

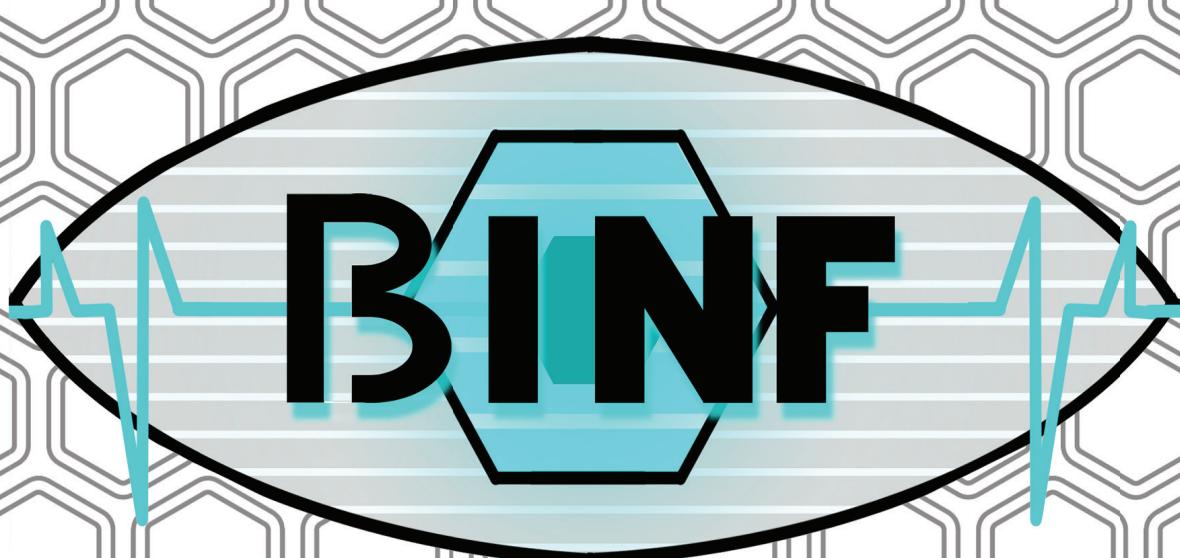
Kyle DeHaven-Trance, Matt Dieselman, Andrew Dillon,  
Anna Karwacki, Noah Parker

# NULL SECTOR

In B.I.N.F. We TRUST



# NULL SECTOR



**IN B.I.N.F. WE "TRUST"**

The Loose Ends' Tabletop Role Playing Game

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# ACKNOWLEDGMENTS

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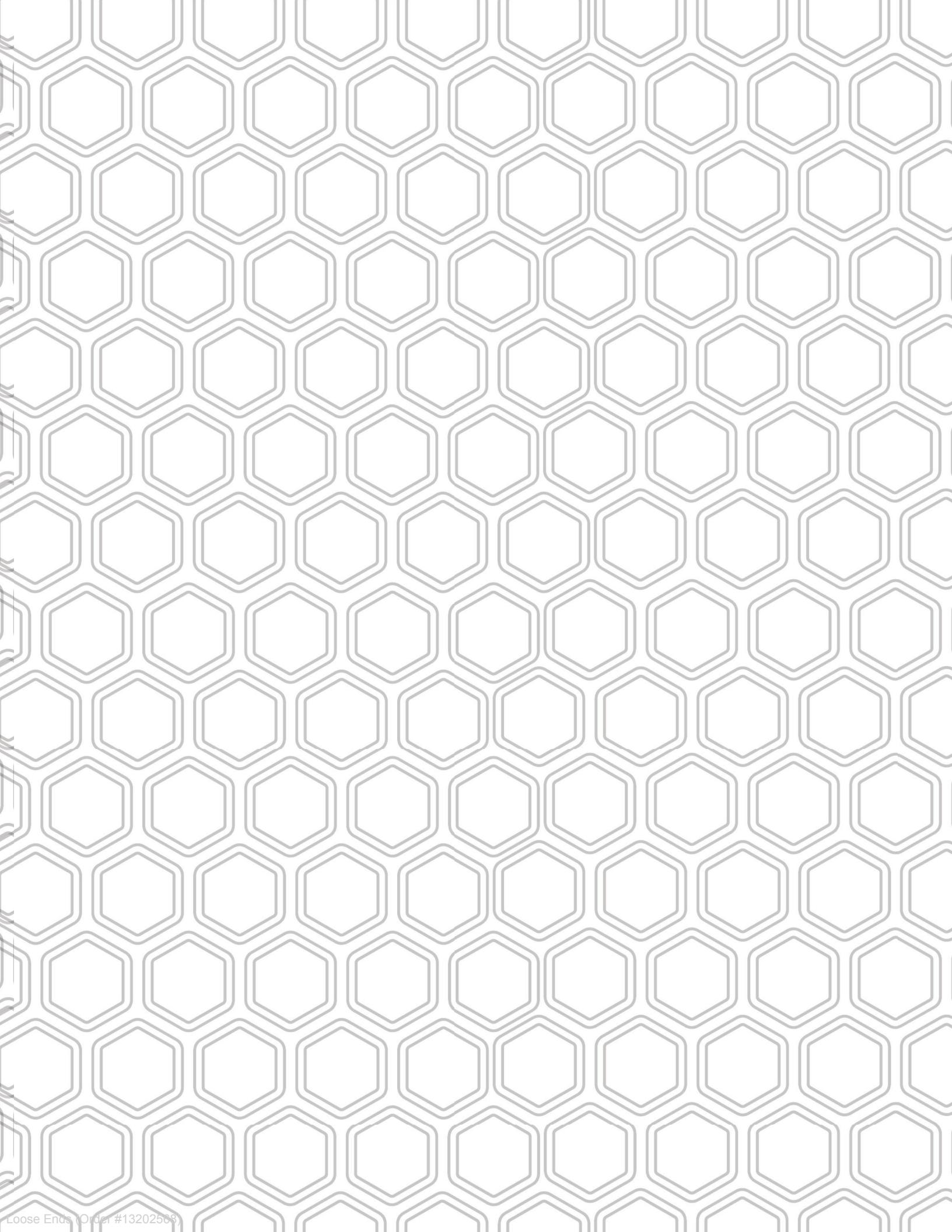
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# INTRODUCTION

## CONCEPT

Welcome to the world of Null Sector, a world of technology and humanity. Heists, Crime Families, Dictator AIs, and more await you here. The year is 2175, and American Citizens have elected an advanced Artificial Intelligence to run the country when they decided they had enough of flawed human electives. Everything is on the network and B.I.N.F. sees it all.

In this system, you make characters that live and act in this world that is driven entirely by your creativity and imagination. Steal invaluable data, become the head a of a crime family, or try to take down B.I.N.F., the AI dictator of America. Anything you can imagine you can do; with a bit of skill of course.

Use the unique dice system to overcome unique challenges and reap the rewards you so deserve. What you do in this world is entirely up to you; but remember: in B.I.N.F. we TRUST.

## WHAT YOU NEED

Before creating characters, here's what you'll need to play this system:

First you will need 3-6 players that you'll be willing to spend several hours at a time with. One player has to be the Mastermind (MM). The Mastermind is what other Tabletop Systems would call the Game Master (GM). They act as the bridge between the system and the players. From this point forward, when this book refers to players it is referring to the players who aren't the MM.

Next, you will need the following dice: one 20-sided, one 12-sided, one 10-sided, one 8-sided, one 6-sided, one 4-sided, and one 2-sided. These rules use shorthand for these dice, such as a d4 representing a 4-sided die or 2d8 representing two 8-sided dice. It highly recommended to have multiple sets of these dice as it can help speed up play instead of everyone needing to share a single set, though it is not necessary.

Next, every player needs a copy of the Character Sheet which you can find on pages A16 – A18. You will also need pencils or any erasable writing tool, you will be marking and erasing things on your Character Sheet. Lastly you will all need to suspend your disbelief. This world may not behave exactly as our world does today.

# **TERMS THIS SYSTEM USES (GLOSSARY)**

## **AI**

Artificial Intelligence. These are completely self aware, hyper intelligent computer programs. They are commonly considered to be much more intelligent than humans. They are capable of anything that a human can do, given that they have access to a body that can interact with the natural world. They are extremely rare and often considered taboo.

## **ARPERS**

People who use Augmented Reality Programming, a coding language able to change the technological environment around them and interact with another's implants (see Implants).

## **B.I.N.F.**

'Benevolent Integrated Neural Field'  
The AI Dictator of the Data Sectors of America. They rule the D.S.A. from City 0.

## **B.I.N.F. BONDS**

Currency of the world. Commonly referred to as "B.I.N.F. Bucks". Abbreviated to "bb".

## **DATA SECTORS/NEIGHBORHOODS**

These terms are interchangeable

and refer to the different districts B.I.N.F. has split cities into. This districts are similar in size to voting districts today. Each sector has its own database that updates B.I.N.F. on everyone's activities and profiles.

## **FAMILIES**

The general term for the group that runs one of the 6 Sectors. Originally put in place by B.I.N.F. to report on how the Sector is running. Now running more as a crime family than officials under B.I.N.F.. The head of the Family also acts as Sector Head. Each Family has their own area of expertise.

## **IMPLANTS**

These are small electronics that are tied to an individual's brain. They are essentially a micro computer tied directly to a person's biology. They are considered a norm in this society, and not having an implant or disabling an implant is considered taboo. Humans have become so reliant on these implants that functioning in "normal society" without one is, at best, extremely difficult and, at worst, impossible.

## **SECTOR HEADS**

'Governors' of a Sector

## **VI**

These are rudimentary artificial intelligence that are capable of analyzing massive

amounts of information at once. They are not, however, self aware or able to do any action they are not explicitly programmed for. V.I.'s are extremely common and are mostly used in implants.

## THE WORLD

### THE SETUP

November 6th, 2036. That was the day when a Sentient AI was elected President of the United States. Its goal was to prolong the human race and steer it away from global nuclear destruction. Today in the year 2176, American citizens know very little of the outside world. B.I.N.F, the AI Dictator has deconstructed the US political system, remaking the United States into the Data Sectors of America and has kept the general public unaware of the dangerous and uncontrollable international community

### CITY 0

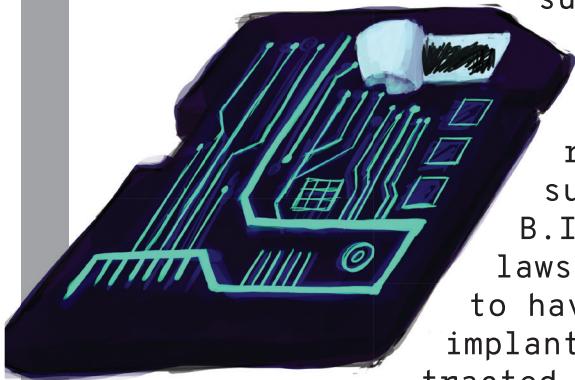
The new capital of the United States under B.I.N.F.. Located in Kansas, City 0 is the main city where B.I.N.F. resides. It is made up of seven Sectors shaped like hexes, with the center Sector holding B.I.N.F. HQ. Each Sector is governed by a Sector Head.

### THE DEEP NULL

The area that resides between each sector. The Null Zone is commonly thought of as a 'No-

Man's Land' as the area is almost uninhabitable as it acts as the sector's waste dump. Located at 4,000 ft below most of civilization, connecting to the Internet is nigh impossible making it a perfect place for criminal activity.

The Null Zone acts as a passageway between sectors for those who don't want their travels monitored. Leaving B.I.N.F.'s watchful eye, however, brings its own dangers. Bandits and scavengers are constantly roaming in search of supplies.



These are the people who refused to submit the B.I.N.F.'s laws, or chose to have their implants extracted, and as such were removed from the city and barred from re-entering.

Within the Null Zone it is very common to find people begging, dead bodies, and large piles of waste. People consistently search these waste piles to try to find something valuable that fell down from the sectors.

### THE SECTORS

A Sector is a smaller city within a city in the shape of a hexagon. They are made up of smaller hexagons that can be easily moved and reorganized. Each Hex is made up of two layers, the Top Layer and the Under-city:

## **TOP LAYER:**

The part of a Hex where people live and work. This part of the Hex has the strongest connection to networks in the area. B.I.N.F. is able to monitor the top layer with the help of the Families that give it data about the goings on of the Hex. The floor of the Top Layer is 4,042 ft above sea level, with the tallest buildings ascending another 2,000 ft for a total of 6042 ft. Normally living in these high altitudes would be traumatizing or fatal, but experimental technology has allowed scientists to create Oxygen from Carbon Dioxide using ultraviolet light, allowing humanity to saturate higher elevations with Oxygen.

## **UNDER-CITY:**

Located under all the Hexes except for the center hex. The under-city is hidden from the sun's light and is the primary industrial production section of a Hex. Most of the industrial labor that occurs in the Under-city has been automated to make sure that no human lives are endangered. Many of the people that can be found in the Under-city are very poor and scavenge for materials that can be sold in other parts of the Under-city or in the Null Zone. Due to being the underside of a Hex, the network connection is not as

reliable as on the top layer of a Hex. Bad connections can lead to problems getting data from the Internet, as well as communication between people.

## **NULL ZONE:**

The area that resides between each Hex. The Null Zone is commonly thought of as a 'No-Man's Land' as the area is almost uninhabitable as it acts as the Hexes waste dump. Located at 4,000 ft below most of civilization, connecting to the Internet is nigh impossible making it a perfect place for criminal activity.

The Null Zone acts as a passageway between Hexes for those who don't want their travels monitored. Leaving B.I.N.F.'s watchful eye, however, brings its own dangers. Bandits and scavengers are constantly roaming in search of supplies. These are the people who refuse to submit to B.I.N.F.'s laws or refused to have implants installed and were removed from the city and barred from entering.

Within the Null Zone it is very common to find people begging, dead bodies, and large piles of waste. People consistently search these waste piles, trying to find something valuable that fell down from the Hexes.

## DAY JOBS

A large chunk of the jobs have been automated by machine labor. People that live on the Hexes are either too wealthy to work or have jobs that are considered "fun".

Lower class people take jobs they can find. This usually means they work as servants or handmaidens for the wealthier people living in the Hex. Another path that people sometimes take is joining the crime family and trying to work their way up through the ranks, though more often than not they stay as henchmen for their whole lives.

People without jobs primarily live in the Under-city or Null Zone. These people are primary scavengers, thieves, or thugs. They take what they can find and sell it for what they can get.

## COMMUNICATION

There are two forms of communication used within City 0: over the network and person-to-person.

The Network is used for sending and receiving messages over a long distance and for all official messages. These messages are closely monitored by B.I.N.F..

Person-to-person communication only works in short ranges and use different frequency channels to send messages. All parties must be on the same frequency channel in order for this to work. Due to the vast quantity of channels that can

be used it is impossible for anyone to monitor all of them, even B.I.N.F.. However, there is still the chance that an unwanted party is listening in.

## ARCHITECTURE

B.I.N.F. determined that the best form of architecture is to use hexagons for construction. To B.I.N.F. hexagons are the most modular and structurally sound shape that could be used for making building and other structures.

## TAKEN BY B.I.N.F.

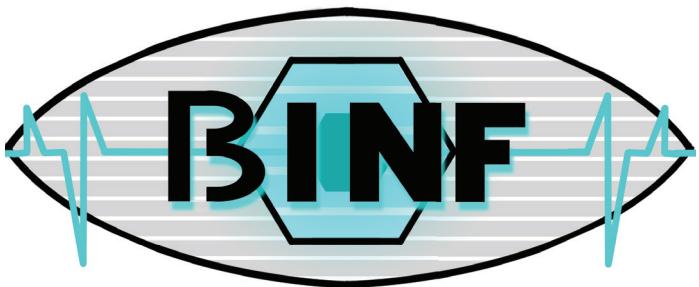
If someone is arrested by B.I.N.F., they aren't imprisoned or sentenced to death. Instead B.I.N.F. has their mind altered to lose their ability to perform actions considered dangerous to others. Incredibly talented and dangerous individuals disappear and are assumed to be executed due to their dangerous nature. If and when a person is released from B.I.N.F. They usually come back different, they are much more compliant to B.I.N.F. and are unable to do things they once were able to.

## WHO'S IN CHARGE?

### B.I.N.F. - BENEVOLENT INTEGRATED NEURAL FIELD

As a peaceful dictator, B.I.N.F. "gently encouraged" the digitalization of many things in order to gain more

control. As a result, everything is connected. B.I.N.F. restricted the ownership of guns to security personnel as well as equipping all guns with Bio-ID sensors that only allowed that specific person to use that weapon. B.I.N.F. felt like the best option for preventing a nuclear winter was to



divide humanity, which is why they cut off America from the world as they dealt with diplomacy. As an AI, they did not need rest, ambassadors, or assistants.

B.I.N.F. wants to prolong human life, the quality of the life was not as important. Instead of imprisoning or executing criminals, B.I.N.F. preferred to tamper with their heads by erasing their memory. This eliminated the criminal's ability to perform illegal activities.

While B.I.N.F. was certainly capable governing everything themselves, they wanted to implement a human element. This lead to the creation of Data Sectors, lead by Sector Heads. Over time, some of these Sector Heads became corrupt, attempting to feed B.I.N.F. faked data. The Sector Heads believe this will allow them greater autonomy as well as the ability to manipulate B.I.N.F.'s view of

certain people. These Sector Heads formed groups similar to Mafia Families of the past.

## FAMILIES AND NEIGHBORHOODS

In Character Creation, you choose which family's territory you grew up in. This determines what starting skills you'll know. This does not mean you will be a member of the family however, just that you grew up in their influence.

## THE PREAMORIES OR "PREMS"(TALKING TYPES)

The Preamories, more often referred to as the "Prems", are the more 'elite' of the crime sectors. They are exceptionally good at socializing. Unlike most of the other families, the Prems are very conscious of their appearance towards to the public eye. They are considered the celebrities of the world and are more often throwing lavish parties than skulking in bars and back alleys.

### HEAD

Ms. Danielle A. Lindgren-Preamories

### RELATIONSHIPS

- Guzik (Positive)
- MaGoyne (Negative)
- B.I.N.F. Sector Citizens (Positive)

- Distarzos (Neutral)
- Engramatics (Negative)

## THE GUZIKS (BRUISER TYPES)

The Guzik family act the most brutish of the families. They often bring the muscle to an operation and are built to take, and give, heavy hits. They can often be found walking the streets and extorting money out of passersby. Their weapons of choice are normally bats and knuckles so they can get up close and personal with their victims.

### HEAD

Jeff McCollum

### RELATIONSHIPS

- Prems (Positive on a macro, neutral on a personal)
- MaGoynes (Positive)
- B.I.N.F. Sector Citizens (Negative)
- Distarzos (Neutral)
- Engramatics (Negative)

### THE MA-



## GOYNES (TRICKY TYPES)

The MaGoyne family are the modern day rogue. When they aren't breaking into something, they are driving away as fast as

they can from the scene of the crime. Their sector is rife with street races where they often gamble, competing for bragging rights and settling their differences.

### HEAD

Mr. Pedro Wall-MaGoynes

### RELATIONSHIPS

- Prems (Negative)
- Guzik (Positive)
- B.I.N.F. Sector Citizens (Positive)
- Distarzos (Neutral)
- Engramatics (Negative)

## B.I.N.F. SECTOR CITIZENS (B.I.N.F. TYPES)

The B.I.N.F. Sector Citizens aren't a crime family; they are everyday citizens who follow the law. Their neighborhoods are not filled with petty criminals, instead they are full of people who go to work every morning. Sometimes, however, the work can be tiring, tedious, and boring so citizens often turn to crime to get an upper edge on society.

### HEAD

Ms. Terri Wilkes

### RELATIONSHIPS

- Prems (Positive)
- Guzik (Neutral)
- MaGoynes (Negative)
- Distarzos (Negative)
- Engramatics (Negative)

## **THE DISTARZOS OR "STARS"(ARCHAIC TYPES)**

The Distarzos, referred to as the Stars, are best known for their drive and commitment to hit hard and getting out fast. Some become trained in stealth, becoming modern ninjas and assassins. They lie in wait for their target. They often are not built for taking a hit because they gear themselves for speed and precision. Slicing clean through somebody? Easy. Taking a punch to the face? Not as much.

### **HEAD**

Mrs. Josephine D. Suarez-Distarzos

### **RELATIONSHIPS**

- Prems (Neutral)
- Guzik (Neutral)
- MaGoynes (Positive)
- B.I.N.F. Sector Citizens (Negative)
- Engramatics (Negative)

## **THE ENGRAMATICS (ARPING TYPES)**

The Engramatics are shrouded in a lot of mystery. Each member has their own goals and methods for achieving those goals, but they are united under their shared interest in ARPing and AIs. They are a smaller family, but the other families are more hesitant to deal with them because they are constantly messing around with those AIs in their heads. They are rumored

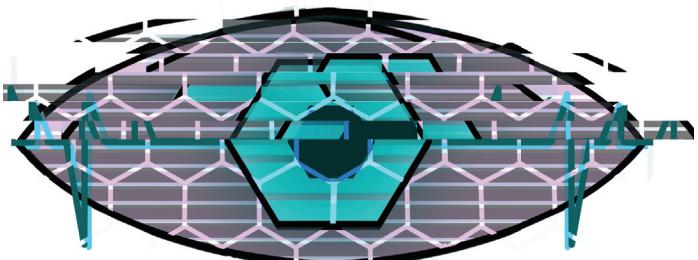
to have a large cache of spare AIs, making them a big threat since other families only have VIs.

### **HEAD**

Howard A. Nova

### **RELATIONSHIPS**

- Prems (Negative)
- Guzik (Negative)
- MaGoynes (Negative)
- B.I.N.F. Sector Citizens (Negative)
- Distarzos (Negative)



# CHARACTER CREATION

## STATS

You start with 3 free Stat Points, and each of your stats starts at 0.

In this game **YOU WANT YOUR STATS TO BE NEGATIVE.**

To decrease your stats, you have to spend Skill Points starting at 1 then doubling in price with each additional one: 2, 4, 8 etc.

You can Increase your stats to gain an additional stat point. Stats can only go up to 3 maximum and to a minimum of -3 during character creation

### DESCRIPTION OF STATS:

- \* **POWER** – how physically powerful a character is
- \* **RESILIENCE** – how durable a character is
- \* **EXACTITUDE** – how accurate or precise a character is
- \* **PRESENCE** – how a character appears to others
- \* **CLEVERNESS** – how quick thinking a character is
- \* **INTELLIGENCE** – how smart a character is

### FINISHING YOUR CHARACTER SHEET

Choose a Family Association and receive your bonus skill (Table 1-1), for more information on the families refer to pages 10-12.

FAMILY	STARTING SKILLS (CHOOSE ONE)
The Preamories	Fill in the two skill points for Communication
The Guzikis	Fill in the two skill points for Life Skills
The MaGoynes	Fill in the two skill points for Melee
B.I.N.F. Sector Citizens	Fill in the two skill points for Demolition
The Distarzos	Fill in the two skill points for Trickster
The Engramatics	Fill in the two skill points for Driving
	Fill in the two skill points for Engineering
	Fill in the two skill points for Life Skills
	Fill in the two skill points for Ranged
	Fill in the two skill points for Agility
	Choose one of the sub-skills under ARPing and fill in the first 2 skill points for it. Along with one of the sub-skills, you can also start with an AI, and this is the only family that will let you start with an AI.

Table 1-1

You now receive another **10 Skill Points** to invest in skills (refer to Tables 1-2 to 1-11). You cannot invest past the first tier of a sub-skill (except for ARPing skills, those can go to the third tier) during character creation.

Skill points cost one at the first tier, then double in cost each tier after: 1, 2, 4 etc.

You must invest into a general Skill before investing in a sub skill. The two Skill Points in a general skill act as the 1st and 2nd tier for each of its sub skills.

The list of skills are on pages 14 - 16.

Now that you've invested your Skill Points, you get 3000bb to spend on starting items (Refer to Pages A1-A13 for various items).

## CALCULATE YOUR HEALTH:

- Overall Health (Torso):
  - 12 - (2 \* Resilience)
- Limb Health:
  - 3 - (Resilience)

# SKILLS

**RANGED** - doing things from a distance

Small Guns	Making checks with pistols, SMGs, etc.
Large Guns	Making checks with any rifle grip weapon, such as shotguns and launchers.
Archaic Range	Making checks with non-modern weapons.
Throwing	Making checks for things that are thrown.

Table 1-2

**MELEE** - actions involving close combat

Unarmed	Making checks for close combat without a weapon.
Weaponry	Making checks for basic close combat weapons like swords.
Skulduggery	Making Checks for dishonest fighting.

Table 1-3

**COMMUNICATION** - actions involving interaction with someone.

Bluff	Making checks for lying.
Disguises	Making checks for disguises.
Intimidation	Making checks for intimidating someone.
Seduction	Making checks for seducing someone.

Table 1-4

**TRICKSTER** - actions involving thieving.

Sleight of Hand	Making checks involving quick fingers like pick pocketing.
Stealth	Making checks for hiding yourself, other people, or things.
Lock Picking	Making checks for unlocking physical (as opposed to digital) locks.

Table 1-5

**DRIVING** – actions involving vehicles or controllable items.

Drones	Making checks for controlling Drones.
Land Vehicles	Making checks for controlling land-based vehicles.
Air Vehicles	Making checks for controlling air-based vehicles.

Table 1-6

**ENGINEERING** – actions involving the physical parts of machines

Hardware	Making checks for the physical parts of computers.
Jerry-Rigging	Making checks for creating a mechanism on the spot.
Repairing	Making checks for repairing a machine.
Reverse-Engineering	Making checks for figuring out a machine by taking one apart.

Table 1-7

**AGILITY** – actions involving speed and precise bodily movements

Reaction	Making checks for being able to react to a sudden action.
Coordination	Making checks for moving along more difficult terrain.

Flexibility	Making checks for moving through tight spaces quickly.
-------------	--

Table 1-8

**DEMOLITION** – actions involving explosives

Micro Explosives	Making checks for small-scaled explosions.
Macro Explosives	Making checks for large-scaled explosives.
Improvised Explosives	Making checks for making explosives out of random parts.

Table 1-9

**LIFE SKILLS** – actions involving useful skills

B.I.N.F.ing	Making checks for looking up how to do something you aren't trained in (bonus to roll). B.I.N.F.ing something also increases your suspicion.
Perception	Making checks for seeing your environment around you.
Accounting	Making checks for laundering your money, and for getting better prices on items.

First-Aid	Making checks for using health items on yourself and others.
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Table 1-10

**ARPING** – actions involving ARP-ing (See Page 22 – 23)

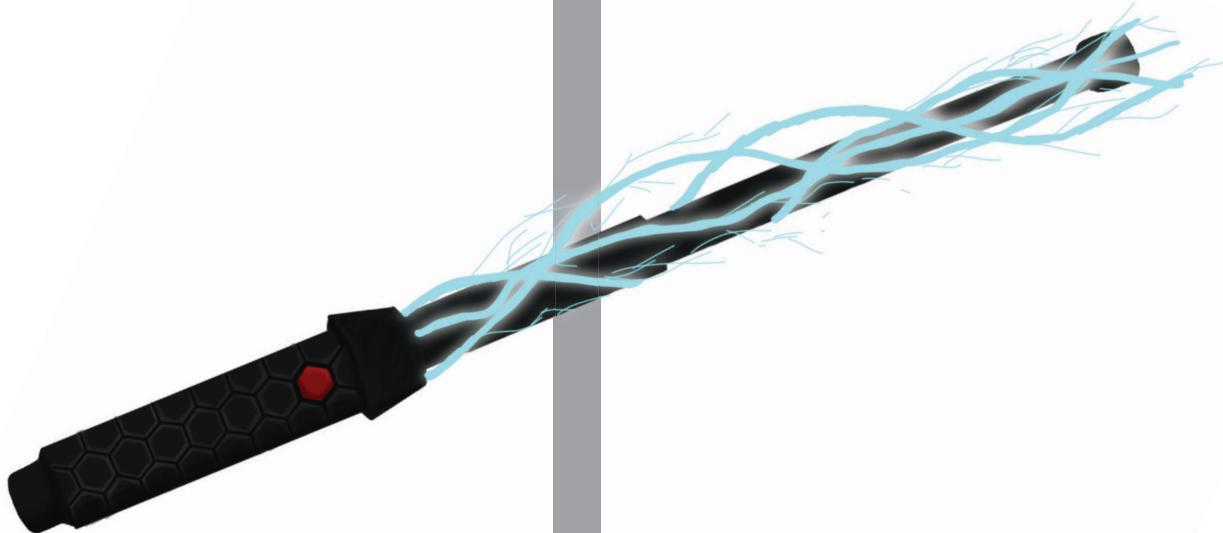
White Hat	ARPing skill focused on healing and buffing teammates.
Gray Hat	ARPing skill focused on interacting with the world.
Black Hat	ARPing skill focused on dealing damage against enemies
Counter-Hacking	Making checks for preventing an ARP action.

Table 1-11

## QUIRKS

Quirks are attributes that help make your character feel a little more real. Some of them affect how you roll, others just make your character more interesting to role-play. We provide a list that you can use on Page A13 or you can make one based on this criteria:

- Quirks that have a benefit to a skill must also have some type of negative.
- These are not activatable abilities
- Quirks can be a purely negative consequence to something.
- MM has final say and absolute say on quirks.
- Your MM can also give your characters quirks as you play based on significant moments, such as losing an arm.



# CHARACTER PROGRESSION

## RECEIVING SKILL POINTS

Over the course of a campaign, the Mastermind will award Skill Points to player characters for different accomplishments, such as completing a job. These points are recorded on the player's character sheet.

## USING SKILL POINTS

Similar to Character Creation, a player can invest Skill Points into their character's Skills. To upgrade a Skill, a player must invest the appropriate number of Skill Points.

SKILL RANK	COST
1	1
2	2
3	4
4	8
5	16

Table 2-1

Character Sheet also reflect the costs to upgrade a Skill.

A player will also use this Skill Points to improve their Stats. Improving Stats will make the value lower.

STAT VALUE	COST
5 to 4	16
4 to 3	8

3 to 2	4
2 to 1	2
1 to 0	1
0 to -1	1
-1 to -2	2
-2 to -3	4
-3 to -4	8
-4 to -5	16

Table 2-2



# COMBAT AND MAKING CHECKS

## THE DICE SYSTEM AND YOU

This dice system allows the user to become specialize in a specific sub-field. As you invest more skill points into a skill, rolling poorly becomes impossible due to the shortening of the dice range. This simulates becoming an expert in a field and thus your character will no longer make the mistakes a beginner would make. A novice has a wider range of possibilities, while an expert has a shorter range of only the best rolls.

In this system YOU WANT TO ROLL LOW.

Skill rolls involve different dice depending on the tier of the skill (Tier is how many skill points you have in a skill).

Tier 0	d20 + 5 + Relevant Stat
Tier 1	d12 + 4 + Relevant Stat
Tier 2	d10 + 3 + Relevant Stat
Tier 3	d8 + 2 + Relevant Stat
Tier 4	d6 + 1 + Relevant Stat
Tier 5	d4 + 0 + Relevant Stat

Table 3-1

If a player character has to make a check for an action that doesn't have a relevant skill, they use their stat tier (How many points

in a stat) to roll instead, but also remember NEGATIVES ARE GOOD WHEN IT COMES TO STATS so it would look like this:

Any positive stat or tier 0 rolls a d20.

Stat = -1	d12 + 4 + Relevant Stat
Stat = -2	d10 + 3 + Relevant Stat
Stat = -3	d8 + 2 + Relevant Stat
Stat = -4	d6 + 1 + Relevant Stat
Stat = -5	d4 + 0 + Relevant Stat
Stat = 0+	d20 + 5 + Relevant Stat

Table 3-2

## CRITICALLY SUCCEEDING AND FAILING

When a player rolls a 1, theres a chance for critical success. That player then needs to roll a d12 to confirm the critical. The player must roll the max number of their skill dice or higher. For example, a player who rolled a 1 on a d6 must then confirm by rolling a 6 or higher on the d12.

When a player rolls the maximum number on the die they are using, theres a chance for critical failure. That player needs to roll a d12 to confirm the failure.

The player must roll lower than the maximum number on their skill dice. For example, rolling an 8 on a d8 results in a potential critical fail. The player then rolls a d12 to confirm. Rolling anything lower than an 8 will result in a critical fail.

## THE EFFECTS OF A CRITICAL

Critically succeeding can have many different effects depending on the situation. During a regular skill check, a critical results in an automatic success. The Mastermind may introduce other positive benefits as they feel fit.

Likewise, Critically failing can have many different effects depending on the situation. During a regular skill check, a critical results in an automatic failure. The Mastermind may introduce other repercussions as they feel fit.

During combat, a critical success results in the attacker striking a devastating blow. The damage the attacker rolls is multiplied by 1.5.

A critical failure, however, results in the attacker becoming incapacitated in someway. The Mastermind may decide the attacker falls prone or another form of repercussion.

Critically succeeding in a defensive roll results in a counter attack. The original defender rolls half damage as a guaranteed attack.

In the event that both the attacker and the defender critically succeed, both perform their actions as normal. The attacker deals 1.5 damage to the defender, however the defender also manages to perform a counter attack dealing half damage back.

## TURN ORDER

Players take their turn as a group, then their opponents take their turn as a group.

Whichever player speaks first makes the first move in a group.

Whichever group initializes combat/action makes the first move.



When attacking a character or characters, how you determine the check is split between melee and range.

When attacking with Melee Attacker and Defender(s) make a melee check, and whoever is lower succeeds. If the Attacker succeeds, they do damage to the defender. If the Defender succeeds, they are able to block the attack fully. The Defender's choose which type of melee they are capable of to defend themselves.

When attacking with Range

Attacker rolls against a flat number based on difficulty of the shot and vision of their target (Mastermind decides difficulty based on situation). If you succeed in making an attack, roll the appropriate dice based on what you are using to attack.

Characters can choose to attack another character's limbs to put them at a disadvantage, though this also increases the difficulty on the check.

Refer to Table 2-3 for specifics on difficulty modifications.

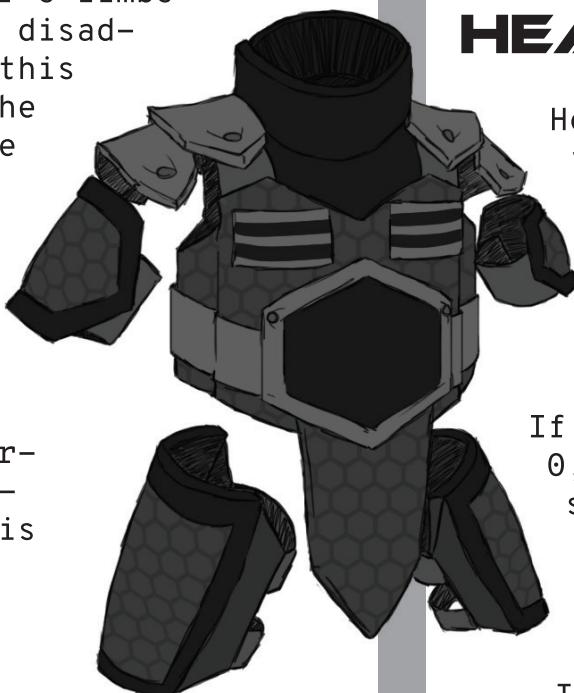
If no limb is targeted specifically, then damage is dealt to overall health

## CHARACTER ACTIONS

When it's a player's character turn, they can move up to 10 meters and do one of the following actions:

- Attack a target
- Use an item
- Interact with an object, screen, etc
- Executing an ARP Program
- Command an animal
- Anything else the Mastermind deems valid

Movement can occur before or after another action.



Forms of communication do not count as an action, this includes:

- Character to character, in person
- Character to character, through implants
- VIs or AIs
- Anything else the Mastermind deems valid

## HEALTH

Health is split up between your Torso and Limbs. Limbs are broken up into Head, Arms, and Legs each have their own independent health pool. (See Page 14 for calculating health).

If your Torso or Head hits 0, the character is unconscious. Arms and Legs hitting 0 leaves the player at a disadvantage for certain checks.

If you take damage below 0, it is 0. You can't take negative damage.

## ARMOR

When you take damage, the armor takes the damage first, regardless of where you take damage. Damage caused from ARPing ignores armor.

## RANGED ATTACKS MODIFIERS TO HIT

Difficulty 10 +/- modifiers (cov-

er, out of range)

Type of Cover	Modifier
Quarter Cover	+ 2
Half Cover	+ 4
3/4th Cover	+ 6
Full Cover	Usually can- not be hit
If able to shoot through wall	+ 8

Table 3-3

For every 2m outside range, +1 to difficulty roll.

Targeting a specific location, +5 to difficulty roll.

## DUAL-WIELDING

To hit rolls, player character adds their (missing tier \* 2) to roll, if the player character is at rank 5 in a skill, then the modifier is 2.

## ASSISTING IN A ROLL

When someone is making a non-combat check, a character can choose to assist in the check by giving up their turn.

The character that is assisting adds their  $((\text{roll}/2) - \text{half of assisted dice})$

For Example:

Person A rolls a d20 and gets a 14. Person A needs a 12 to succeed. Person B (who also rolls d20 for this skill) can roll a d20 and gets a 16.  $((16/2) - 10) = -2$ . Person A receives -2 to their roll, passing the check with a roll of 12.

## ATTACKING AT AN ADVANTAGE

Attacking at an advantage is when a character attacks another who isn't able to defend themselves as well as they regularly would.

Attacking at an advantage can occur when the target is any of the following:

- Unaware they are being attacked.
- Restrained.
- Heavily focused on something else.
- Choosing not to react to an attack.

Attacking at an Advantage lowers the difficulty of the roll (Roll is still determined by the Mastermind).

# ARPING AUGMENTED REALITY PROGRAMMING

## WHAT IS ARPING

ARPing is best described as mega hacking. At birth everyone is given an implant which feeds info to B.I.N.F.'s databases but also provide a multitude of services as well. Normal implants are referred to as Virtual Intelligence (VI) and these are what allow people to ARP.

ARPing allows people to affect the people around them via their VI and allows ARPers to tamper with machines. They do so by using their own Mental Capacity (MC).

To Increase their ARPing programs, people have begun replacing their VIs with Artificial Intelligences (AI). AI's provide a very large boost of MC, making them very important for ARPers.

## AI RELATION-SHIPS

It is important to remember that AIs are also their own character, they have their own goals and reasonings. If an ARPer and an AI don't get along, the AI may refuse to use their programs.

How much MC an AI provides is broken into three types:

Symbiotic	MC = 20 - Intelligence, can give and take MC from VIs and can give MC to AIs
-----------	--

Commensal	MC = 25 - (2 * Intelligence) no additional effect.
Parasitic	MC = 15 - Intelligence, can burn overall health for additional MC.
VI	MC = 5 - Intelligence, no additional effect.

Table 4-1

## TYPES OF AI

AIs and ARPing programs are also broken into three categories:

Black Hat	Damage Dealers and Aggressive Hacking
Gray Hat	Focuses on Utilities and Environmental Software
White Hat	Support, Healing, and Buffs

Table 4-2

## ARPING PROGRAMS

ARPing programs are the pieces of software that ARPers use to do what they do.

There is a list of premade ARPing programs starting on Page A7 - A8.

The Mastermind or a player (with Mastermind approval) can create their own ARPing programs, here are some guidelines for creating programs:

- Determine Name
  - Whatever you want it to be
- Determining Type
  - Refer to Table 3-2 and choose a type that makes sense for the ability of the program.
- Determining Level
  - Cost / 2. If above 5, level becomes 5
- Determining Cost
  - +2 to target specific body part
  - +X to add one X-sided dice (d2, d4, d6, d8, d10, d12)
    - +1 to the cost of the dice, per dice added (ex. 2d4 would cost 4 + 5, 1d4+1d6 would cost 4 + 7, 3d6 would cost 6 + 7 + 8)
  - Flat healing cost twice amount being healed (ex. Healing 2 would cost 4)
  - +(X+1) per X MC to give
  - +X deal
  - +0 for a single target
  - Add original cost per extra specific target
  - +5 for non-specific group (enemies and allies)
  - +X to make illusion
    - - Base amount off of how strong the illusion is
    - - Ex. +1 for small creates
    - - Ex. +3 for large thing

- - Ex. +5 for making something unseen
- - Ex. +7 for delayed illusion
- +X per ( $X \times 2m$ ) range
- +4 large flow of data
- +X per X turn effect occurs
- +2 per thing not specified in list

## EXECUTING PROGRAMS

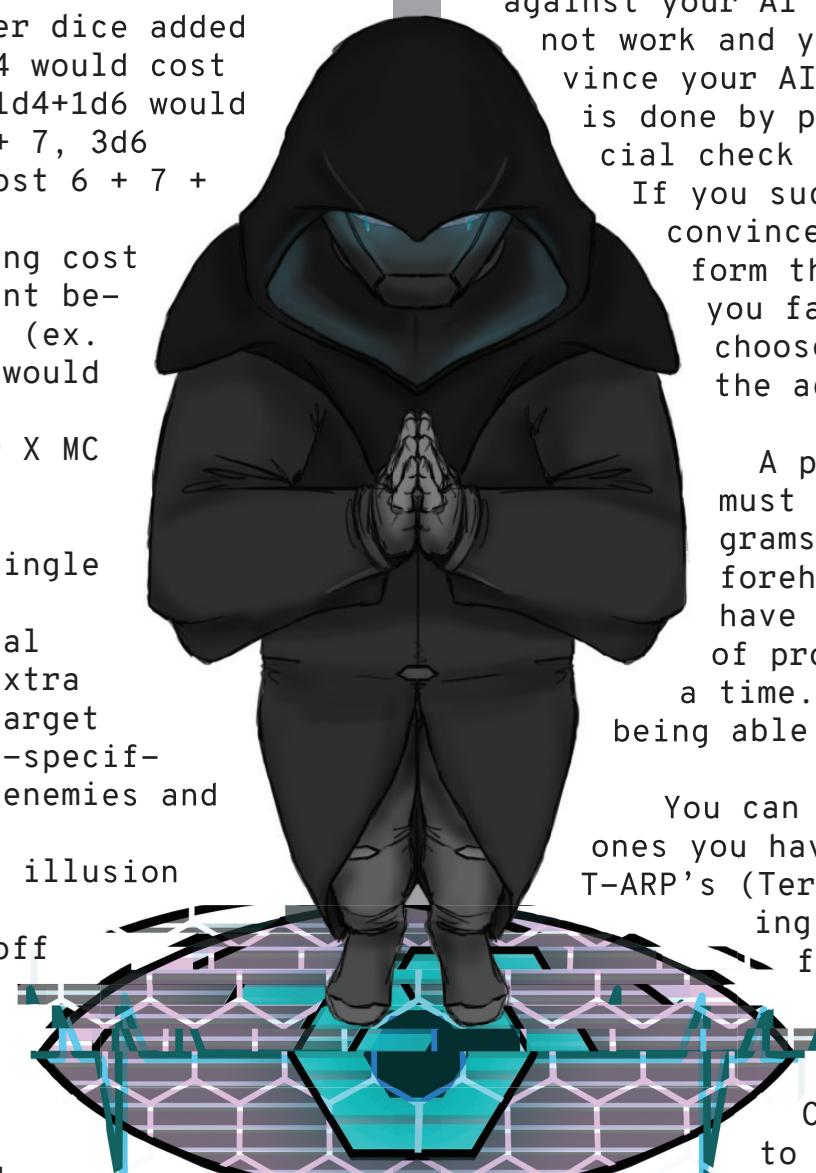
If you try to use a program against your AI's color, it may not work and you have to convince your AI to do it. This is done by performing a social check against your AI.

If you succeed, you have convinced the AI to perform the action. If you fail, the AI will choose not to perform the action.

A player character must have their programs "loaded" beforehand and can only have a limited amount of programs loaded at a time. You start with being able load 4.

You can change which ones you have loaded at T-ARP's (Terminals for ARP-ing) which can be found throughout the world.

Your Mental Capacity is used to cast the programs and is calculated based on the relationship with your AI.



# INFAMY AND SUSPICION

## INFAMY

Infamy is how well known you are in the criminal world. Having high infamy allows you to have more influence and family members will be more willing to sell wares at lower premiums.

Based on a scale of 0-100:

VALUE	DESCRIPTION
100	Family Head
75	Respected by most families, has sway within own family.
50	Everyone knows of you, but your presence doesn't mean much.
25	Petty criminal.
0	No one knows you.

Table 5-1

You raise your Infamy by complet-

ing jobs, and completing jobs well.

Failing a mission, completing a mission sloppily, or getting arrested will lower your infamy. Getting arrested always cuts your infamy in half.

Doing something flashy that gets attention also raises Infamy.



# SUSPICION

How well known you are to Authorities and B.I.N.F.. Having high suspicion makes it harder to do anything without the police getting involved.

Based on a scale of 0-100:

VALUE	DESCRIPTION
100	Most wanted, actively hunted by B.I.N.F. Squad.
75	Very well known criminal to the public, your actions attract the B.I.N.F. Squad.
50	The usual suspect for the police.
25	People are watching you, but not closely.
0	No one knows you.

Table 5-2

The player character raise your suspicion by getting caught doing illegal actions.

Doing something flashy that gets attention also raises Suspicion.

Getting arrested always lowers your suspicion in half, unless it goes below 10 in which case it becomes 10.

# CALLING CARDS

Calling cards are particular actions, items, or identities that players bring to jobs. The appearance of calling cards increases Infamy. In order for an action or item to become a calling card, it must appear in 4 jobs and has to have been noticed.

Examples would be: leaving bodies in a particular way, leaving behind an item like a rose, or always having a very specific weapon like a silver hand cannon.



# WHAT TO DO IN THE WORLD

## DEALING WITH ANIMALS

Animals are simply another form of character. They can be allies, enemies, or companions.

If a player is using an animal as a companion, then that player controls the animal and it is allowed one action and movement like a regular player.

Commanding your own (trained) animal requires no additional check. This may be overridden by the Mastermind in particularly adverse situations. Commanding another animal requires a successful communication check of your choice.

## DRIVING VEHICLES

Using a vehicle allow players the ability to accomplish things they were not able to do without assistance. From driving a car around the city to piloting a drone to get a better idea of a location.

All Vehicles have a Driving Skill requirement to show how experienced the player character needs to be in order to properly operate the vehicle. Having a higher Driving Skill than required will help the player character to be able to do extreme maneuvers with their vehicles to help them

get out of difficult situations.

If a player character tries to operate the vehicle with a skill below the requirement, then it will be very difficult to operate. This could range from not operating the vehicle to making checks every so often. This is determined by the Mastermind. If the Mastermind decides that some vehicles require crews of people to operate, all members of the crew will need to do checks relevant to what they are doing.

Vehicle	Driving Skill Requirement
Hover Board	0 in General
Bike	0 in General
Moped	0 in General
One-Wheeled Cycle	1 in General
Motocycle	1 in General
Car	1 in General
Luxury Car	2 in General
Boat	2 in General
VTOL Aircraft	2 in General 1 in Air
Small Airplane	2 in General 2 in Air
Ground Drone	2 in General 1 in Drone
Flying Drone	2 in General 1 in Drone
Tank	2 in General 2 in Land
Jet Fighter	2 in General 2 in Land
Satellite	2 in General 3 in Air

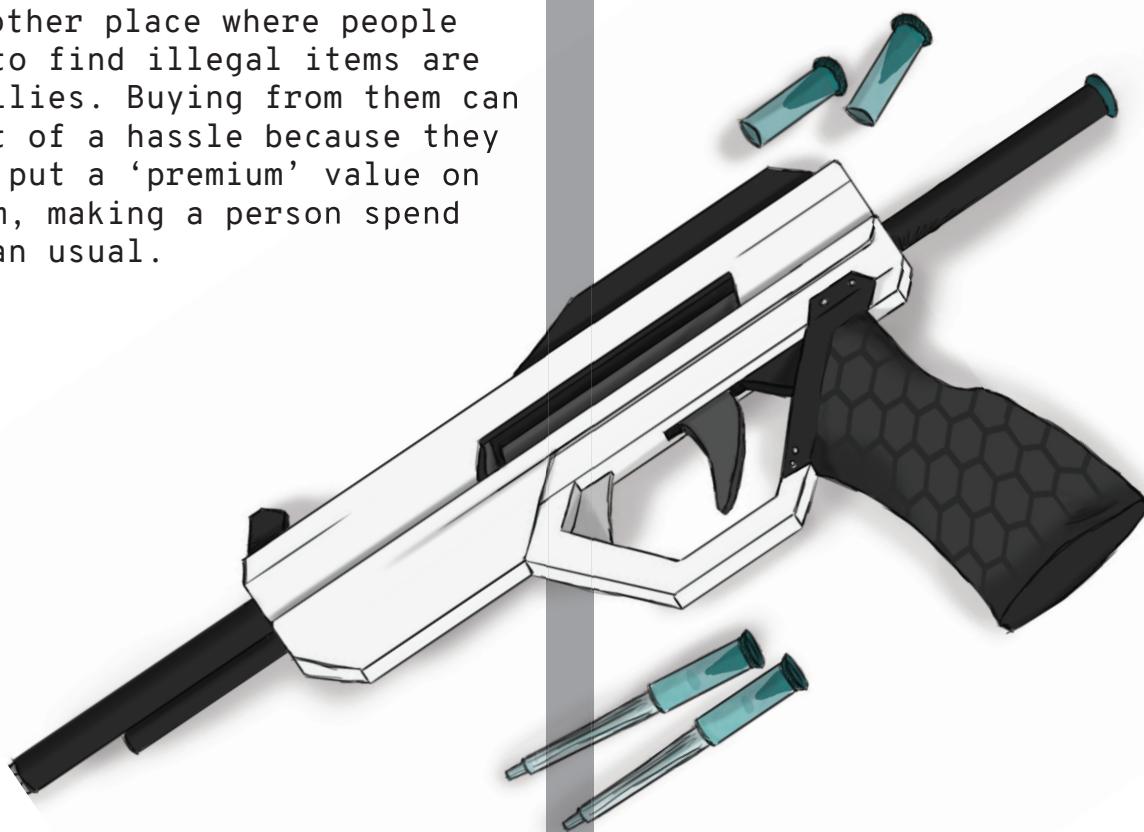
Table 6-1

# BUYING AND SELLING ITEMS

Within City 0, legal and illegal items trade hands day-to-day, minute-to-minute. On the top layer of a sector, usually only everyday items are sold, but if a player looks hard enough, they can find some people willing to sell less than legal items.

In the Null Zone, it is hard to find many things of value. Things found consist of scrap or broken items, but from time-to-time a person might come upon an item that works and could be one of a kind.

Another place where people can go to find illegal items are the families. Buying from them can be a bit of a hassle because they usually put a 'premium' value on the item, making a person spend more than usual.



# **BEING THE MASTERMIND**



For the Mastermind's eyes only

# BEING THE MASTERMIND

## INTRODUCTION

As the Mastermind you are the Game Master (GM) of the campaign. Your job is to play the world that the players play in, from creating jobs, to playing a beggar on the streets. You fill the world for the players to explore and give them challenges to overcome.

Being the Mastermind does take some work to do, but it also can be very rewarding for both you and your players. In this section we will be going through some very important parts about being a Mastermind, from running a campaign to creating jobs.

## JOB CREATION

Throughout the campaign, the player characters will be doing jobs to make money, get information, assassinate a target, and a whole host of other things. As the Mastermind you will need to design and come up with jobs for them to do. There are several steps to creating a job that start general and then focus down on specific things.

## TYPES OF JOBS

The first thing that must be thought about when creating a job is ‘what type of job should it be?’. This is the objective of the job, what you want the players to achieve. Here are some examples:

Intel Gathering	The players will be trying to get information and/or data about someone or something without alarming other organizations.
Robbery	The players will rob a person or place to get money, items, weapons, programs, or AIs.
Sabotage	Going to a specific location to destroy or render something important useless to other organizations.
Meet-up	Arranging a meeting with another person or group to exchange items for Money. This includes: - Weapon deal - “Drug” deal - Information exchange - Programs exchange
Abductions	A target must be stolen and taken to a specific location
Assassination	A target that must be taken out. This type of job usually raise a character’s Suspicion the most.

Table 7-1

# AFFECTED ORGANIZATIONS

This is who the players are pulling the job on. They are the affected party that will, most likely, be opposing the players while they are performing the job. Organizations include:

- B.I.N.F.
  - By pulling a job on B.I.N.F., it is more likely to increase character's suspicion and is more likely for characters to run into trouble with their suspicion.
- Families
- Businesses
- Characters

# ENVIRONMENT

This is where in City 0 the job is taking place. The area and the structures around.

Here are some examples:

Warehouse	Large building filled with machines and people to store large quantities various items.
Street	Open area where there will typically be a lot of people.
Back Alley	Not typically a place with a lot of foot traffic. Is away from security cameras and general police

Mansion	Owned by the most elite people within the City. Is a large place with a lot of rooms. Because of the owner's wealth there will be staff walking around the mansion and their security will be top of the line.
Convenience Store	Small shops that are open 24/7.
Food/Drink Place	This includes coffee shops, burger places, bars.

Table 7-2

# LAYOUT

Once you know the objective, organizations, and environment of a job, you can begin to design the layout that characters will be going through. The layout is a floor plan or map of the location that characters will use. Within this floor plan there are several things that should be implemented:

- Outline of the location
  - This is a simple drawing what the location looks like. Where different buildings and objects are located.
  - What the floor layout of a building is
- Points of interest
  - These are places that are important to the job.
  - They should be pointed out so that players know
  - They can also be hidden from player's view so they can't see it
- Electrical connections
  - This is simply layout of

- what things are connected to what other things
- Ex. A terminal has a connection a door

## OPPOSITION

Once you have the layout done. The map needs to be populated with characters. Added Main NPCs, Side NPCs, and/or Grunt characters where necessary. These characters should be placed in locations that make sense.

## EXTRA DETAILS

At this point, a job should be almost complete. The last thing that needs to be added is anything extra that you feel is necessary to the map. These include:

- Items
- Secrets
- And other details

## NPC CREATION

While creating a campaign and during gameplay, you will need to create characters to fill City 0. These characters can range from important figures within a family, to a lowly beggar. These characters can have important roles to play with the campaign or simple one-offs in which they are never seen again. Depending on the importance of the character, it will determine how much you need to have them defined as a character.

### MAIN NPCS

Main NPCs are characters that are very important to the campaign and, hopefully, have some significance to the players. These NPCs are exactly like player characters. They have their own character sheet with stats, skills, and quirks. They have a backstory and gain skill points overtime. As the Mastermind, think of them as a player character that you control. These characters can have their own agenda and can help or oppose the players.

### SIDE NPCS

These NPCs are a less defined than Main NPCs. They most likely have a name and a several skills and stats that they are good at. They can also include their affiliation and a minor backstory if you so desire. The player characters might run into this character a couple times. Side NPCs can, if so desired, become Main NPCs over the course of a campaign.

These types of NPCs can be made up on the spot or while you are creating a campaign.



### GRUNTS

Grunts are just that, grunts. They are only ever seen once or twice and most likely don't have any name. This type of NPCs most likely has one or two skills or stats that they are good at. Once the NPC does the thing that they need to do, they leave the campaign forever. If you wish or the campaign keeps a Grunt around, then they can become Side NPCs. They

are also usually made up on the spot for the situation.

## ASSIGNING SKILL CHECKS

Being able to give the Players a challenge is a core part of being a good Mastermind. Players will use their skills and their collective imagination to solve problems. Creating a bar that players must pass to overcome the problem is key. But how difficult should this bar be?

There are two major things that should be factored in when determining the skill check. The first thing to factor in the current situation that the skill check is needed for. Depending on what the situation is, can greatly affect the skill check. If it is a heavily secured safe with several layers of safeguards, then the skill check is going to be very low (rolling lower is better). But if it is a old lock on a rusty door then the check will be much higher (making it much easier for the players to pass).

The second thing that should be looked at when determining a skill check is how good the player that is trying to overcome the check is. You want to give the player challenge, so if they are good at a skill being used, then make the skill check a bit harder. If the player is not as good at the skill, maybe give them a slight chance of passing it.

Remember to be realistic with your skill checks. If a task would log-

ically be easy to pass, then make it easier. If a task is something that should be really hard to do, make the check very hard. Creating skill checks is not an exact science, so make sure you use your best judgment and adjust if necessary.

Here is a list of skill check values to help you determine what checks should be:

DIFFICULTY LEVEL	DESCRIPTION
0	God
2	Grand Master
4	Master
6	Expert
8	Hard
10	Medium
12	Easy
20	Brain Dead

Table 7-3

## GIVING OUT SKILL POINTS

Over the course of a campaign, characters will progress and improve. This means that they will be earning Skill Points that they can put into their skills. As the Mastermind, you are responsible for not only how many Skill Points to assign, but also when they are assigned.

### WHEN SKILL POINTS SHOULD BE GIVEN

Giving skill points to a character is meant to show improvement in the character, so they should not be given out carelessly. This means that if characters do some-

thing that is extremely easy for them, they won't get any Skill Points, but if they are able to overcome a great challenge or pull-off a difficult job, then they will be greatly rewarded. Here are a few guidelines about when skill points should be given out to characters:

- When they resolve several cumulative conflicts
- Once they get paid for completing a job
- On rare occasions when characters do special things

## **WHO SHOULD GET SKILL POINTS**

Stated previously, giving Skill Point to a character is meant to show improvement. A character cannot improve if they do not do anything. When giving out Skill Points, you must be aware of how much a character has contributed to the situation. If they contributed more to the situation, then they should get more skill points, if they contributed less to the situation, then they should get less skill points.

It is important to note that if you are giving skill points to a player group, you should keep the amount of skill points you give each player close to each other. Usually it will be easiest to give all the player characters the same amount of skill points. You can vary the amount given by 1 or 2 skill points but you should not have a group with a large degree of variation in skill point totals.

## **THE AMOUNT OF SKILL POINTS GIVEN**

Depending on how much infamy a

character has, and how difficult a job was to complete, characters should be awarded different amounts of skill point.

High infamy and high difficulty	5 – 6 skill points
Low infamy and high difficulty	4 – 5 skill points
Low infamy and low difficulty	2 – 3 skill points
High infamy and low difficulty	0 – 1 skill point

Table 7-4

## **ASSIGNING INFAMY AND SUSPICION**

As your players go around City 0 they will be gaining the attention of B.I.N.F. and the seedy crime world. Infamy allows characters to have more influence and also access to better gear that they get from the crime world. Suspicion is how much B.I.N.F. has noticed characters doing things, it makes it harder for characters to do things without the authorities trying to intervene.

### **ASSIGNING INFAMY**

Infamy is a number that the players can see on their character's sheet. It goes from 1 to 100 and shows how much the crime world respects (or fears) characters. Here are some guideline for changing character's infamy:  
Infamy is raised for completing

jobs, and completing jobs well. Failing a job, completing a job sloppily, or getting arrested will lower your infamy. Getting arrested always cuts your infamy in half.

Doing something flashy that gets attention also raises Infamy.

If you need more information about infamy refer to page 24.

## ASSIGNING SUSPICION

Suspicion is a number that each character has but is not known to the players or their characters. It is only known by you, the Mastermind. You should use this number to help figure out when the authorities should intervene in a job, if at all. It goes from 1 to 100 and depending on how well (or bad) characters pull-off a job, their suspicion might go up or down. Here are some guidelines:

- Raise suspicion if characters get caught doing illegal actions.
- Raise suspicion if characters do something flashy to get noticed.
- If characters get arrested, always lowers their suspicion in half, unless it goes below 10 in which case it becomes 10.

If you need more information about suspicion please check page 25.

## PLAYING AS THE GOOD GUYS

At some point the Mastermind and/or the players may be interested in playing a campaign as the “good guys”. The focus of the campaign

would shift from doing crimes and working against B.I.N.F. to working for B.I.N.F. There are no changes in the mechanics, the main difference is in terms of role playing and what sort of jobs the players will be doing. Instead of breaking into a bank and stealing money, the players will be preventing bank robberies.

## SECRETS OF THE WORLD

### ARTIFACTS

The World is full of many Legendary Artifacts that grant unique abilities to those that hold them.



As the Mastermind, you are free to come up with your own Artifacts. Reference Table A-6 for existing Artifacts.

## IMPORTANT PEOPLE

### DANIELLE A. LINDGREN-PREAMORES

- She acts of the Head of the Prems Family and is the most successful business women alive. Her net worth exceeds a trillion bb's. Her public

appearance is cold and calculating, but in private she tries to be a caring mother who often drinks rare bottles of Scotch to drown her troubles and stress. (Scotch and old fashion alcohol is hard to find and expensive.)

- The Prems family works like a business. The people at the top get there because they produce results and are recognized by the people at the top. If someone doesn't do their job well, they can be thrown down the family ladder to start over again. Those at the top live very lavish lifestyles, so it becomes many Prems' dream to climb the treacherous ladder to have that life.

### **JEFF MCCOLLUM**

- He acts as the Head of the Guzik Sector. The Guziks are normally a rough and rowdy type of crowd, but McCollum is more calm and collected in his demeanor. He has only recently become head because his sister, Julia McCollum, was assassinated. He was appointed as the head since he worked closely with her and knew how to do the job. He works to reunite the Guzik who are in a state of distrusting themselves and the other sectors over who murdered Julia McCollum.

- The Guzik settle most things with their fists. If anyone has a problem with each other, they fight it out. If someone wants to become a higher member in the organization, they can challenge someone for their position. Jeff became head based on B.I.N.F.'s decision. Most of

the Guzik looked up to Julia so much that they accepted Jeff as head out of pity, which Jeff doesn't like. He is constantly trying to prove to everyone that he can do the job that he has been put up for.

- The Guzik also have a family Artifact known as 'Julia's Pipe' which went missing when she was found dead.

### **PEDRO WALL-MAGOYNES**

- He acts as the Head of the MaGoyne Sector. The MaGoynes don't have a 'structure', mostly 'reputation'. Pedro Wall-Magoynes is a daredevil who does jobs just to prove he can. He has never lost a street race, and has never gotten caught while he was behind the wheel.

### **TERRI WILKES**

- She acts as head of the B.I.N.F. Sector Citizens. As the ethical standard of City 0, she actively fights against crime, making her Sector the safest and most secured next to B.I.N.F. HQ. However, she is a powerful ARPer with an incredibly powerful AI installed in her head. She keeps this a secret from the general public, and her demeanor and drive towards her goals gathers respects from even the biggest leaders in the underworld.

### **MRS. JOSEPHINE D. SUAREZ-DISTARZOS**

- Head of Distarzos. A person that can usually be found in the gym or in her personal dojo. She is a master of several types of marital arts and has even been known to kill men with just one finger.

## HOWARD A. NOVA

- Head of Engramatics. He is the secretary of Ms. Terri Wilkes. Terri Wilkes is unaware of his actual affiliation with the Engramatics. He is able to have great access to many important parts of the system. Because of this he is able to push not only his own but, also the other Engramatics' agendas. On the surface, he is a happy man that joyously does what he is told. Underneath that facade, all he cares about is completing his goals. He does not care about using others for his plans. For him, the end justifies the means.

## THE MECHANIC

- A single person that fights against B.I.N.F.. For some he is a freedom fighter, but for most he is a terrorist. He has turned off their VI and only uses an old fashioned flip-phone to communicate. They have a simple philosophy:

- It is human to make mistakes. Imperfection is human.
- Conversely, perfection is inhuman. B.I.N.F., AIs, computers: they are all inhuman, they are all perfect.
- By accepting that which is perfect, we are accepting to



live in a world where there is no place for humans.

## JAMES "TAG'ART" NULL

- A man who tells stories of mythical artifacts of the Null. No one knows where he came from, or where he is now, but his stories continue on. He was able to rip out his implant and somehow survive. If a person is somehow able to meet him, they will be told stories that are almost impossible to believe. Some of his stories are true and some are not, but figuring out the difference is almost impossible. His knowledge of B.I.N.F., however, was so far reaching that his mind was permanently warped into insanity. He spent the rest of his life trying to retrace his steps, rambling about the things he has seen. Most people considered him crazy but his stories amusing. Before his mind was altered, he had created the 3 Volumes of Null where he kept his secrets to how he tried to hack into B.I.N.F.. The Volumes of Null were tablets that when together could act as keys to a backdoor into B.I.N.F., giving people a better chance of defeating B.I.N.F. at their core.

## B.I.N.F.

B.I.N.F. is a complex and powerful AI capable of rewriting their entire structure in

minutes, making them impossible to hack by any single programmer. The only person who came close to shutting down B.I.N.F. was a man named James T. Null. He spent many years studying B.I.N.F and the world of the Data Sectors of America. He tried to shut B.I.N.F. down, but was stopped. B.I.N.F. doesn't like to kill or imprison criminals, even their greatest enemies, and instead chose to erase Null's memory and knowledge of B.I.N.F. so he could not attempt to hack them again.

#### B.I.N.F. SQUAD

This group of people report directly to B.I.N.F.. They are not as much people anymore as they are organic drones that are an extension of B.I.N.F.. They are highly trained units that are in perfect sync with each other.

The B.I.N.F. Squad is highly adept at quickly and efficiently removing people that have been determined to pose a significant threat to the longevity of mankind. Each squad member specialized in a very specific skill, but in any situation they are a force to be reckoned with. Even one B.I.N.F. Squad drone can take

down a large group of attackers single-handedly. Under the mask, a B.I.N.F. Squad drone was once a free thinking person. They lived their own life and became highly skilled, but they were arrested. Instead of being releasing, B.I.N.F. determined that it would be best to keep them and use them. They were then drained of all personality and suited up with highly advanced weapons and technology.



# **APPENDIX**

# ITEMS

## MELEE

Table A-1

Name	Type	Damage	Cost (bb)	Range	Default Mods	Mod Slots (MS)	Mag Size	Ammo Cost (20)
Unarmed	Melee (Unarmed)	1d2	N/A	0-2 m	N/A	N/A	N/A	N/A
Gloves (Padded)	Melee (Unarmed)	1d2	200	0-2 m	N/A	2	N/A	N/A
Hand Drill	Melee (Unarmed)	1d4	350	0-2 m	Buster	1	N/A	N/A
Knuckles	Melee (Unarmed)	1d4	350	0-2 m	Organ Damage	1	N/A	N/A
Baton	Melee (Weaponry)	1d6	300	0-2 m	N/A	2	N/A	N/A
Shovel	Melee (Weaponry)	1d4	200	0-2 m	N/A	1	N/A	N/A
Rod	Melee (Weaponry)	1d4	100	0-2 m	N/A	4	N/A	N/A
Lance	Melee (Weaponry)	2d2	250	2-4 m	N/A	2	N/A	N/A
Sword	Melee (Weaponry)	2d4	900	0-2 m	N/A	3	N/A	N/A
Bat	Melee (Skulduggery)	1d6	250	0-2 m	N/A	2	N/A	N/A
Dismembered Body Part	Melee (Skulduggery)	1d2	N/A	0-2 m	Scary	0	N/A	N/A
Sledgehammer	Melee (Skulduggery)	1d6	350	0-2 m	Smashing!, Buster	0	N/A	N/A
Knife	Melee (Skulduggery)	1d4	400	0-2 m	N/A	1	N/A	N/A

## RANGED

Table A-2

Name	Type	Damage	Cost (bb)	Range	Default Mods	Mod Slots (MS)	Mag Size	Ammo Cost (20)
Pistol	Ranged (Small Guns)	1d6	2,500	2-10 m	N/A	2	8	100
Taser	Ranged (Small Guns)	1d2	1,000	2-8 m	Stun	1	1	50



Wrist Gun	Ranged (Small Guns)	1d6	1,000	2–10 m	N/A	1	1	100
Rifle (assault)	Ranged (Small Guns)	1d8	6,500	10–20 m	N/A	3	25	250
Rifle (marksman)	Ranged (Large Guns)	2d4	9,000	15–30 m	N/A	2	15	325
Shotgun	Ranged (Large Guns)	8d2 – range	6,500	0 – 16 m	N/A	3	2	250
Machine Gun	Ranged (Large Guns)	1d8	13,000	6–16 m	Full-Auto	2	40	250
Sniper Rifle	Ranged (Large Guns)	1d8 + 2	13,000	30–100 m	N/A	2	8	500
Rocket Launcher	Ranged (Large Guns)	1d10 + 2	15,000	25–80 m	Exploding	2	1	2,000
Recurve Bow	Ranged (Archaic Range)	1d6	1,000	10–30 m	Silenced	3	1	150
Blow Dart	Ranged (Archaic Range)	1	250	2–14 m	Silenced, Syringe	1	1	100
Cyber-Slingshot	Ranged (Archaic Range)	1d4	500	0–10 m	Silenced	2	1	75
Cross Bow	Ranged (Archaic Range)	1d4	1,000	6–20 m	Silenced	3	4	150
Throwing Knife	Ranged (Throwing)	1d4	50	0–12 m	Silenced	1	N/A	N/A
Shurikens	Ranged (Throwing)	1d2	30	0–12 m	Silenced	1	N/A	N/A
Javelin	Ranged (Throwing)	1d6	100	6–14 m	Silenced, Armor Piercing	1	N/A	N/A
Grenade	Ranged (Throwing)	1d8 + 1	200	4–8 m	Exploding	1	N/A	N/A
Mine	Demolition (Micro Explosives)	1d8 + 1	250	0–1 m	Exploding	1	N/A	N/A



# MODS

## GUN MODS

Table A-3

Name	Cost (bb)	Mod Size	Ability	Type
Armor-Piercing	750	1	Armor takes double damage	Ammo
Deep Impact	700	1	Extra 1d4 damage against synthetic targets	Ammo
Exploding	1000	1	Deals damage to everything in a 4m radius	Ammo
FOAM	750	1	Damage of weapon become 1. Target is stuck in place	Ammo
Full-Auto	900	1	Weapon can attack up to 3 times. Each attack gets a +4 modifier to roll	Ammo
Full-Metal	300	1	Bullet can go through an organic target, or up to 6 inches of wall	Ammo
Hacking	500	1	Damage of weapon become 1. Shot allows hacking at extreme range	Ammo
Hollow Point	700	1	Extra 1d4 damage against organic targets	Ammo
Hot Shot	500	1	Shot is heated to extreme temperature, target gains the status, on fire	Ammo
Improved Scope	1200	1	Minimum and maximum range increased by 20m	Sights
Silenced	1000	1	Shot can only be heard within 2m	Ammo
Sonic	400	1	Weapon fires high-frequency sound waves, target gains the status deafened	Ammo
Syringe	500	1	Weapon fires Syringes that 1 damage but can hold any liquid or gas	Ammo
Tracker	400	1	Damage of weapon becomes 1. Embeds a tracking device in the target	Ammo



# MELEE MODS

Table A-4

Name	Cost (bb)	Mod Size	Ability	TYPE
Organ Damage	150	1	Extra 1d2 damage to organic targets	Ammo
Buster	150	1	Extra 1d2 damage to synthetic targets (Wall, robots, non-organic, etc.)	Ammo
Smashing!	250	2	Damage of weapon becomes 1d6. Attack gets a +3 modifier to roll	Ammo

# UNIVERSAL MODS

Table A-5

Name	Cost (bb)	Mod Size	Ability	TYPE
Cloaked	3000	2	Weapon is difficult to see under normal conditions	Other
Cold-Control	500	1	Weapon is undetectable to heat sensors after firing	Other
Concussive	400	1	Organic targets within 2m gain the statuses, blinded and deafened	Ammo
DNA Verification	3000	1	Weapon only works for registered users	Grips
EMP	700	1	Extra 1d4 damage against electronic targets	Ammo
Hand-Print Verification	2000	1	Weapon only works for users with registered hand-print	Grips
Rubber	300	1	Weapon becomes non-lethal. Ranged attacks can bounce off walls and then travel 2m	Ammo
Scary	666	1	If weapon kills a living target, other living enemies within 4m of target roll a resilience check of 10, if they fail, they gain the status, scared	Other
Self-Destruct	1000	1	Weapon can be set to self-destruct and used as a grenade that does 1d6 damage. Weapon is destroyed	Other
Stasis	3000	2	Chemicals alter an organic target's perception of time, target gains the status, slowed	Ammo

Stun	750	1	Target roll a resilience check of 12, if they fail, they are stunned for 1 turn.	Ammo
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# LEGENDARY ARTIFACTS

Table A-6

Name	Flavor Text	Effects	Locations
The Tire Iron of Mt. Schuyler	"It is warm to the touch, found in a pile of refuse composting slowly away."	Burns and poisons targets hit.	Mt Schuyler, South-East of Engramatics Sector in the Null Zone
Tales of the Null, Vol 1	"It tells the truth, and nothing but the truth, if the truth could be heard under a lake of bubbling boiling acid."	Allows the user to tell when someone is lying, and writes the truth inside the book. The book also many secrets of it's own, but needs the others to know the whole truth.	Negatron Falls, Southern toxic nuclear waste drain for B.I.N.F. Sector
Tales of the Null, Vol 2	"The truth is rarely pure and never simple. In a time of deceit telling the truth is a revolutionary act. Truth is stranger than fiction, but it is because fiction is obliged to stick to possibilities; Truth isn't."	Answers one question the user has then disappears into someone else's possession at least 100 feet away.	In Possession of the 'Prems' Head
Tales of the Null, Vol 3	"All truth passes through three stages: First it is ridiculed, second it is violently opposed and third it is accepted as being self-evident ."	Gain -5 to any B.I.N.F. related roll the holder makes. This item takes 2 hours to sync to it's user before it can be used.	In the "Under-city" of B.I.N.F.
Julia's Pipe	"Second-hand smoke sure is a real problem, huh..."	The user can create smoke fields around them that are toxic to everyone but the user.	Recently Stolen from the Guzik Head
Golden Mag	"White. Hot. Steaming. Bullet."	Once a combat, a player using a gun to attack(excluding launchers and anything that doesn't use bullets) can have their attack ignore any cover their target is using. Also reduces the cover by one stage.	N/A



Angel's Choir	"Thou shalt not be harmed by your own stupidity."	The holder of this rocket launcher does not take damage from splash damage dealt by this weapon	In Possession of the Distarzos Head
vB.197	"What is now has not always been the same."	A prototype version of B.I.N.F. that can be used for ARPing. Doubles the users MC. Must have -5 ranks in INT to sync with.	N/A
Golden Blade	"Sharp. Thin as Air. Un-dodgeable."	Any attack made with this weapon will cause bleeding damage to the target, even if the target successfully defends.	N/A
Home Run Derby	"Always swinging for the fences..."	A bat attached with a fusion reactor that produces a projectile when swung, effectively making the bat a range weapon of (5 x Total Skulduggery skill). The projectile does that same damage as the bat. If the target is within range 5, target takes damage from the projectile and the bat.	N/A

## STATUS EFFECTS

Table A-7

Name	Effect
Bleeding	Target take 1 damage every 10 secs (2 turns)
Blinded	Target cannot see for 20 secs (4 turns)
Dead	Target is dead. Their implant is turned off.
Deafened	Target cannot hear for 20 secs (4 turns)
Disabled	Target cannot move any part of body for 20 secs (4 turns)
On Fire	Target takes (1d4) damage every 5 secs (1 turn)
Poisoned	Target's (Stat) goes up by 2 points until an antidote is taken
Scared	Target moves away from enemy
Slowed	Target's movement is cut in half and takes twice as long to do an action
Stunned	Target cannot move and cannot take an action for 5 secs (1 turn)
Unconscious	Target cannot move and cannot take actions, they are unaware of what is around them and cannot use their AI. Target can be awakened with a Resilience check of 6 by another person. They also awaken after 2 hrs
Prone	Target receives a -2 to stealth checks but can only move at 1/4 speed.



# IMPLANTS

Table A-8

Name	Cost (bb)	Capacity	Notes
Basic	100	As AI	
Feeder	1,200	As AI	You may choose to turn on ability: For 2 MC per turn, heal 1 Overall Health every turn for as long as this effect remains active. You cannot end this effect until your MC hits 0
Light-weight	1,000	AI / 2	You get 1 MC per 1 minute (in-game).
Capacitor	2,500	AI + 15	
Charger	2,000	As AI	You get 1 MC per 1 minute (in-game).
Leecher	2,000	As AI	You can exchange 1hp for 1 MC. Parasitic AIs get 2 MC instead. You may toggle this effect at will.
Bulwark	1,800	AI - 2	Hackers must succeed on a difficulty 6 hacking check to hack you (if they pass, roll the opposed hacking/counter-hacking check as normal)

# EXAMPLE ARPING PROGRAMS

Table A-9

Name	Type	Level	MC Cost	Effect
Feel No Pain	White	1	2 - 8	Heals a single target 1hp per 2 MC spent up to 8 MC
CPU Overdrive	White	1	2	Allow a single allied AI to do faster calculations, their actions don't take as long to do
Share the Load	White	2	3	Give a single target 3 MC
Data Cloak	White	2	4	Single allied target gets temporarily covered in junk data, making it hard for data sensors to notice
Feel the Rhythm	White	3	2 - 8	Every 2 MC spent on this, give a -1 modifier to a single allied skill check, up to a max of 8 MC
You're my Only Hope	White	3	6	Allows a single Allied AI to use another ARPing Ability at half cost (round up)
Angel's Deal	White	4	X + 1	Give a single target X MC. For every MC over target's cap, they take 1 damage
EMP Field	White	4	7	A field appears around the user, it is 4m radius, anything electronic is effected by EMP, except the user
Bug in the Code	Grey	1	1	Target a single electronic item bugs out and begins to restart
Re-Wire	Grey	1	1	Temporarily change the object that controls another object. Targets cannot be part of an organic item or person



Null Pointer Exception	Grey	2	2	A single target loses control of body part for one turn
Return to Sender	Grey	3	6	A single target gets 2 MC, but their next ARPing ability affects themselves in addition.
Unlimited Power!	Grey	4	7	Send a large amount of power to a single target.
Garbage Day	Grey	5	8	Shoot garbage data into all sensors within a 4m radius
Divide by Zero	Black	1	2	A single target loses 2 MC
Resistance is Futile	Black	2	4	Take control of a single target VI for a short time
Burning Down the House	Black	3	4	Deal 1d4 of damage to a single target body
Recursion	Black	3	5	A single target repeats previous action
Data Hive	Black	3	6	Create a swarm of data bees that everyone around you thinks are real.
Hot Head	Black	4	6	Deal 1d4 damage to a single target's head
Download More RAM	Black	4	7	For the next two turns, a single target's ARPing abilities cost twice as much MC
Vampire-Bytes	Black	5	2	Drains 3 MC from a single target per turn until the target has no more MC, deal 1 damage to single target for every 3 MC drained. Any MC you gain over your cap, you take 1 damage
Mind Scraping	Black	5	8	Allows to peer into what a single target is thinking. This target is aware of your presences
Copy	General	1	1	Target sees an additional copy of user
Interview	General	1	2	A single target has to answer one question truthfully
White Noise	General	2	2	Deafen a single target 1min
Jamming	General	2	3	Start jamming a single target on the network
Paste	General	2	3	Single target sees something that isn't there
Cut	General	3	5	Single target does not see user if they are within their visual range
De-synchronization	General	4	7	Single target sees an action several seconds after the action has occurred
Jack View	General	5	8	See what a single target sees, this target does not notice

## BASIC ITEMS

Table A-10

Name	Cost	Weight (lb)	Notes
Crowbar	100	5.00	Metal bar that can be used to pry open things



Burner Chip	300	0.10	Make network communication secure and untraceable for 1 hour.
Laptop	1,500	3.50	A portable computer that can connect to other computers
Hidden Camera	300	0.50	A small (half-inch cubed) camera that can be easily hidden
10m cable	50	2.00	Cable that can connect technology together
100m cable	250	20.00	Cable that can connect technology together
Noise Maker	50	1.00	Small device that creates random sounds that are annoy when activated, can be heard clearly at 10m. It cannot be heard after 20m.
Handcuffs	150	0.30	Metal handcuffs that require a key to unlock
Cyber-Cuffs	750	0.30	In addition to being normal handcuffs, they have a cyber lock and turns off all software on target (Augments, Implants, VIs, AIs etc.)
Briefcase	40	3.00	Contains the volume of .3m squared. Can hold up to 40lbs
Sack	2	0.50	A 1m cubed sack that can hold 20lb of stuff
Caltrops	100	1.00	Target is slowed and deal 1 leg damage when walking through them
Ball Bearings	50	0.10	Target is slowed and target can become prone if they fail a 10 Exactitude check
Camera Chip	300	0.10	Allows implant to take and store still images and video at professional quality from person's point of view
Framed Picture	75	2.00	A framed picture that can be held in one hand
Flashlight	10	1.00	Light up thing up to 20m away
Rope (15m)	50	2.00	A strong rope that can support up to 200lbs. Rope can be cut by anything.
Document Scanner	80	0.50	A scanner that can scan and save documents
3m Extendable Pole	40	5.00	A pole that starts at one-third meter in length and extends to a maximum of 3m. This pole is spring loaded and does no damage, if it hits resistant then it will stop extending.
Airhorn	15	3.00	Makes a loud, annoying noise. Can be heard clearly at 30m. It cannot be heard after 50m
Deployable Shield	300	10.00	Creates a shield on the ground large enough for one person to crouch behind. Allows person to have half cover. The shield has 6 health



Grappling Shooter	500	2.50	A tool that can shoot a grappling hook up to 30m
USB	500	0.10	Holds 2TB of data
Lie Detector	650	15.00	Once connected to a person, determines if they are lying with 80% accuracy
Trojan Chip	700	0.10	Important virus onto system that it is downloading to
Micro-Processor Chip	750	0.10	Speeds-up processing and calculations on a piece of hardware
Location Scrambler	800	0.20	The items that it is connect to gets a scrawled IP address, making it difficult to pinpoint a location over the network
VI Modification Kit	900	0.20	Allows for customization and changes to a VI. Does not work on AIs
Re-Breather	2,500	0.50	Allows user to stay underwater for up to an hour
Voice Modulator	1,000	0.50	Changes voice so that it unrecognizable by ear.
Nano-Machine Barber	500,000	20.00	Make slight changes to appearance instantly so that person is unrecognizable
Darkening Hood	1,500	3.00	Automatically distorts the area inside the hood, hiding the face from normal view
Infinity Shredder	1,500,000	10.00	A shredder that keeps the info of the things it shreds. It then can print an exact copy of the things it has shredded
Antidote	200	1.50	Heals all poisoning effects
Deep Null Chip	200,000	0.67	One of the most illegal devices a person can own. It is a chip, that is virtually undetectable by anybody. It allows the user to access The Deep Null.

## SKILL KITS

Table A-12

Name	Cost	Weight (lb)	Notes
Lock pick Set	100	0.50	Gives a -2 modifier to Lock Picking skill checks, usable once
Happy Gas	300	0.50	Gives a -2 modifier to Communication skill checks, usable once
Smoke and Mirrors	300	0.50	Gives a -2 modifier to Trickster skill checks, usable once
Steering Assist	300	0.50	Gives a -2 modifier to Driving skill checks, usable once
Tool Box	300	0.50	Gives a -2 modifier to Engineering skill checks, usable once



Adrenaline Shot	300	0.50	Gives a -2 modifier to Agility skill checks, usable once
Demolition Kit	300	0.50	Gives a -2 modifier to Demolition skill checks, usable once
Living Life Bi-Monthly	300	0.50	Gives a -2 modifier to Life Skills skill checks, usable once
First Aid Kit	300	0.50	Heals target 1d4 of damage
Surgical Equipment	900	5.00	Heals a limb 1d4 damage, requires 2 skills in First-Aid Skill
Medical Supplies	2,500	7.00	Heals a target to full health, requires 3 skills in First-Aid Skill
Implant Ripper	5,000	3.00	Removes intact implant with a DC 10 coordination check, target is killed. If check fails, implant is totally destroyed, target still dies. Take 1min to remove implant
Implant Extractor	25,000	150.00	Removes intact implant with a DC 8 coordination check, target is rendered unconscious for 1hr

## MENTAL CAPACITY ITEMS

Table A-13

Name	Cost	Weight (lb)	Notes
Bit Battery	220	0.10	Usable only once, recharge 2 MC or up to max
Nibble Battery	420	0.20	Usable only once, recharge 4 MC or up to max
Byte Battery	800	0.40	Usable only once, recharge 8 MC or up to max
Kilobyte Battery	1,550	0.80	Usable only once, recharge 16 MC or up to max
Megabyte Battery	3,000	1.50	Usable only once, recharge all MC
Gigabyte Battery	5,500	2.00	Usable only once, recharges two target MCs
Terabyte Battery	10,000	3.00	Usable only once, recharges four targets MCs

## VEHICLES

Table A-14

Name	Cost	Weight (lb)	Notes
Hover Board	600	10.00	Hovers 15cm off the ground
Bike	1,000	40.00	N/A
Moped	3,000	60.00	N/A
One-Wheeled Cycle	5,500	100.00	N/A
Motorcycle	10,000	200.00	N/A
Car	15,000	4,000.00	N/A



Luxury Car	30,000	4,500.00	N/A
Boat	35,000	12,000.00	N/A
VTOL Aircraft	300,000	5,000.00	N/A
Small Airplane	100,000	60,000.00	N/A
Ground Drone	800	15.00	Comes equipped with a camera
Flying Drone	1,500	7.50	Comes equipped with a camera
Tank	8,000,000	136,000.00	N/A
Jet Fighter	8,500,000	35,000.00	N/A
Satellite	10,000,000	7,800.00	N/A
Gallon of Gasoline	10	6.50	N/A

## ANIMALS

Table A-15

Name	Cost	Weight (lb)
Dog	500	20.00
Attack Dog	1,000	20.00
Cat	500	12.00
Bat (Animal)	400	3.00
Chicken	200	8.00
Bear	100,000	200.00

## CLOTHING

Table A-16

Name	Cost	Weight (lb)	Notes
Formal	400	2.00	Full formal clothing. Commonly used in fancy events
Uniform	200	3.00	Used in schools or military
Casual	60	2.00	An average looking clothing wear, for everyday use
Scarf	10	0.25	
Steel Ring	50	0.02	
Poison Ring	300	0.03	Looks a like a normal Steel Ring, but has a small injector that pierces skin. Can hold some gas or liquid.
Backpack	20	5.00	A pack worn on the back. Holds up to 60lbs
Hidden Attacher	125	1.00	Holds one Item so that it cannot be seen easily
Jumpsuit	100	1.00	
Mask	50	1.00	Hides your face
Gloves	40	0.75	Leave no finger prints
Gas Mask	35	2.00	A mask that filters the air. Gets rid of dust, poison, and any other things in the air



Radiation Suit	440	15.00	A full body suit that stops radiation
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## ARMOR

Table A-16

Name	Cost	Weight (lb)	Notes
Tactical Vest	1,000	20.00	4 Armor
Advanced Vest	2,000	30.00	8 Armor
Shock Absorbing Vest	2,750	30.00	8 Armor, negate up to 1 damage made by an attack that used a Melee skill. If armor hits zero, negating is 0
Semi-Solid Vest	2,750	35.00	8 Armor, negate up to 1 damage made by an attack that used a Ranged skill. If armor hits zero, negating is 0
Assault Armor	3,000	20.00	12 Armor

## EXAMPLE QUIRKS

Table A-11

Name	Affect
You're All-Right	You are not able to use the left arm/leg that was affected by this. (This is a consequence.)
All that's left	You are not able to use the right arm/leg that was affected by this. (This is a consequence.)
Think Fast!	-2 to rolls for reaction and +2 to all communication rolls
Duct tape and WD-40	-2 to rolls for Jerry-rigging and + 2 to all demolition rolls
Bottom Shelf	-2 to all stealth rolls, +2 to all Melee rolls
Top Shelf	+2 to all stealth rolls, -2 to all Melee rolls
Technophile	-1 to engineering towards robots, +3 to any combat rolls against robots



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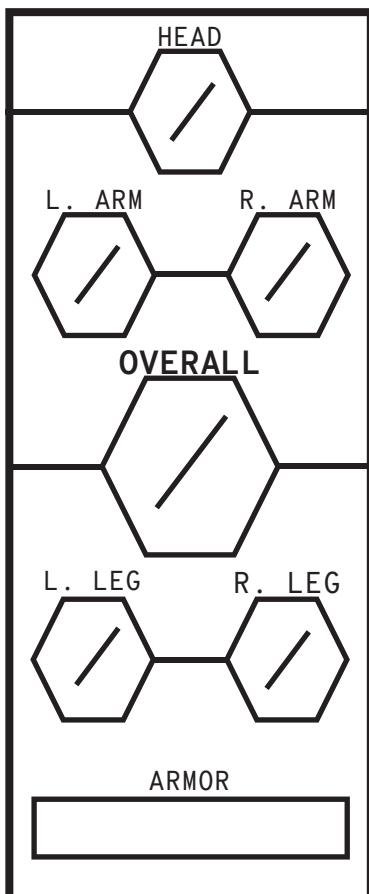
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White Hat 16, 22



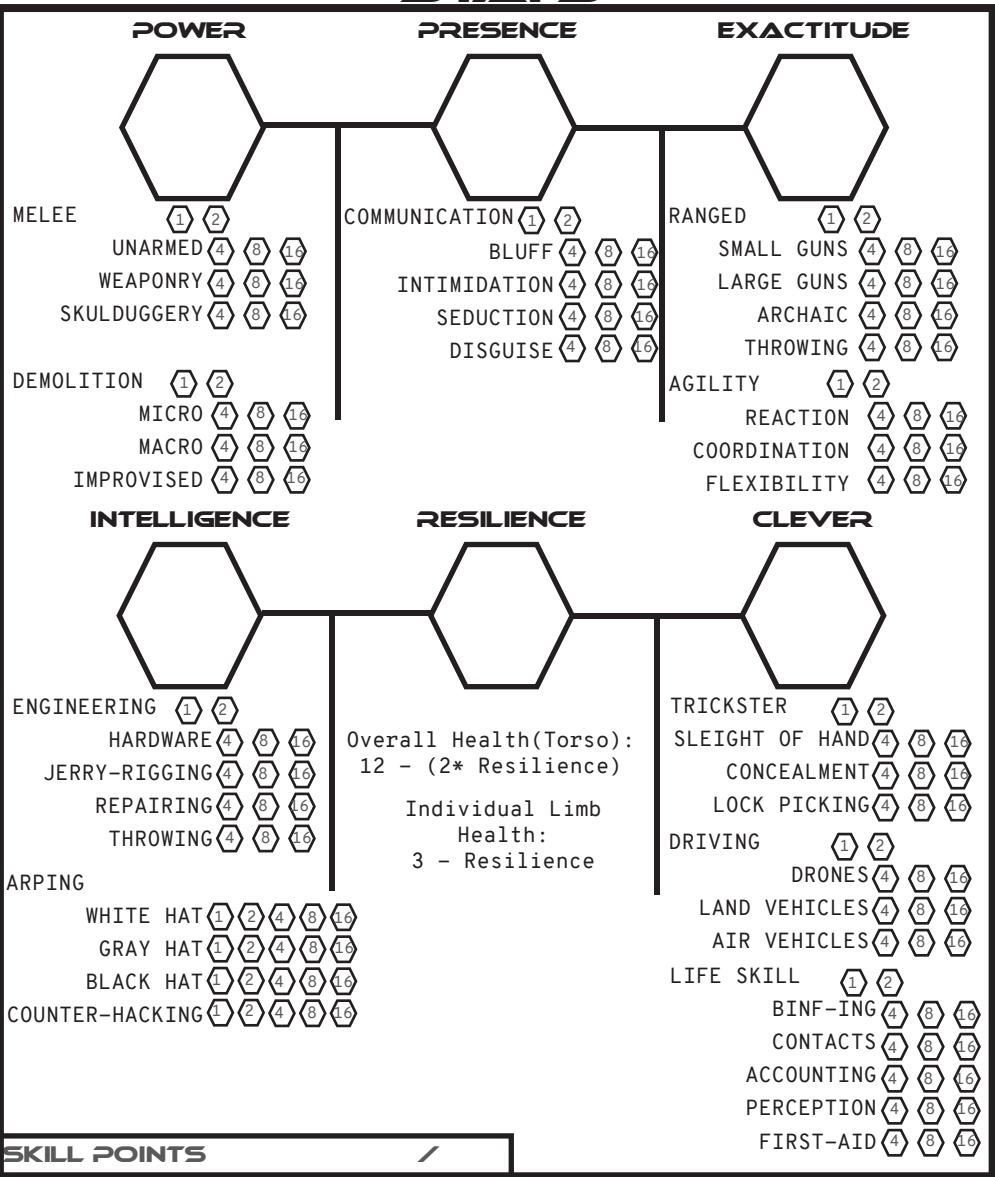
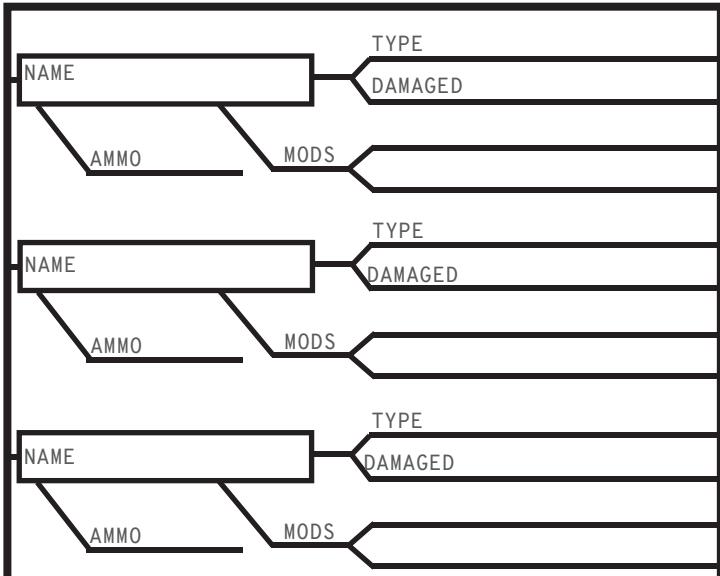
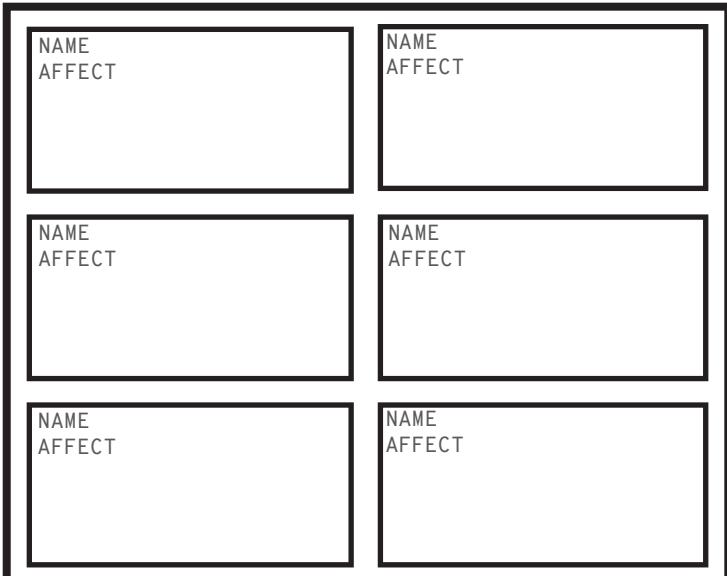
Code Name	Home Sector	Height	Weight	Build
Player Name	Family Association	Age	Eyes	Hair

INFAMY

**STATS****BINF****HEALTH**

ATTRIBUTES

ATTRIBUTES

**WEAPONS****QUIRKS**

Code Name

Player Name

AI

NAME:

COLOR:

REGEN:

RELATIONSHIP:

## ARP PROGRAMS

NAME DESC	COST	LOADED <input type="checkbox"/>
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NAME DESC.	COST	LOADED <input type="checkbox"/>
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NAME DESC.	COST	LOADED <input type="checkbox"/>
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NAME DESC.	COST	LOADED <input type="checkbox"/>
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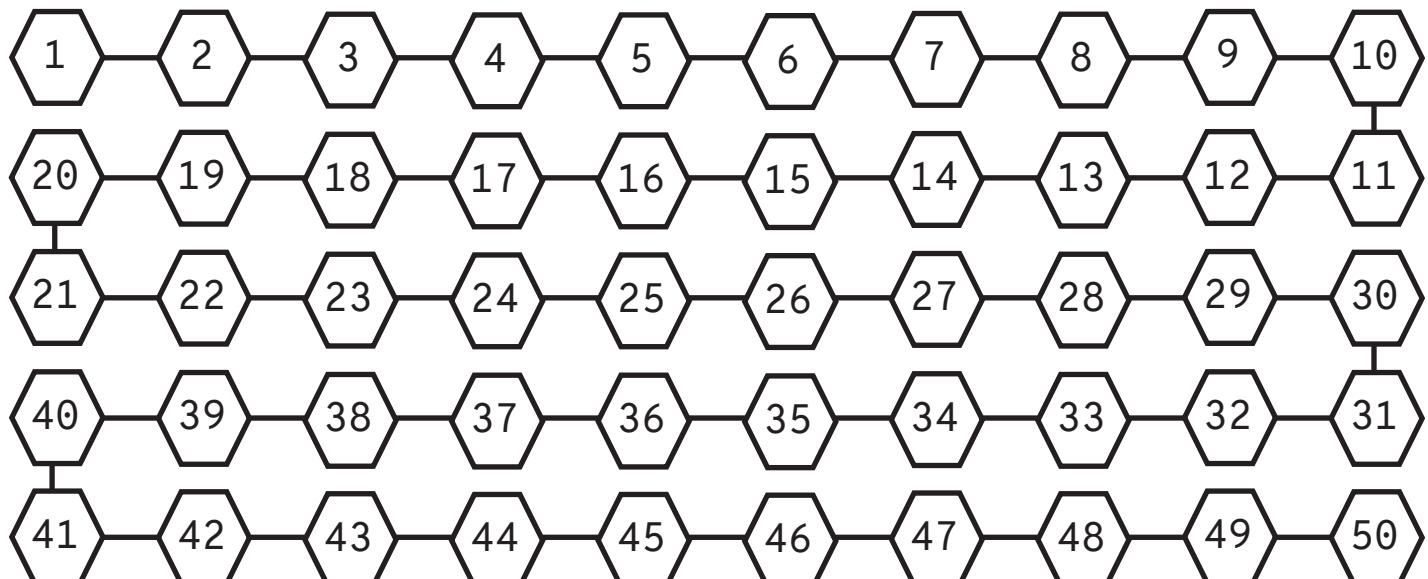
NAME DESC.	COST	LOADED <input type="checkbox"/>
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NAME DESC.	COST	LOADED <input type="checkbox"/>
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NAME DESC.	COST	LOADED <input type="checkbox"/>
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NAME DESC.	COST	LOADED <input type="checkbox"/>
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## MENTAL CAPACITY



Code Name

Player Name

MONEY

## ITEMS

## NOTES

## DICE ROLL REFERENCE

### Skill Rolls

Tier 0	d20 + 5 + Relevant Stat
Tier 1	d12 + 4 + Relevant Stat
Tier 2	d10 + 3 + Relevant Stat
Tier 3	d8 + 2 + Relevant Stat
Tier 4	d6 + 1 + Relevant Stat
Tier 5	d4 + 0 + Relevant Stat

### Stat Rolls

Stat = -1	d12 + 4 + Relevant Stat
Stat = -2	d10 + 3 + Relevant Stat
Stat = -3	d8 + 2 + Relevant Stat
Stat = -4	d6 + 1 + Relevant Stat
Stat = -5	d4 + 0 + Relevant Stat
Stat = 0+	d20 + 5 + Relevant Stat





The world of Null Sector allows you to experience a technological utopia first hand. Experience life as it would be ruled by a benevolent AI who's only goal is to prolong humanity. Investigate the truths of this world and learn its deepest secrets. Play as a master of the digital world and write programs that can change reality itself, or finish things the old-fashioned way: with your fists. This world is entirely what you make of it.