

Handbook

1. Setting

The planet Goravin IV was colonized by humans a few hundred years ago. Besides the humans that remain on Earth, this is the only planet that contains a proper human colony. There are other scattered outposts, but those are primarily for acquisition of resources, lookouts, and research. Very few beings live at these other outposts. In a stark contrast, Goravin is largely populated with most everyone concentrated in a singular sprawling city.

Calling it a city doesn't do it justice. It is composed of several hundred spire-like towers. Each so colossal that the denizens rarely have need to travel between them. It is not uncommon for someone to live the entirety of their life within a single tower. The elite often live near the tops of the towers while the lower floors are over-populated with the not-so-well off. These regions are often run by gangs.

Connecting the towers are a vast network of skyways. These skyways are sparse near the bases of the towers, increasing in density as you ascend, and once again thinning out near the tops. Populating the skyways are all sorts of manners of transportation: self-driving hover cars, buses, and powercycles. The task force (police) and well-to-do often have flying cars that work as well in the sky as on the surfaces of the skyways.

In addition to The City, Goravin's surface is scattered with resource outposts. Most of these outposts are run robotically, but people are often there for oversight, and upkeep and maintenance.

Goravin IV was first colonized after a massive dispute on Earth. The negligence of the humans brought about the imminent demise of the planet. Finally, once the facts were too prevalent to ignore, a global treaty was signed in order to develop a solution. Although the entire planet was working together, there was debate as to the best path moving forward. One group believed that with scientific research and aggressive combat that the deterioration of the planet could be slowed, halted, and then reversed. The other camp thought it was best to leave Earth all together, and reform civilization on a distant planet. While the debate raged on, the two sides worked towards their goals. Trees were planted, deserts were terraformed, and warehouse farming was perfected. Faster-than-light travel was developed, giant transport ships were created, and a new planet was identified. It was some of the most rapid development in human history; however, neither side won out enough to sway the others.

The ships were built and the planet was still dying. Although, much more preparation could be done, the colonists decided to leave. They did not want to strip the planet further and risk the

lives of those who stayed behind. They also realized that them leaving might help turn the tides for the restoration of the planet. Billions of people piled onto the ships for the 12 year journey to Goravin. Most were cryogenically frozen for the duration except for the crew, a team of synthetic androids intended to monitor the dormant passengers, and a team of leaders, scientists, philosophers, and the such who stayed awake to debate the best ways to start a colony of that magnitude.

Upon arrival, the crew woke the first batch of people. The workers, who began to construct living quarters, food development systems, and general infrastructure. As they expanded across the planet, surveying to find the optimal sight for The City, they found an alien race already inhabiting Goravin IV. Using a common knowledge of physics and mathematics, they were able to develop rough ways to communicate.

The aliens had fled their homeworld for similar reasons, except they had less time than the humans to prepare. The demise of their planet was much more like a switch. Several colony ships dispersed into the universe. Destinations were known, but long term habitability were unknown. The colony had been here for hundreds of years, but had managed just only to survive. With agreement from the aliens, the humans began constructing The City near to the alien civilization.

Over time the rest of the passengers awoke and began to recreate society following the shape of society established by The Thinkers under the direction of the androids, and earlier awoken humans. The City grew into and past the alien village.

Today on Goravin, now hundreds of years later, the aliens are viewed as second-rate denizens of Goravin. They typically keep to the lower levels of the towers, specifically in the areas near their old village which although partially inhabited, is quite ruinous.

Humans on the other hand come in a few different classes. All of the more prestigious classes are born in vitro. It is rare for a natural born human to hold any real position of regard, power, or authority.

In vitro humans are implanted with an ID chip in their clavicle. For the last couple of generations, they've also been equipped with ocular implants. These give them basic communication, recording, and query functionalities. These humans are raised in an educational facility until they are twelve where they are taught many basic principles. At the age of twelve, they are either adopted by a wealthy couple, or remain in school for another two-to-six years to learn a trade dependent on their choice and skill assessments.

Those adopted by a wealthy couple often end up working for a corporation, of which there are four. They all have origins within the society envisioned by the Thinkers. No corporation has more power than any of the others, but they all work in tandem to keep the status quo afloat.

OmniTech develops and produces any and all new technology, and generally anything physical. They make ships, bikes, food processors, computers, chairs, speakers, etc. They are also in charge of designing and implementing any new infrastructure.

Bionomy works in medicine and general environmental sustainability. They monitor population size in relation to planet sustainability, and determine population growth rates. They birth and raise people, and keep them alive. They work in tandem with OmniTech to oversee any resource extractions, and to develop human prosthesis.

CompuSoft deals exclusively in software. They deal in algorithms, cyber security, AI, flight software, implant UI, and any implementation of software that Goravin needs.

Citizens' Support comprises the Task Force, and credit management. The Task Force is in charge of keeping the peace, and assisting when people need help. Citizen's Support also manages the economy. Rather than deal in a hard currency, Goravin runs on social credit. Everybody starts with zero social credit at birth. For anyone outside of a corporation, it is rare to live above zero. People live and spend credit, usually to corporations. When a person's debt is too high, Citizens' Support will contract them out to one of the four corporations until their debt is paid. People have the ability to decline jobs, but as the debt grows, and grows, the available jobs become even less appealing. Should debt reach a certain level, the Task Force will have no problem using lethal force. If the debt continues to climb, they may even hunt the individual down. Bionomy can always make more people. Members of the Task Force will often voluntarily, or as the result of harm, undergo permanent bionic modifications.

The corporations have employees of many levels. At the top is a whole mess of different management levels. There are marketing teams to determine what people want and are feeling. There are development teams, and there are upkeep and maintenance teams. The Task Force is considered a maintenance team.

Those who are not adopted and end up working corporations, live their lives doing whatever they wish. There is not much ability to start a business, or join a corporation other than at a very low level, so they don't often seek out acquisition of social credits. Or if they do, it is often through less above the board ways. Most of these people go through the cycle of spending credit to go into debt, and then spend time working it off.

Not all humans are born in vitro; however, their numbers are fast dwindling. Since Bionomy sterilizes all of their babies it is rare for an in vitro human to biologically parent a child. Natural-born humans only come from the ranks of other natural-born humans. They aren't given ID chips or implants at birth, so they can't earn or spend social credit. A Task Force member often has no problem reducing the population of natural-born humans. For protection, they live primarily on the lower city levels, and keep to themselves. They grow much of their own food, and often live in very communal environments within their ranks. If a natural-born human was to venture outside their territory, they try to bring an ID spoofer in case they get scanned by the

Task Force. Some more advanced ones can also be used to spend credit. Some natural-born humans will choose to install black-market implants, and others will opt to defect and approach Bionomy for implants and sterilization.

The lower classes are dominated by gangs, primarily as a way to secure parts of the City from too much corporate control, and to combat potential Task Force raids. This does sometimes develop into inter-gang rivalries, but most are amicable as long as they don't attempt to encroach on their turf. Some occupy single floors, others half a tower, while some are scattered through several buildings.

In addition to the corporations, and gangs, society breaks into a third faction. There are several hacking groups who try to pick apart the system. Some do it for thrills, or to steal social credits, but many do it under the goal of the betterment of society. They attack corporation technology to uncover plots, and in an attempt to protect the privacy and well-being of people. A hacker must be good to stay clear of CompuSoft's radar.

In addition to the humans and the aliens, there are still androids active among society. Bionomy also regulates the population size of androids to ensure there is an appropriate population to the general population size. Every corporation has a strategic number of androids among their ranks primarily to assist in an emergency. The Task Force has the largest percentage of synths as they patrol, or operate under cover in the population. The androids are lab grown, and are almost indistinguishable from a human. Although they do not age, their internal power cores are finite, and they cease operation one day. Bionomy has now optimized this core size to reduce likelihood of the androids AI to develop in a manner they didn't like. For the sophistication of the AI implemented in the androids, it was not unheard of from them to develop traits akin to sentience and empathy. When this happens, Bionomy will try to have them decommissioned, but that is not always an easy feat.

2. Creating a Character

Characters are the means by which players navigate through the world of Goravin and the universe beyond. Every character has a background, strengths and weakness that dictate how they interact with their surroundings.

2.1. Character Background

The first thing to do when creating a character is to think about how you want to fit into the world. Players do not typically play characters of elite status; however, most other roles in the world are within limits. You can be a street urchin, an underground racer, an elite hacker, an excommunicated corp employee, or near anything imaginable.

2.2. Races

Goravin is populated by a handful of races. The primary race is the Human, which breaks down into three subclasses: In Vitro, Natural, and Cyborg. The other two classes are the Alien and the Android.

Each class has different circles that they are welcome or unwelcome amidst. Your race will dictate how people react and interact with you. In addition to affecting people's thoughts of you, each race has different traits that may be advantageous, or disadvantageous at times.

2.3. Abilities and Skills

There are four abilities that dictate your characters innate and honed talents. They are Agility, Brawn, Charm, and Intellect. At level 1, your character will have 11 points to spread across each of the four abilities. It is highly recommended to put at least 2 points into each class and use the rest to specialize your character. As you level, you will gain additional ability points.

Your ability scores dictate how successful at different skills you perform. Almost every action in Goravin can be considered to use a skill. In addition to using your ability scores to gauge success, you can choose to train in specific abilities. At level 1 you have 5 points to spend on training. You can gain additional training points as you level up.

2.4. Contacts and Items

The rest of what dictates your character are their contacts in the world, and the things they own. At level 1 you start with a combination of 5 contacts and items in addition to any that might be granted from racial traits. While you do not gain additional contacts and items through levelling, you can receive more as you traverse the world.

3. Races

3.1. Humans

3.1.1. In Vitro

An in vitro born human is implanted with an ID chip that identifies them and keeps track of their social credit. Additionally, an in vitro human is considered the highest class of origin in Goravin where natural born humans, aliens, and android might be often frowned upon. In vitro humans are the most accepted race in most situations.

3.1.2. Natural

A natural born human is not implanted with an ID chip at birth, although it is possible for them to be installed later in life. A human without an ID chip cannot buy or receive social credit.

3.1.3. Cyborg

A cyborg can be either an in vitro or a natural human. The only practical effect of this is that a cyborg character may or may not have an ID chip.

Additionally, a cyborg has a racial trait where their starting items may be installed physically to their body.

It is possible for a character that starts as a basic in vitro or natural human to become a cyborg throughout the game. The android and alien biologies are not typically compatible with most modifications.

3.2. Androids

Androids look and act like in vitro humans. They have an ID chip. An android that has defected from their ranks are wanted. This is typically the case for android player characters. As long as they keep a low profile, they are not typically hunted. A member of the Task Force would only be able to identify a rogue android by scanning their ID chip.

The androids do not need to eat, drink, or sleep. Additionally, they have thermal-vision, and dark-vision.

3.3. Aliens

Although they are not native to Goravin, the aliens were here before the humans. Most all learn to speak Human, although an alien tongue remains somewhat active. Aliens have thermal vision. Additionally alien characters gain an additional *contact*: "Alien Contacts".

4. Abilities and Skills

Most every action can be considered to use a skill. Taking an action comes with a potential to succeed, and a potential to fail. Some things such as driving straight down a deserted skyway, are so simple, that a success can be assumed. Others such as trying to lose a tail in traffic are more difficult. These actions require a skill check to determine if they succeed or fail.

To determine if an action is successful or not, a baseline difficulty must be set. In this system, a 1 is considered the most difficult a task can be. 10+ is considered easy. A base check of 7 is usually used for a task that might vary from average difficulty to hard.

To perform the check, a number of die are rolled. If the lowest number across all of the dice is equal to or lower than the check value, the action succeeds. The number and type of dice rolled are determined by a character's ability score and training in the skill with the type of action they are performing. The higher the ability score, the smaller a die can be rolled. The higher the training, the more dice are rolled. The following section has tables depicting the corresponding type and quantities of dice to roll for each ability and training level.

4.1. Ability Dice and Training Level

Ability Score	Die
0	d100
1	d20
2	d12
3	d10
4	d8
5	d6
6	d4
7	d2

Rank	# of Rolls	Minimum Ability Score
Novice	1	0
Adept	2	2
Professional	3	3
Master	4	4

4.2. Agility

4.2.1. Hiding

Hiding dictates your ability to lurk in the shadows or disappear into a crowd.

4.2.2. Sharpshooting

Sharpshooting dictates your ability to use a range weapon.

4.2.3. Hand-to-hand

Hand-to-hand dictates your ability to fight unarmed. Hand-to-hand combat can be performed using agility or brawn.

4.2.4. Climbing

Climbing dictates your ability to climb any surface. Climbing can be performed using agility or brawn.

4.2.5. Throwing

Throwing dictates your ability to throw weapons or items.

4.3. Brawn

4.3.1. Jumping

Jumping dictates your ability to jump.

4.3.2. Climbing

Climbing dictates your ability to climb any surface. Climbing can be performed using agility or brawn.

4.3.3. Intimidation

Intimidation dictates your ability to intimidate other characters in the world. Intimidation can be performed using brawn or charm.

4.3.4. Hand-to-hand

Hand-to-hand dictates your ability to fight unarmed. Hand-to-hand combat can be performed using agility or brawn.

4.3.5. Blunt Weapons

Blunt Weapons dictates your ability to fight with a blunt weapon. (MAKE WEAPON SKILLS)

4.4. Charm

4.4.1. Intimidation

Intimidation dictates your ability to intimidate other characters in the world. Intimidation can be performed using brawn or charm.

4.4.2. Persuasion

Persuasion dictates your ability to persuade other characters in the world.

4.5. Intellect

4.5.1. Hacking

Hacking dictates your ability to interface with other devices in the world. Hacking must be performed through a device such as an upgraded implant or a tablet. Without a device, hacking is not possible. A standard implant is not sufficient. Hacking can be used for many things such as finding and accessing a network, finding control addresses, breaking into accounts,

accessing data, and tracking activity. Each of these will typically require some kind of check, but not all are always necessary to accomplish your goals. For example, you might jack in to someone's unlocked terminal, and only need to scan the drive for some ID data. Or you could access someone's network, locate some machinery controls, and then unlock and operate them. The first example would be a single check, and the other would most likely be three separate ones. The base check for hacking is 7. This check is modified by level securities. The following is where you most commonly might find different levels of securities and their modifiers, but you never know where you might run into a high level firewall.

- 0: Personal Accounts (Get someone's ID, and you can probably get in)
- 1: Corporate Accounts
- 2: Network Securities
- 3: Enterprise Accounts
- 4: Executive Accounts

Checks can also be modified or bypassed by certain items.

If a hacking check is failed it can be performed again later; however, too many failed checks may set off a security system, or cause a later investigation. The most often type of security system that might be encountered is a lockout or shutdown.

Hacking during combat is discussed within the section for combat.

4.5.2. Piloting

Piloting dictates your ability to pilot vehicles.

4.5.3. Hunting

Hunting dictates your ability to track and hunt people through the world.

4.5.4. Technology

Technology dictates your competency to use general technology for both hardware and software.

4.5.5. Repair

Repair dictates your ability to repair broken items.

5. Contacts and Items

5.1. Contacts

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Bionomy: Bionomy works in medicine and general environmental sustainability. They monitor population size in relation to planet sustainability, and determine population growth rates. They birth and raise people, and keep them alive. They work in tandem with OmniTech to oversee any resource extractions, and to develop human prosthesis.

OmniTech: OmniTech develops and produce any and all new technology, and generally anything physical. They make ships, bikes, food processors, computers, chairs, speakers, etc... They are also in charge of designing and implementing any new infrastructure.

Hacking Groups: There are all sorts of hacking groups in the world. They typically form around a common cause. Some are anti-corporation, others are focused on stealing credit, and some are in it for the challenge and the fun.

Gangs: The upper levels of Goravin are controlled by corporations. The lower levels are controlled by gangs. Each gang has their own turf they control. Typically the gangs remain peaceful with each other, but that is not always the case. Gangs help people who don't fit well in the upper levels find their place in the world. They help each other manage their social credit, and security both personally, and digitally.

Aliens: The aliens all look out for each other. Most of them are located in the quarters around the old alien outpost.

5.2. Items

Upgraded Implant: The regular implant allows for communication, navigation, search queries, recording, etc... The upgraded implant allows for a higher level of network interaction with nearby devices. This allows for altering configurations, and opens the door to a basic level of hacking.

Tablet: This has most of the capabilities of an upgraded implant, but is an external device. These are typically only carried by aliens whose biology does not interface with the implant design. Some natural-born humans will opt for this rather than seeking out a black-market implant.

Black Market Implant: Similar to an upgraded implant, but for natural-born humans. They can be hard to find, as they typically only come from the deceased. There are some black-market developers who also make implants, which can sometimes have increased capabilities at a risk of failure.

Network Override Chips: By placing this hardware onto a router, all security can be bypassed. This paired with the upgraded implant allows for quite a bit of hacking potential. Consumable.

Positive Credit: Positive social credit can be used to purchase additional items, or used for bribes, travel, etc... Most of this can be done without positive credits; however you then introduce risk of the Task Force assigning you jobs.

Stun Gun: Stun guns will incapacitate targets for a short while.

ID Scanner: An ID scanner allows you to see people's identification, their background, and their current level of social credits.

Portable Rig: Can be used to boost hacking potential by opening up some more network doors. Decreases difficulty of hacking checks by 1.

Lethal Gun: This gun has the ability to kill people. Typically only members of the Task Force have access to lethal guns.

Tracking Chips: Tracking chips can be placed on a person or vehicle, you can track their location from your upgraded implant, or tablet. Consumable.

ID Spoof: This is used to change the ID presented on your chip, or to mock having a chip if you don't. It can either attach to the outside of your clavicle, or is implanted adjacent to the ID chip. To spoof an ID, you need to know valid info for one someone else's ID.

Skeleton Card: Can be used to open most locked things. Doors, vehicles, chests, etc...

Electro-Shank: A physical weapon. It can be used to hurt, stun, or kill depending on use.

Power Cycle: A speed bike used for transportation

Modded Stun Gun (Lethal): A stun gun that has been modified to deal lethal damage.

Repair Kit: Can be used to facilitate in the repair of hardware.

Holographic Projector: Is used to create a display which can be used for presentation or illusion/deception

Jet Boosters: Comes in different forms. Jet pack, Ankle boosters, etc. Used to fly.

Levitation Device: Can be used to locally levitate things or people within a certain size/weight restriction. Levitation can only occur a few feet off of the ground.

Environmental Cannon: Can harness resources from the environment to manipulate elements. (IE control fire, water, ice, wind, earth) With some limitations. For example, can make a sandstorm, but cannot easily/quickly create a monolith from solid earth.

Body Armor: Body armor decreases the amount of damage you would take by 1 each time.

Weakness Scanner: Can be used to survey an opponent. Using it to survey an opponent increases all combat checks against them by 1.

Stims: Increase the score of a given ability by 1 for 30 minutes. Consumable

Cloaking Device: Turns you invisible for up to 30 seconds once every 10 minutes.

6. Combat

6.1. Combat Order

Combat order is determined by an agility role.

6.2. A Turn in Combat

On a character's turn in combat, they have one primary, and one secondary action. The primary action can be used as an additional secondary action. Primary actions include things such as attacking and hacking. Secondary actions include movement, and basic interactions. Using items can be a primary action or a secondary action depending on the item. Some items also don't require any actions.

6.3. Primary Actions

6.3.1. Melee Attack

A melee attack is performed hand-to-hand or with an item to an adjacent target. A target is considered adjacent if they are within 5 feet. Some items may increase the range of adjacency.

The success of a melee attack is dictated by a check. The skill used for the check is dependent on the type of attack or the item used. When making a melee attack the base check is 7 to hit. There are a few things that modify this check. The most common are additional adjacent enemies, cover, and item effects. The check gets 1 point more difficult for each additional enemy adjacent to you. Cover is discussed later in this section.

On a hit, damage is dealt the target. Damage is calculated based on the difference between the roll and the check plus 1. If the roll matches the check, 1 point of damage is dealt.

Example of Melee Attack: The attacker is adjacent to two enemies. The additional adjacent enemy makes the required check a 6. The attacker uses Hand-to-Hand in which they are adept with a Brawn score of 3. They roll 2d10 and roll a 4. This deals 3 points of damage to the target.

6.3.2. Ranged Attack

A ranged attack is similar to melee attack, but requires an item and does not require adjacency to target. The base check is also 7, but does not get more difficult from adjacent enemies. It does get more difficult the further away the attacker is from the target. The check gets 1 point more difficult for every 25 feet away the target is. Cover and items can also affect the check.

Example of a Ranged Attack: The attacker is 50 feet away from the target. The range makes the required check a 5. The attacker has Professional training in Sharpshooting with an Agility score of 4. They roll 3d8 and roll a 5. This deals 1 point of damage to the target.

6.3.3. Cover

Cover can affect both melee and ranged attacks. A character can have any amount of cover between none and full cover. At full cover, a character cannot be targeted. Cover can make the check 1, 2, or 3 points higher. These correspond to approximately $\frac{1}{4}$, $\frac{1}{2}$, and $\frac{3}{4}$ cover.

Allies can obscure targets and also act as cover. If a check fails due to the cover of an ally, that ally takes 1 point of damage. If the check would have failed regardless, no damage is dealt.

Examples of Cover: A melee attack around a corner is $\frac{1}{2}$ cover. Shooting at somebody directly behind an ally is $\frac{3}{4}$ cover.

6.3.4. Hidden Attack

A special primary action can be performed if your target does not know where you are. A hidden attack can be a melee or a ranged attack. For a hidden attack, the difficulty of the check decreases by 1 point; therefore, the base check for hidden attacks is 8.

Additionally, if the attack hits, an additional attack can be performed. The target of the second attack must also be a viable target, and must be adjacent to the first target. The second attack does not receive the hidden attack benefit.

6.3.5. Hacking

Hacking in combat as a primary action is slightly different than hacking while outside of combat. It has the restriction that on a turn that a character hacks, they cannot use their secondary action to perform any types of movement. Additionally the base check is 1 point more difficult. It is 6 rather than 7. Each hacking check takes one primary action.

6.4. Secondary Actions

6.4.1. Movement

Movement speed is dictated by Agility Score. Using a secondary action allows a player to move 5ft for every point in Agility.

6.5. Incapacitation and Death

If a character reaches 0 HP or below, they are immediately incapacitated. An incapacitated character cannot take any actions.

If the final damage dealt was from a lethal source, the character is on their way to death. On every succeeding turn, a dying character takes 1 point of damage. If a character reaches a negative HP equal to their maximum HP they permanently die.

7. Example Characters

An ex project manager from a corporation who leverages their previous contacts to hack and steal credits. Is competent in software, persuasion, intimidation, and city knowledge. Has an upgraded implant, network override chips, a lot of money, and corp contacts.

Race: Human (In Vitro)

HP: 4

Intellect: 3 (d10)

Brawn: 2 (d12)

Agility: 2 (d12) Charm:4 (d8)

Training:

Software Adept 2d10

Persuasion Professional 3d8

Intimidation Adept 2d8

City Knowledge Adept 2d10

Has:

CompuSoft contacts

Upgraded Implant

Network Override Chips (5)

Double Positive Social Credit

Racial Trait: Privileged

- A cyborg who was one a member of the Task Force until they were made to do something they disagreed with. Is competent in athletics, hand-to-hand, sharpshooting, piloting, and repair. Has a bionic arm, a stun gun, and upgraded implant, an ID scanner, and contacts in the Task Force.

Race: Human (Cyborg)

HP: 6

Intellect: 3 (d10)

Brawn: 3 (d10)

Agility: 3 (d10) Charm: 2 (d12)

Training:

Athletics Adept 2d10

Hand-to-hand Adept 2d10

Repair Adept 2d10

Sharpshooting Adept 2d10

Pilot Adept 2d10

Has:

Citizens' Support Contacts

Upgraded Implant

Stun Gun

Id Scanner

Positive Social Credit

Racial Traits: Bionic – All items are incorporated into their body and cannot be stolen/removed easily.

- A master hacker who worked for a corp a long time ago. Is competent in software, hardware, and hacking. Has an upgraded implant, a portable rig, and contacts within multiple hacker groups and corporations.

Race: Human (In Vitro)

HP: 3

Intellect: 5 (d6)

Brawn: 1 (d20)

Agility: 2 (d12) Charm: 3 (d10)

Training:

Software Professional 3d6

Hacking Professional 3d6

Hardware Professional: 2d6

Has:

CompuSoft contacts

Hacker Organization Contacts 1

Hacker Organization Contacts 2

Upgraded Implant

Portable Rig

Racial Trait: Privileged

- An ex-assassin droid who developed empathy. Is competent in hunting, hiding, sharpshooting, and city knowledge. Has a stun gun, a lethal stun gun, trackers, and an “upgraded implant”. Receives extra training, doesn't need to eat, and has dark and infrared vision. Has no contacts.

Race: Android HP: 5

Intellect: 4 (d8) Brawn: 2 (d12) Agility: 3 (d10) Charm: 2 (d12)

Training:

Hunting Professional 3d8

Hiding Adept 2d8

Sharpshooting Adept 2d10

City Knowledge Professional 3d8

Has:

Stun Gun

Lethal Gun

Tracking Chips (5)

Upgraded Implant

Racial Traits:

+1 trained skill / -1 thing

No need to eat/drink

Infrared Vision

Dark Vision

- A street urchin who was birthed naturally and raised in a gang. Is competent in hiding, persuasion, city knowledge, hacking, and repair. Has an ID spoofer, skeleton card, electro-shank, an upgraded implant (black market), and contacts within the gang. Does not have a proper ID chip.

Race: Human (Natural) HP: 5

Intellect: 3 (d10) Brawn: 2 (d12) Agility: 3 (d10) Charm: 3 (d10)

Training:

Hiding Adept	2d10
Persuasion Adept	2d10
City Knowledge Adept	2d10
Hacking Adept	2d10
Repair Adept	2d10

Has:

Gang contacts
ID Spoofer
Skeleton Card
Electro-Shank
Black Market Implant

Racial Trait: No ID

- An alien powercycle racer who participates in underground races for parts, tech, tools, and credits. Is competent in piloting, hacking, and repairing. Has a powercycle, tracking chips, a modded stun gun, and contacts within the street racers. Aliens also have no implants, but have infrared vision.

Race: Alien HP: 4

Intellect: 5 (d6) Brawn: 2 (d12) Agility: 2 (d12) Charm: 2 (d12)

Training:

Pilot Professional	3d6
Hacking Adept	2d6
Repair Professional	3d6

Has:

Street Racer contacts
Power Cycle
Tracking Chips (5)
Modded Stun Gun (lethal)
Tablet

Racial Trait:

No implant – Needs some kind of tablet/device to interact with most tech.

Infrared Vision

Alien Contacts

- A tech wizard who knows their way around everything hardware related, and has several gadgets.

Race: Human (Cyborg)

HP: 4

Intellect: 4 (d8)

Brawn: 2 (d12)

Agility: 2 (d12)

Charm: 3 (d10)

Training:

Technology 4d8

Repair Adept 2d8

Hacking Adept 2d8

Has:

Upgraded Implant

Holographic Projector

Jet Boosters

Levitation Device

Environmental Cannon

Racial Traits: Bionic – All items are incorporated into their body and cannot be stolen/removed easily.

- An underground wrestler who was raised in a gang, and spends their time training, and competing in underground fights.

Race: Human (Cyborg)

HP: 7

Intellect: 2 (d12)

Brawn: 4 (d8)

Agility 3 (d10)

Charm: 2 (d12)

Training:

Hand-to-hand Professional 3d8

Blunt Weapons Adept 2d8

Intimidation Adept 2d8

City Knowledge Adept 2d8

Has:

Gang Contacts

Body Armor

Upgraded Implant

Weakness Scanner

Brawn Stims (x5)

Racial Traits: Bionic – All items are incorporated into their body and cannot be stolen/removed easily.

CHLOE SONSTENG