owned and change to a suitable sprawl playbook)

- On a 6- you bleed out on the street. Sucks.

This is slightly modified, mostly to account for why a Corp would be interested in rebuilding slumscum like you. For the MC, any option is an opportunity to introduce complications. Who treats the character and why? Hook them with contracts, threats, implants, addictions, antidotes or a nice list of favours owed. Nothing is free.

Go under the knife (cred)

When you have new cyberware installed by a street doctor, ROLL+CRED SPENT (max of +2)

- the operation was a success

- The cyberwaer dosen't work as advertised. choose one

    ├ +damaging: sometimes it hurts like hleel and eventually it will do permenant nerve damage

    ├ + hardware decay: it works now, but it's just a matter of time

    ├ + substandard: it works but not as well as it should

    ├ +unreliable: sometimes it dosen't work.

- there have been ... complications

This move is just as it is in the Sprawl. Obviously, you're going to need to find a back alley doc, ripper or bonesaw to carry out the operation. Using go under the knife to acquire cyberware is discussed in Cyberware. Fair prices for gear (including cyberwear) are listed in Assets. There's no option for corporate sponsorship because frankly, why would they be interested in you? Come back when you're a pro with a reputation, or at least a Sprawl playbook.

Preparing to play

UNFINISHED. to be fleshed out in more detail.

Step 0: Define the corporations (or import them from your sprawl game)

Step 1: Choose a playbook. Unique playbooks in this case, you're the archetype of your community.

Step 2: Name and describe your character.

Step 3: Assign Stats Step 4: Choose Cyberware Step 5: Choose playbook Moves Step 6: Choose gear Step 7: Build your community

install Sprawl drivers?

If you don't intend for the game world to overlap with your sprawl game you can skip this section.

The game is designed to be compatible, with the sprawl, but really, your ultra-competent leatherclad assassin and Kimmy the Waif move in pretty different worlds. In essence, when you Hit the Streets, you are asking around the Peripherals. When you declare a contact, that contact might be a hot-shot VTOL pilot, but they might be Abrahim the Worm, a nobody in Hacker circles, but the guy to go to get a phone unlocked delicately. When your Killer powers down after a brutal rampage, someone has to hose the guts off and check the wires ain't worked loose. Some characters go home to sleep, others need a week in a ambrosia tank. Who's the doc? Welcome to the Peripherals.

There were two inspirations behind this game. I've spent enough time working in development engineering and living in places where a smartphone was easier to come by than a toilet to be interested in the lopsided tech of developing slums as reality chases past cyberpunk. Things like the favour-economy, where a cousin in the police makes an arrest record fall down the back of the cabinet but later on mentions his daughter would like to join your English school. The same school being run by a friend who's an accountant by day, but you knew someone who could help get her (perfectly correct) paperwork signed off by a corrupt official. The other inspiration was the design space left by the Sprawl's excellent mission focused structure.

It does what it does with a razor focus, but over time my players were interested in developing their characters non-business interactions with the world. There's also the matter of recurring NPCs in the sprawl game. It can be a fun change in pace

So, the game. If you start with a Sprawl campaign, you've got a lot of the style choices, technologies, social problems ect already agreed. It makes sense for the same mega-corps to be present in the background, but makes much less sense for them to take a personal interest in the game. For that reason, the corporate clocks are not active by default. Stats are the same, and if a player wants to use an established NPC reasonable equipment that we've seen the NPC with should be included. If you want to play a Sprawl character in the periphery, use the "The Pro" playbook. You lose some moves because you're not on a mission, but you keep the stats, some moves, and some corporate interest. You get a hideaway, a mysterious reputation and the the ability to make worlds collide.

Playbooks

Breaker

You aren't a hacker. Cyberspace is for tourism, not to live in. But when someone comes to you with a cuffed phone, a tagged handbag or an implant that has locked following warranty expiration, you're the person who gives them back their stuff. For a values of theirs, and a value of gives.

Choose one row.

Style	Edge	Cool	Meat	Synth	Mind
+	-	-	-	+	+
2	0	0	-1	1	1
1	1	-1	0	2	1
1	-1	0	0	1	2

Start with one chrome, a workshop and everybody at the table owes you a favour.

Choose as many as you need:
  NAME: something historical, something techno, something weirdly common, something edible
  EYES: bloodshot, focused, distant, artificial, hidden
  FACE: rash, artificially stable, moody, elongated, passionate, modest
  BODY: pale, steely, freckled, lined, dimpled, bright
  SKIN: black, tattooed, hard, bright, with large pores, fair
  WRAPS: square, light, violent,steady, innocent, painstaking, protruding, red, slovenly, colorful

Breaker's Workshop

You have a workshop. Choose three good tags and one bad one

- Gene sequencer
- quantum decryptor
- boxes of electronics
- crude AI assistant
- environmental isolation systems

- mobile workshop
  ├ cramped
  ├ marked
  ├ unreliable
  ├ infested

Crack Knuckles

When you get to work on a manufactured ROLL+MIND

- On a 10+ ask three

├─ What is hidden here?

├─ How can I repair this?

├─ Who's looking for this?

└─ What's a good alternative use for this?

- On a 7-9 ask one

- On a 6- ask one, but you'll damage the object

Latest model brain

When you pitch your services to someone ROLL+STYLE

- On a 10+ they're impressed and offer you a paid job

- On a 7-9 thwy're impressed and offer you a job paid in favours

- On a 6- you fluff it. MC's move...

Try this number

If you can't (or won't) deal with something, you probably know who can. Give them a number and ROLL+EDGE

- On a 10+ it's who they need. Both will owe you a favour

- On a 7-9 it's who they need but choose one:

  ├─ they're expensive

  ├─ you'll owe them a favour

  └─ they have a grudge against another player

- On a 6- they're dead, missing or worse. Shit!

Red hot networker

When you explore a new area or market for new clients, opportunities or profit MARK XP

How's tricks?

You've got an apprentice/partner/asssitant of the opposite sex. At start of session ROLL+MIND for background gigs.

- On a 10+ You are in profit. Take three creds.

- On a 7-9 Take two credit but one of the following

  ├─ Corporate Security heat

├─ Protection money is due

└─ You've got another player in the shit.

- On a 6- take one credit and the GM will choose one for you.

Chrome

- Finger probes
- Eye scanner
- Comm link

- Lockpick implant
- something
- something

- something
- something
- something

Goon

Society is broken, and you know it. It's a thankless task, but you and your mates are fighting to make a better future, something that is bigger than any one of you. Know what else is bigger than an individual? Your gang. After all, if you are fighting for your little vision of the future, you're going to need to break a few eggs.

Choose one row.

Style	Edge	Cool	Meat	Synth	Mind
-	-	-	+	+	-
0	0	2	1	1	-1
0	-1	1	2	1	0
-1	1	1	1	2	0

Start with two chrome and a small gang. Answer these questions: "Who had your back when you needed it? Who slept with someone you wanted? Who is the go-to when stuff goes wrong? What marks the edges of your territory?"

Choose as many as you need:
NAME: something historical, something backwards , something aspirational, something political
EYES: beady, cautious, hot-headed, polite, large, squinty
FACE: seamed, pointed chin, loose, tattooed, muscular, weak chin
BODY: limp, hourglass, chunky, sleek,
SKIN: dull, baby-soft, tattooed, mottled, creamy, Indian
WRAPS: flashy, ferocious, goatee, shaved, painted, tacky

Vigilantes

At start of session ROLL + COLL on behalf of your territory.

- On a 10+: It is cool. Someone has got something you might like.

- On a 7-9: Petty trouble. Who did you rough up? Who owes you a favour now?

- On a 6-: Storms coming. Pick two:

├─ corporate security sweep

├─ corporate developments want land

├─ yakuzas moving in

└─ environmental disaster

Trader

Choose one row.

Style	Edge	Cool	Meat	Synth	Mind
+	+	+	-	-	-
2	1	1	0	0	-1
1	2	1	0	-1	0
1	1	2	-1	0	0

Choose as many as you need:
NAME: something international, something techno, some extinct brand, some cypto-currency
EYES: mild, languid, candid, moody, cool-headed, resigned
FACE: lined, pallid, Greek, flared, chalky
BODY: thin, comfy, pot-bellied, terrifying, luxuriant, bald
SKIN: Caucasian, non-iron; neckbeard, delicate, supple, clipped, orange
WRAPS: symmetrical, ribbed, professional, knit, savvy, adorable

Prole

Choose one row.

Style	Edge	Cool	Meat	Synth	Mind
+	-	-	+	+	-
2	0	0	-1	1	1
1	1	-1	0	2	1
1	-1	0	0	1	2

Choose as many as you need:
NAME: something historical, something techno, something weirdly common, something edible
EYES: fussy, oblong, caustic, persevering, emotionally stable, mean FACE: strong, luminescent, bulbous, black, seamed, translucent
BODY: long fingers, rounded, good, huge, chubby, moustache
SKIN: glowing, musty, flecked, scarred, orange, oily, warm
WRAPS: open-backed, dainty, form-fitting, sensational, pressed, pushup

Outcast

GP
Choose one row.

Style	Edge	Cool	Meat	Synth	Mind
-	-	+	+	-	+
0	0	02	1	-1	1
0	-1	1	2	0	1
-1	0	1	1	0	2

Choose as many as you need:
NAME: something historical, something techno, something weirdly common, something edible
EYES: drooping, brown-eyed, steely, petite, Roman, bisque
FACE: torpid, coherent, pointed chin, languid, raw, proud
BODY: sunken, alive, thick, blue, windblown, sad, small, quick
SKIN: messy, ample, ink-stained, dry, straggly, red
WRAPS: itch-free, collared, fabric-lined, flouncy, fabulous, fabric-lined, ribbed, pragmatic, strapless, double breasted, bloused, innovative

Veteran

FS
Choose one row.

Choose as many as you need:
NAME: something historical, something techno, something weirdly common, something edible
EYES: wide-set, impulsive, logical, pleasing, calm, rheumy, steely
FACE: polished, velvety, jutting chin, impulsive, inconsiderate, jowly, thick
BODY: slicked down / slicked back, voluptuous, ringlets, flabby, limp, harrowing
SKIN: Italian, dead, dowdy, shaved, thick, straggly,
WRAPS: zippered, stunning, gypsy, banded, translucent, racerback, rugged, stylish, innovative, fitted, state-of-the-art, spiritual

NGOwned

CH
Choose one row.

Choose as many as you need:
NAME: something historical, something techno, something weirdly com-

Style	Edge	Cool	Meat	Synth	Mind
+	-	-	-	+	+
2	0	0	-1	1	1
1	1	-1	0	2	1
1	-1	0	0	1	2

Style	Edge	Cool	Meat	Synth	Mind
+	-	-	-	+	+
2	0	0	-1	1	1
1	1	-1	0	2	1
1	-1	0	0	1	2

Waif

GP

Choose one row.

Style	Edge	Cool	Meat	Synth	Mind
+	-	-	-	+	+
2	0	0	-1	1	1
1	1	-1	0	2	1
1	-1	0	0	1	2

Bonesaw

SH

Choose one row.

The Pro

You lose some moves because you're not on a mission, but you keep the stats, some moves, and some corporate interest. You get a hideaway, a mysterious reputation and the the ability to make worlds collide.

Choose as many as you need:
NAME: something historical, something techno, something weirdly common, something edible
EYES: blunt, moody, cool-headed, jowly, tactful, rheumy
FACE: veined, florid, sharp cheekbones, drooping, bleary, translucent
BODY: bright, harrowing, compact, carved, sturdy, untamed
SKIN: peach, pitted, creamy, glowing, German, uneven
WRAPS: standard-fit, on trend, latest, stunning, pressed, anatomic, bold, retro, easy-to-maintain, dependable, preppy, high-performance

Choose as many as you need:
NAME: something historical, something techno, something weirdly common, something edible
EYES: pensive, incisive, resigned, courteous, sedate, independent
FACE: rosy, hollow cheeks, tiny, olive, muscular
BODY: weird, plush, lanky, parted, messy, portly
SKIN: bruised, red-rimmed, clear, loose, flawless, tattooed
WRAPS: patchwork, boxy, engineered, on trend, flirty, active, chic, casual, straight, synthetic, constructed of living

| Style | Edge | Cool | Meat | Synth | Mind |
+	-	-	-	+	+
2	0	0	-1	1	1
1	1	-1	0	2	1
1	-1	0	0	1	2

Cyberware

Cyberware List

Assets

Favours

Cred

Gangs

Contacts

Advancement

The matrix

Running Cyber_Peripherals

agenda

always say

principles

moves

inflicting harm

countdown clocks

corporations

threats

putting it all together

the first session

Designer Notes

Rule 1 - No Exceptions

Rule 2 - Needs to work for a one shot with strangers at a conference

Rule 3 - Evoke, not mimic, the sprawl and cyberpunk

Rule 4 - Support the GM

Rule 5 - Every mechanical part needs to justify its existence

Rule 6 - Every move needs to relate back to theme or the mechanics

Rule 7 - No stat substitution moves

on Playbooks

a) Does this playbook have a niche. Is it overshadowed?

b) Is the playbook fun and coherent?

c) Does the playbook offer levers for the GM to pull?

d) Does the playbook offer a second, different way to play that character?

On Moves

i) Is the trigger only going to trigger when it is important?

ii) does a miss move the sotry forward with something interesting?

iii) Does a success?

iv)

Formatting:

Only stats use digits. Hold is spent in one or twos not 1 or 2. Add explanation for hold or choice from list under the first option that uses it.

All moves to use the same format of trigger, 10+, 7-9 then 6-

Bibliography

Index