

E R R O R

O R V E R I D

A L E R T



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# THE MISSED-UP WORLD THEY LEFT US



## THE WORLD IS ENDING.

Again

and

again

and

again

...

again

// Constantly in **flux**, shifting, **distorting**, always reborn as something worse. Destruction by ecological catastrophes, the fallout of history's belligerence; by modern man-made Miseries or the blood spilled by the reckless machine of capitalist supremacy. Mankind's greatest ability truly is to destroy itself in creative ways. Designer demise, consumer-customized death, endlessly on repeat.

Poisonous space rocks, nuclear weapons, cyclical revolutions, warring nations, warring corporations, warring neighbors, pandemics, tsunamis, volcanoes. In between it all: direct person-machine interfaces, tactical neural implants, and bacteria from outer space hijacking intercellular nanorobotics. And the sky is full of ads. //

Everyone is **interfaced**/injected/infected/infested with something. Everyone wants *something* from everyone else. Everyone is a **liar** and a **cheat**. Everyone wants more creds. ▣▣▣▣ //

Welcome to the year 20X3. //

Welcome to the City of **Yuv**...

## THE CY\_



CHAPTER #

# 19

WE

SHOULD

HAVE

BURNED

THIS

CITY

CENTURIES

AGO

# 04



Nu-Capitalists rule from glass towers in Central. /

Immortal OG Money Aristocrats in gated mansions, in gated communities, in gated enclaves in the Hills.

This month's VIP celebs from their epersonas and clubs in the Ports.

Gangs rotting in their turf; in the Slums bordering G0.

Neo-Mediums from whatever accursed den their cult claims as hallowed ground.

ALL OF THEM ARE BUILDING  
THEIR OWN KINGDOMS  
AND ARMIES







## Central City Business/Enterprise Region

OF ——— TEXT WITH VHR11-3:4 RELEVANCE

The hills to the west are crowned in neon and holo-shimmering crystal, overlooking G0 and the wretched, piss-poor city below. Once woodland and villas, Central rose to prominence after the Incident. Its humble grounds ravaged into an iron horizon of skyscrapers and arcologies, all under the calculating gaze of corporate offices. A coffin apartment costs more than you'd make in ten lifetimes. It won't let you forget that. The SecCorps are ever present, their jurisdictions finite and controlled by ironclad contracts under direct violent competition. They are a coercing hand meant for outsiders and interlopers. The crimes here are white collar: financial, high yields, low convictions. The rich remain above the law.

An altar to consumerism in the shape of a sprawling retail park called Undersjön is perpetually under construction beneath Lake Gravel, separating the north and south of Central.

South Central is dominated by the megacorp *Alliansen Inc.*, the mobster law firm *Grayf/Mellberg/Tosk*, and current superstar it couple *Tulles&deVerte*. The Neon Pillar casts a fluorescent sun upon north Central—the HQ of *Spectral FT Banks & Holdings*, and a megatemple of the subsidiary corp-church *Fideistic Transformation*, which promises eternal singularity and uploaded sentience within a divine mind-cloud. Their success with mind uploads is questionable, ego continuance an unknown.

10



# PORTS

A1

There's no escape from the City even with three ways out—air, sea and space. The Ports offer the illusion of escape from within a labyrinthine universe of steel, concrete and abandoned warehouses. A black market of imports from what's left of the rest of the world, far from the prying cameras of the SecCorps (so long as the bribes keep flowing). Drugs and guns, clubs and fun; this is the entertainment district of Cy's true citizens. Corps, mobs, VIP-celebs and street gangs vie for dominance, their gunfights drowned out only by the cacophonous hedonism on display.

A2

**What else is there?** **Royal West Shipping** has the largest and most well-guarded warehouses; nobody dares challenge them. The rock-star themed pop-up hotels of **Idol Coffins** flare up like a bad case of VD, always next to the hottest new club. Word is there's a salmon-painted door guarded by two ultra-chromed-up giants in brown tailcoats, allegedly leading to a restaurant so exclusive even the **Guide** ★★★ can't get a table.

A3

CLOSED.



This is where the rock fell, where the bombs dropped. A post-apocalyptic quagmire kept in quarantine by a massive wall monitored by auto-turrets and armed drones. Entering the sector without proper protection is still a death sentence—if the murderous Nanophreaks,

pockets of new gas or radioactive space dust don't kill you, then whatever the hell makes MAT POISE at night will. Most of the area is waterlogged scrap and warped steel, but some of the oldest, medieval parts of Cy still stand. Scrapheads looking for antique junk, smugglers running guns, cultists seeking their profane truth and scientists looking for a way to profiteer from the fallout are the only beings you'll meet here. The only humans, that is.

One of the doors on the G0 bulwark is said to lead to the underground killclub/music venue called *My Wall*. Secret societies like the *Terpischore Sisters* are said to frequent it, using it as a forward base for their enclave deep beneath Old Cy.





Cy's industrial zones are nightmarish sectors; gargantuan in scale, overflowing with poison and peril. The steel isle of Mosscroft reigns foulest of them all—a toxic hellscape rivaling Central in size. A barbed wire labyrinth of fume-spewing factories and overtaxed power plants where the overworked and underpaid are herded like cattle to toil until they break. Industry must feed Cy's eternal consumption.

The sickening smog especially shrouds western Mosscroft, fed by Kaytell Makers' chemical textile plant and the ACGS

weapons factory. The stench, however, is unbearable to the south, where fish and other biomatter are processed by AST into edible/non-edible products.



# THE SLUMS

Everything near G0 bears visible scars from the Incident; buildings and people alike. Festering scabs, scorch marks, psychic shock and some things more...sinister. Sentient. The slums are mangled by the weight of their wounds.

Gangs fight the cults, the cults fight the militias; an uncontrollable spiral of violence, drugs and destruction to determine who is in control of the detritus of Cy. You'll find most things among these run-down gutters: honest but broken people dreaming of a different future, underground shadow markets for food/fuel/stolen military hardware, hole-in-the-wall/no-questions-asked reaperdoc clinics that may just fix you up—or harvest your organs.

The Virid Vipers, major players in the Cy drug trade, and the Heirs of Kergoz wage a long and bloody gang war that makes a miserable life worse, especially in Bigmosse. The Heirs run their black sacraments and Nanomantic blood rites out of the Barnyard Fields, staining it red in the name of the two-headed alien daemons they worship. In Laketon, the walls are sodden with rot; tainted slurry seeps out of G0 and causes nanomold outbreaks in the water supply. Lilypond secures its borders at the barrel of a gun, with armed citizen vigilante brigades enforcing their own idea of peace.



# ON WATER

**The city is a convulsing, infected leviathan.**

The concrete and crystal facades are its tattered flesh; the many lakes, canals and channels its acrid veins—pumping acidic waters, fetid waste and bloated corpses through its sluices and floodgates.

**Beneath the spider's web of bridges** connecting Cy's many isles is the never-ending bustle of taxi boats, market-barges, floating homes and supertankers

It isn't potable, but Cynergy Water & Power Co and others are willing to market anything to the desperate. Everyone needs water.

Cy's archipelagic outlet tangles ships in mercurial mazes of heavily patrolled aquaculture cages. Further east is a trackless expanse of lifeless, raging waters—an undead sea of oil rig graveyards, glitching siren-like holobeacons and drifting plastic continents, which lure vessels astray from whatever faraway ports they set out to reach.

# The Hills

ACCESS DENIED

Locked safely behind gates upon gates, the hills and valleys away from the urban expanse of the Ports and Central crawl with fortress-like villas and mansions swallowed by private parks and frivolous splendor. The higher you climb, the greater the luxury, the tighter the security. Officially, there is no crime in the Hills, as any unfamiliar face is tracked and rendered in a panopticon of surveillance feeds, and the SecCorps are paid well for their discretion and their brutality when dealing with anyone without an invitation or home here.

→ Galgbacken is an old-money neighborhood. Home to three of Cy's most influential people: CEO of UCS—*United Citadel Security* **Mr. O.B.P. Gunner**, President of *Alliansen Inc.* Board **Mrs. Lia**, and **Dr. Daevyn**, lead researcher of *TG Labs*.

→ Several new buildings on Oak Isles are constructed in strangely ancient and occult architectural styles. No public records exist concerning ownership or purpose of these structures, which loom malevolently in the skyline.



LET'S PRETEND THIS NEVER HAPPENED



## THE INBETWEENS

.The salaryfolk, the cubicle zombies, the cogs in the machine ~~are stored~~ live here in endless rows of bland tenement slabs. Overcast by an oppressive vista of faceless concrete brutalism, advertised to at every waking moment. There's a disease here; as irritable as a flickering light, hyperlocal gentrification will flood a sector with trend thralls and boutique entrepreneurs. Days later, they're gone, exploiting another "hidden gem" like a plague of locusts scouring a dying earth.

.**BURNC-HURCH HEX** is currently surging with pop-up food stalls selling mycobiotic meat grown illegally underwater in G0.

.**SVÄRTA** was recently the epicenter of a cyberbike hype that came to a violent end when rival roadrunner clans bombed most of the area in a fight for dominance against the locals.

.The **BORGHOLD'S** notable prison complex makes it an outlier with some areas nearly five centuries old and new ones constructed each year. The locals live in small villas or multi-family houses. Insular, they view the rest of Cy's populace with suspicion. They know the city by whom they hold in cages.

The negaCity  
devours all it sees.



It fracks and  
churns the earth,  
it boils the ocean barren,  
it cages the natural world  
in its drug fueled, over-bloated

## FACTORY MEAT FARMS.

Beyond the city limits  
are fields upon electrified fields  
for automated agricultural machines the size of cathedrals.

What few forests remain are dominated by  
armies of buzzing, sawing,  
burning clearcutter drones  
that could not care less for  
what or who they

CUT DOWN.

### TOMB TOWNS

The wreckage of cities, ruined and abandoned during the last mega-urbanization wave. Here, roadrunner clans shelter from pollution, radiation, twisted wildlife, extreme weather and other, more unexplainable phenomena.







an omnipresent deity: it is everywhere, in everything, in everyone. Impossible to map or escape. Always trying to sell you something, keep you scared and hack your behaviour. With a **Retinal Communication Device**, anyone can access the top, shallow levels. Venturing deeper, beyond consumer access zones, requires a cyberdeck, and to affect your immediate meatspace surroundings, you also need the proper Apps.

|         |         |
|---------|---------|
| AI.     | Gods.   |
| Demons. | Aliens. |

CITY OF 27

D66 HEADLINES and → their consequences.

→ Details on the manhunt for a suspect in the theft of luxury c-tech and serial druggings in exclusive clubs. → A VIP known to the PCs is shown drugging the reaper's latest victim.

# WARRIORS

d6 days after the event, it has been turned into a virtual flick, holo game and a trend or meme people are already bored of









6.1

### Wintercove Square NUKED!

→ The mushroom cloud rises over Cy as South Central—with all its arcs and corp HQs and hitherto immortal fat cats—ceases to be. Collateral and casualties send the market into a freefall on Cy’s darkest day since the Incident. → Thus far, no organization has claimed credit for the attack.

6.2

### Orbital Drop Invasion!

→ *Parliament*, a well-armed and disciplined orbital gang, has invaded Cy from the space elevator, seizing control over several districts. → Local gangs and SecCorps are at a loss as the situation grows more dire, and tactics turn more desperate.

**Attention all travelers** Due to a technical error, all departures are slightly delayed. Take this opportunity to visit the Quickshop; grab a Cyder, sync to Core and relax in our CustomId Dopamine Pods. 5% off!

6.3

### Massive Heatwave Hits Cy

→ Rolling brownouts and violence are expected for the next two weeks as the temperature continues to climb. AC is to be rationed outside the commerce districts to reduce strain on the grid.

6.4

### Implosion at InstaLeap Portal Lab

→ Purple skies over Cy due to an illegal, experimental facility incident in Old Cy that has torn open a rift to...somewhere. MilCorps are mobilizing with heightened budgets, and security around the Wall is increased.

NO SIGNAL

6.5

### Solar Storm Goliath Causes Comm Blackout

→ All wireless communications more advanced than antique radio are down until the storm passes.

6.6

### Technological Rapture?

→ As the Fideistic Transformation megatemple goes silent and its known members alongside thousands of others have vanished, the public must wonder: have their goals of whole-brain emulation finally been achieved? → *50% of the PCs’ contacts, associates and enemies are now gone.*

|        |                   |
|--------|-------------------|
| #CCT-2 | No user connected |
| #MAIN  | No user connected |
| #SLH-5 | No user connected |
| #PRSR_ | No user connected |

Reconnecting....

The 7th time  
a Miserable  
Headline is  
rolled, it will  
always be:

#0x0NG+

### Are We Living in a Simulation?



Professor Magnificus  
Evren at CyU has found  
proof that the world  
is a simulation run  
by unknown entities.  
Evren could not be  
reached for further  
comment. In 12 hours,  
the simulation resets.

→ Replay the entire campaign.

CHAPTER #



# SYSTEM

YOU ARE ENCOURAGED TO BREAK EVERY SINGLE RULE IN THIS BOOK.  
EXCEPT THIS ONE.

### RULE #00

Player Characters *cannot*  
be loyal to or have sympathy  
for the corps, the cops,  
or the capitalist system.

They might find themselves  
reluctantly forced to  
do missions for them or  
their minions. But make no  
mistake—they are the enemy.



You begin with **2d6x10** on an anonymous credstick, some **cheap clothes**, a **RetinalComDevice (RCD)** and

Lifelike eyes, chromed-out headsets and everything in between.  
Beams holodata—ads, propaganda, the Net—straight into your skull. Access sites, send/receive texts, pics, video feeds. Your interface with technology.

Like everything, it can be hacked.

PrimArc XX12.Transcr/log.—PREVIEW

**Samson.8601 / AAT**  
Freak accident of course, and my deepest condolences to however, this overzealous fire extinguisher did, legally its hypersensitive. And since the tenants didn't report any fire wasn't any, but the terms don't care) insurance ends up in making the final line actually green on our end.

**Armet.0619 / ATN**  
And it reacted to body heat? Classified it as a Code 3 fire h

**Samson.8601 / AAT**  
That's it. So, in theory finetune it so that any surpass the agreed n visitors, activist meeti release anti-flame gas happen to kill any livin unfortunate side-effect not a malfunction.

**Armet.0619 / ATN**  
And it's 100% let al?

NEW-RULESLITE2\_FINAL3.SHW

ABILITIES

- **Agility** Sneak, dodge, drive, autofire
- **Knowledge** Science, use tech or App
- **Presence** Snipe/shoot, use Nano, charm
- **Strength** Strike, grapple, lift, throw
- **Toughness** Survive falling, poison, and elements

Roll **3d6** and use the table to generate ability scores from -3 to +3. Classless Punks roll 4d6 and drop the lowest for two abilities of their choice. Punks with a class follow their classes' instructions and roll 3d6 on the rest of their abilities.

|       |     |     |     |      |       |       |       |
|-------|-----|-----|-----|------|-------|-------|-------|
| Roll* | 1-4 | 5-6 | 7-8 | 9-12 | 13-14 | 15-16 | 17-20 |
| Score | -3  | -2  | -1  | ±0   | +1    | +2    | +3    |

\*Throw this away after getting your scores.

To: Samson.8601 / AAT  
Subject: LEAVE ME ALONE

Auto-replaced words in accordance to PrimaLux Code of Conduct P Segment 127001-12A: Tone of Voice. A notice was posted to HR. For

I am **really** sick and **really** tired of your **unwanted** **opinions** I **don't** appreciate your **actions**. If you could just **stop** **contact** a second I could actually do my **important** job. If I see you a I swear I will **stab** your **family** and ooooooooooooooooooooo

Unauthorized Insinuation.  
SecOP initiated.

CASH & GEAR

ROLL-ONCE-ON-EACH-TABLE

d8

- 1 Mirrorshades.
- 2 CWPC Metro card, d8 trips left.
- 3 Hangover.
- 4 Pack of realTobacco™ smokes.
- 5 d4+1 flashbangs, test Toughness DR14 or +4DR on everything for d4 rounds.
- 6 d4 hand grenades, d6 damage to up to d3 targets.
- 7 Old-school motorcycle. Fuel is hard to come by.
- 8 Stolen taxi. Faked or removed transponders. May trigger alarms when entering high-sec areas.

d12

- 1 Paracord, 30m.
- 2 Micro torch cutter, power for d4 uses.
- 3 Bio/ID scanner, can track a person within 50m.
- 4 Breathing mask, provides oxygen in gas or underwater.
- 5 Collapsible ladder, 5m.
- 6 First aid kit, d3 uses. Stops bleeding/infection and heals d6 HP
- 7 Crowbar, d4 damage.
- 8 Superlube.
- 9 Grappling-hook crossbow, d4 damage.
- 10 Small bottle of pulverized acid.
- 11 Crime scene kit.
- 12 Random cybertech, roll d10 on page 69.

d12

- 1 Red-juice stimjector, d4 doses. Heals d10 HP.
- 2 Adrenachrome\_HST, d3 doses. Heals d6 HP, +1 on all abilities for d6 rounds, then -1 until rest.
- 3 Drone suit. Slow but quiet flight. Attack and defense tests are +4DR while flying.
- 4 Small but jailbroken Robo-K9. d6+2 HP, bite d4, only obeys you\*\*\*\*\*
- 5 Tiny surveillance drone, 300m range.
- 6 Optic camo suit.
- 7 Noisemaker. Floods 20m area with fake data for d4 minutes, making remote communication and surveillance impossible.
- 8 Fake ID. Good enough to pass a random check, might not work if they are looking for you.
- 9 Visionvisor. Zoom, camera, heat/night vision, ultrasound.
- 10 Random cybertech, roll d10 on page 69.
- 11 Cyberdeck with d3 slots and 2 random Apps.
- 12 A random Nano power.

MAKE A PUNK



< S T A R E - Y O U R - N A M E - A N D / O R - H A N D L E > 39

Carrying Capacity

You can carry **Strength+8 normal-sized** items without a problem. After that, Strength and Agility DRs increase by 2. You can't carry more than twice Strength+8.

TESTS

To succeed on a test, roll d20 ± your Ability Score with a result equal to or greater than the Difficulty Rating (DR).

Enemies and opponents don't roll to attack. Instead, the player character rolls to defend or resist. When an opponent has to roll to resist poison or find a hidden tripwire, for example, they roll a flat d20 against DR.

Difficulty Ratings (DR)

- |    |                   |
|----|-------------------|
| 6  | simple            |
| 8  | routine           |
| 10 | easy              |
| 12 | NORMAL            |
| 14 | difficult         |
| 16 | really hard       |
| 18 | almost impossible |

Oopsie! It looks like you are near your current FreeMinutes™ limit. Remember: exceeding the limit is against company policy and will result in a Negative Salary Code. Have a productive day!



TO BE LOYAL IS TO BE LOVED

PrimaLux  
ETERNALARC PROPERTY INC



# SHUNNED NANO MANCER

It's inside you. Infesting your brain, warping your flesh. People are afraid of you now. They're afraid of the power that poisons you. You're scared too.

HP: Toughness+d4  
d2 Glitches

WEIRD Roll 3d6+2  
for Presence  
ILL Roll 3d6-2  
for Toughness

Start with one random Nano power. Any starting App or Cybertech is replaced with a random Nano. Roll d6 for weapon and d2 for armor.

## You also have one of these

- 1... **A strange leaf-looking knife.** Deals d4 damage, and victims have to test Toughness or bleed 1 HP for d6 rounds.
- 2... **Milkwhite eyes that see through lies.** Once per day, when you believe you've been lied to, test Presence DR8. On a success, you can tell whenever the target lies for the rest of the day.
- 3... **Burnt orange, stone-like skin.** -d4 damage taken, not subject to being reduced on a defense fumble. Instead, you take an additional d8 damage as part of your skin is ripped off.
- 4... **A second mouth where your navel used to be.** Any food or drugs consumed with your navel-mouth are twice as effective.
- 5... **An elongated, pointed and semi-translucent skull.** Your brain shines underneath, emitting light like that of a candle.
- 6... **Scales cover most of your body.** Any roll to resist cold, heat or radiation is -4DR.

## You got infected when

1. You spent a wild night with a group of neo-pagan cultists, performing profane rites to some snake god.
2. A star fell close to your building, and you were a curious child.
3. You found drugs. Free drugs. They were neither drugs nor entirely free.
4. You were kidnapped and subjected to horrible experiments.
5. A G0 rat bit you.
6. You were born.



/.You were one of the sharpest deckers in Cy. No one could use tech or warp the world with an App like you could. @@@@@@@@@@@@@@.&\_/.You don't know what went wrong. You messed up. Maybe you were tricked; maybe you got sloppy. /.You glimpsed a terrible truth, and now you're burnt. /~~~~~ No collective, no fallback, nothing.

## you built an App d6

1. **Borgtrigga-0.5.** Provoke a Cy-rage test for one nearby target.
2. **Law1.** Parallaxes imagery around you, making you invisible to all tech (except true AI) for 10 minutes.
3. **Boomboom.** d4 nearby simple devices (lamps, monitors, cameras, etc.) explode. d6 damage to up to d4 targets.
4. **CopySwappy.** For d10 rounds, all tech will mistake you for another person within 30m and vice versa.
5. **tError.** Target's RCD renders subliminal, personalized nightmare imagery that distorts reality. Test Presence DR14 or unable to act for d4 rounds.
6. **DvG-sling.** Deal damage to a cybered target or drone/vehicle/mech based on their size. Dog-sized targets take d6 damage, human d10, car 2d8, and larger targets take 2d12.

| ABILITIES                                                                                              |              |
|--------------------------------------------------------------------------------------------------------|--------------|
| HP                                                                                                     | Toughness+d6 |
| Glitches                                                                                               | d2           |
| [CUTTING EDGE]                                                                                         |              |
| Roll 3d6+2 for Knowledge.                                                                              |              |
| [UNHEALTHY LIVING]                                                                                     |              |
| Roll 3d6-1 for Strength and Toughness. Start with a cyberdeck with Knowledge+4 slots and a random App. |              |
| /// Any rolled Nano or Cybertech is replaced with a new random App.                                    |              |
| /// Roll d8 for weapon, d2 for armor and 6d10x1kx debt.                                                |              |

On a deep dive of the Cyber Cosmos, you've found a terrible truth: d6

1. The public faces of the UCS board are fabricated. They don't exist. Who's running UCS?
2. Stealth carrier drones are offloading large amounts of something in G0 on rainy nights.

3. Rogue AI are flocking to Cy, more so than than anywhere else in the world.
4. Nanobacteria is seeping into the Net. What does that even mean? Who's covering it up?
5. Two AIs have merged into a two-headed sentence. Its intelligence is beyond our comprehension.
6. An unknown collective has opened backdoors in Cy's major data nodes. No hackers have claimed credit.



# DISCHARGED

## CORP KILLER

A good soldier in bad company, always fighting someone else's war in the name of greed. Capitalism crushed your enthusiasm quickly enough, and you were discharged without severance.

HP TOUGHNESS+D8  
D2 GLITCHES

Emotionally scarred jarhead, roll 3d6-1 for Knowledge and Presence. Tough as nails, roll 3d6+2 for Toughness. You roll d4+1 for armor. Your autofire tests are always -1DR. The Corp wants you dead.

### YOU TOOK SOMETHING FROM YOUR EMPLOYER WHEN YOU LEFT THE FORCE:

1. **Old-school heavy machine gun.** d12a damage, but breaks down after a damage roll of 1. You can fix it if you get 10 minutes of quiet time.
2. **Prototype Smart™ assault rifle** (d10a damage). Around-the-corner shooting, camera sight, grenade launcher, the works.
3. **Toughness+5 hand grenades** and 5 **flashbangs**. You throw grenades with -2DR.
4. **Heavy laser cannon.** d12 damage, Presence DR14 against people, bots and animals. 3d12 damage, Presence DR10 against vehicles, turrets or similar targets.
5. **Crowd-control air cannon.** d6 damage, can hit up to d3 targets close to each other.
6. **Incendiary shotgun.** d10 damage and test Agility DR12 or flammable materials are ignited for +d6 damage the following round.

### YOUR DEPLOYMENT:

1. Urban infiltration in Cy Central. You
2. know the area well. Orbital station grunt. Zero-G wall breaches and airlock executions were your idea of fun.
3. Maritime raider. Blowing up drilling rigs, underwater labs and the occasional ship.
4. Mobile wasteland rig corps. Mowing down roadrunners, sabotaging rival infrastructure, burning what little nature was left.
5. Periglacial SecCorp. Plundering released gas and bioweapons for your employer.
6. Didn't get that far. Washed out.



47

# ORPHANED GEAR HEAD



People are unreliable. Socially. Physically. Emotionally. Weak bodies and weaker wills. They are worn down, unfixable. Instead, you have mastered emotionless steel and loyal code. You can fix, drive and pilot any machine. Machines, you can trust.

### Abilities

HP: Toughness+d8  
d4 Glitches

ENGINEER, roll 3d6+2 for Knowledge. PREFERS MACHINES, roll 3d6-2 for Presence. You test Knowledge DR10 when you try to repair a piece of tech or to pilot a vehicle, drone or other machine.

### You pilot (d6)

1. **A SEMI-AUTONOMOUS QUAD-BOT** with tools including a health scanner and torch. Loyal but with an attitude. Bites for d4 damage, Knowledge+d8 HP and -d2 Armor.
2. **A FLYING DRONE.** Follows basic commands. Knowledge+d12 HP, -d6 Armor, and an assault rifle (d8a).
3. **THREE FLY-SIZED SURVEILLANCE DRONES** equipped with a camera, 3D scanner and heat sensor respectively. Incredibly fragile. An expected corporate espionage tool.
4. **A PROTOTYPE CRAWLER DRONE** with a laser turret (d12a). Knowledge+d10 HP, -d6 Armor. Can follow advanced commands. Needs a hard reboot after dealing max damage.

### 5. AN ARMORED VAN.

Five seats and lined with junk. Has a smuggler's hatch underneath it. Once a day, test Knowledge DR8 to find the spare part you need to fix any broken tech.

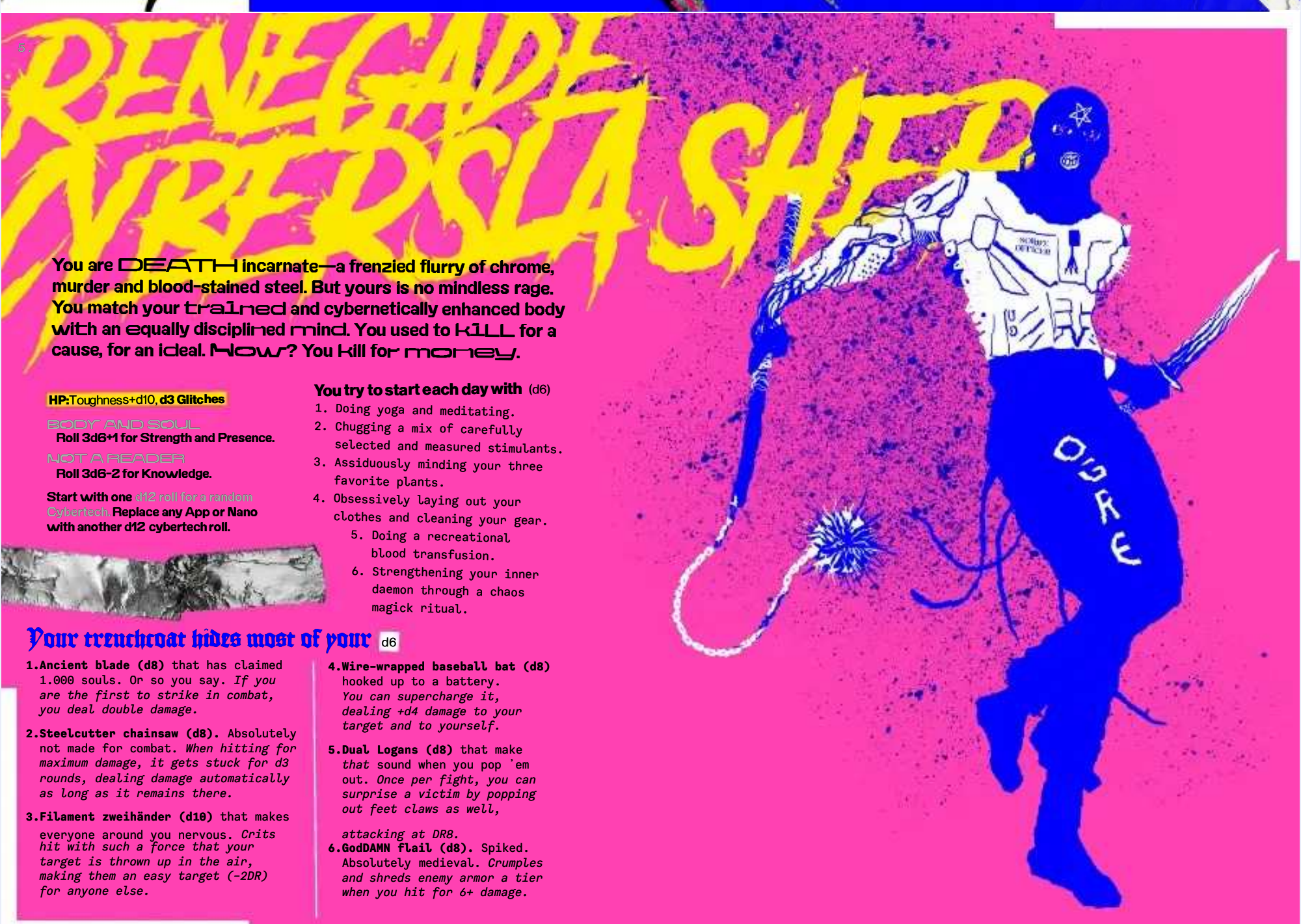
### 6. A WALKING WEAPONS

**PLATFORM.** High-indestructible, large enough to ride and janky as hell. Anti-materiel battery (2d10) destroys most walls, doors and vehicles with a shot. Has a 2-in-6 chance of breaking down after firing. Takes d4 hours to repair.

### You trusted them, and then they (d6)

1. **Disappeared in G0.** Looking for an advanced lab rumored to have survived the incident.
2. **Were proclaimed dead.** But you know their soul lives on inside something else.
3. **Were dragged off** to a Corp black-site by an anonymous killteam.
4. **Left you** to join up with a roadrunner outfit. They scavenge scrap on the rivers up north.
5. **Bugged out,** pursued by rival droners and bots. Waiting out the heat.
6. **Got laid up,** comatose in a Central Cy hospital. Allegedly a workshop accident. They're fine as long as there's a on their account





You are **DEATH** incarnate—a frenzied flurry of chrome, murder and blood-stained steel. But yours is no mindless rage. You match your trained and cybernetically enhanced body with an equally disciplined mind. You used to **KILL** for a cause, for an ideal. Now? You kill for money.

**HP:**Toughness+d10, **d3 Glitches**

**BODY AND SOUL**  
Roll 3d6+1 for Strength and Presence.  
**NOT A READER**  
Roll 3d6-2 for Knowledge.

Start with one d12 roll for a random Cybertech. Replace any App or Nano with another d12 cybertech roll.



**You try to start each day with** (d6)

1. Doing yoga and meditating.
2. Chugging a mix of carefully selected and measured stimulants.
3. Assiduously minding your three favorite plants.
4. Obsessively laying out your clothes and cleaning your gear.
5. Doing a recreational blood transfusion.
6. Strengthening your inner daemon through a chaos magick ritual.

**Your trenchcoat hides most of your** d6

- 1.**Ancient blade (d8)** that has claimed 1.000 souls. Or so you say. *If you are the first to strike in combat, you deal double damage.*
- 2.**Steelcutter chainsaw (d8)**. Absolutely not made for combat. *When hitting for maximum damage, it gets stuck for d3 rounds, dealing damage automatically as long as it remains there.*
- 3.**Filament zweihänder (d10)** that makes everyone around you nervous. *Crits hit with such a force that your target is thrown up in the air, making them an easy target (-2DR) for anyone else.*
- 4.**Wire-wrapped baseball bat (d8)** hooked up to a battery. *You can supercharge it, dealing +d4 damage to your target and to yourself.*
- 5.**Dual Logans (d8)** that make that sound when you pop 'em out. *Once per fight, you can surprise a victim by popping out feet claws as well, attacking at DR8.*
- 6.**GodDAMN flail (d8)**. Spiked. Absolutely medieval. *Crumples and shreds enemy armor a tier when you hit for 6+ damage.*



# Zonsaken Gang-Goon

You ran with the only gang to have your back and treat you like more than slum trash.

They were your family, and you bled, stole, fought and killed for them. They're gone now, so you have to keep your edge.

## ABILITIES

**HP:** Toughness+d6 / **d3 Glitches**  
**Small**, roll 3d6-2 for Strength. **Stealthy**, all Presence and Agility tests are -2DR. Roll d6 for weapon and d2 for armor.

### Your gang

1. was taken out by a rival gang. They think you are dead too.
2. got hauled off. Cops thought you were just a punk kid. Nobody ratted you out.
3. betrayed you. Left you for dead in the gutter. They don't know you survived.
4. wandered off into G0 with a newfound religious fervor. They left you and a few other skeptics behind.
5. broke the only rules that separate a criminal from a monster. You left on bad terms.
6. threw you out for breaking the code. They'll kill you if they see you again.

### Your specialty was:

- I HITS.** When attacking from surprise, test Agility DR10. On a success, you hit once with a melee weapon, dealing normal damage +3.
- II BRAWLS.** Test Agility DR14 to sucker punch an opponent in melee. Deal normal damage and give all allies -2DR on their next attack against the same enemy.
- III BnE.** You have a talent for opening doors and getting inside buildings. Test Agility DR10 to pick any mechanical lock or Knowledge DR10 for any electronic lock. You begin with toolsets for both mechanical and electronic lockpicking.
- IV FENCING.** You know potential buyers for almost anything. Once per day, you can test Presence DR12 to remember the name of a person in Cy who might be willing and able to buy whatever illicit goods have fallen into your hands.
- V CLEANUP.** You know how to clean up evidence from a crime scene. Start with two DNA bombs and a large bottle of acid.
- VI ASSAULTS.** You always liked it old school: both hands raised, running straight at the enemy. Whatever weapon you begin with, you start with one for each hand. You can use it to make a second attack each round at DR14.





# Style

OPTIONAL PC/NPC TABLES

ROLL  
d100

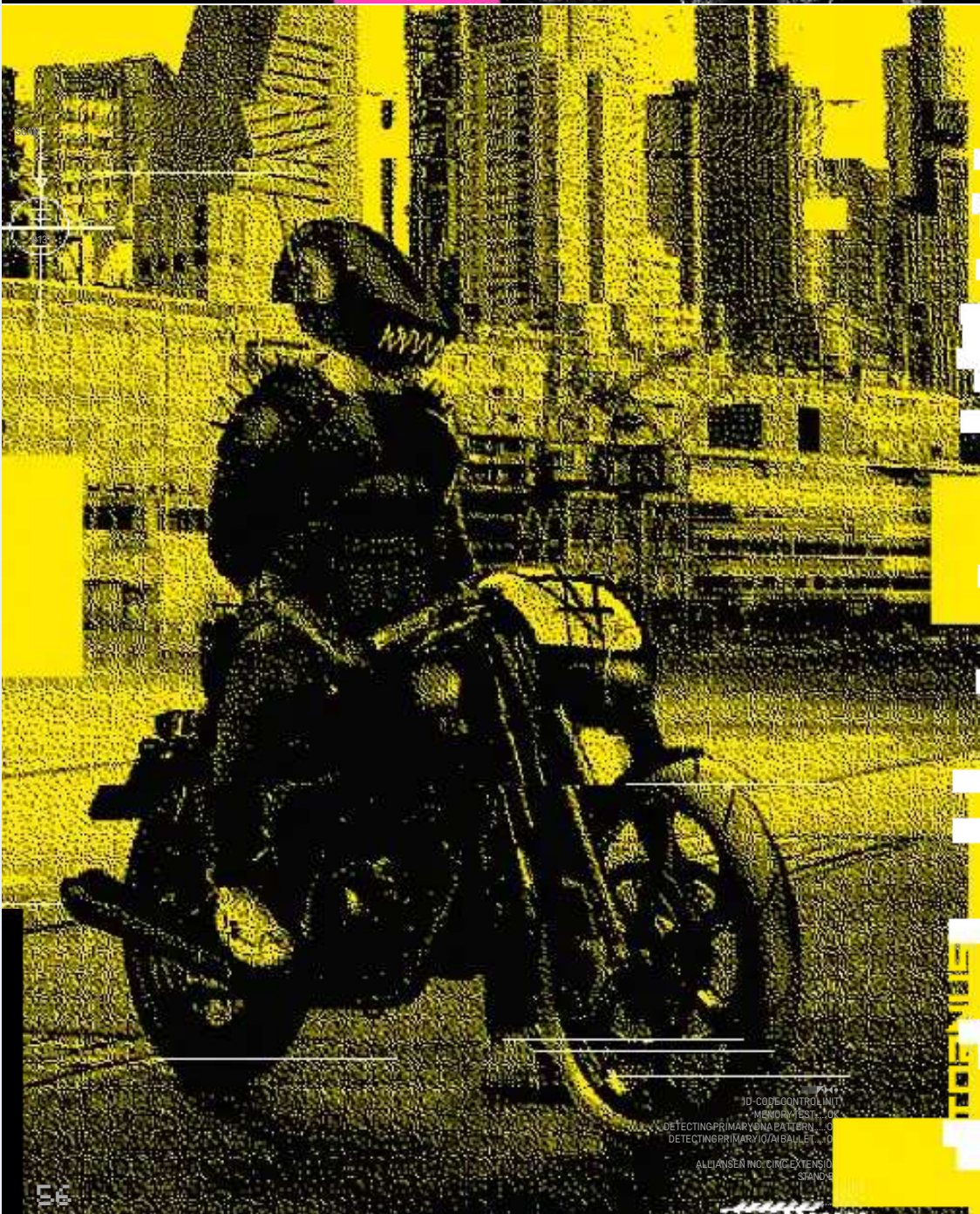
- |                           |                                    |
|---------------------------|------------------------------------|
| 01-02. <b>0core</b>       | 51-52. <b>Minimal</b>              |
| 03-04. <b>Acid panda</b>  | 53-54. <b>Minotaur</b>             |
| 05-06. <b>Beastie</b>     | 55-56. <b>Mobwave</b>              |
| 07-08. <b>Bitcrusher</b>  | 57-58. <b>Monsterwave</b>          |
| 09-10. <b>Bloodsport</b>  | 59-60. <b>Murdercore</b>           |
| 11-12. <b>Cadavercore</b> | 61-62. <b>Necropop</b>             |
| 13-14. <b>Codefolk</b>    | 63-64. <b>Neurotripper</b>         |
| 15-16. <b>Converter</b>   | 65-66. <b>NuFlesh</b>              |
| 17-18. <b>Corpodrone</b>  | 67-68. <b>NuGoth</b>               |
| 19-20. <b>Cosmopunk</b>   | 69-70. <b>NuPrep</b>               |
| 21-22. <b>Cvlt</b>        | 71-72. <b>Oceanwave</b>            |
| 23-24. <b>Cybercrust</b>  | 73-74. <b>OG</b>                   |
| 25-26. <b>CyPop</b>       | 75-76. <b>Old-school cyberpunk</b> |
| 27-28. <b>Daemonista</b>  | 77-78. <b>Orbital</b>              |
| 29-30. <b>Deathbloc</b>   | 79-80. <b>Postlife</b>             |
| 31-32. <b>Doomtroop</b>   | 81-82. <b>Pyrocore</b>             |
| 33-34. <b>Ghoul</b>       | 83-84. <b>Razormouth</b>           |
| 35-36. <b>Glitchmode</b>  | 85-86. <b>Retro metal</b>          |
| 37-38. <b>Goregrinder</b> | 87-88. <b>Riot kid</b>             |
| 39-40. <b>Gutterscum</b>  | 89-90. <b>Robomode</b>             |
| 41-42. <b>Hexcore</b>     | 91-92. <b>Roller bruiser</b>       |
| 43-44. <b>Hyne street</b> | 93-94. <b>Technoir</b>             |
| 45-46. <b>Killmode</b>    | 95-96. <b>Trad punk</b>            |
| 47-48. <b>Meta</b>        | 97-98. <b>Wallgoth</b>             |
| 49-50. <b>Mimic</b>       | 99-00. <b>Waster</b>               |

d100

## FEATURE

- 01-02 /Abundance of rings  
03-04 /All monochrome  
05-06 /Artificial skin  
07-08 /Beastlike  
09-10 /Broken nose  
11-12 /Burn scars  
13-14 /Completely hairless  
15-16 /Cosmetic gills  
17-18 /Covered in tattoos  
19-20 /Customized voicebox  
21-22 /Disheveled look  
23-24 /Dollfaced  
25-26 /Dueling scars  
27-28 /Elaborate hairstyle  
29-30 /Enhanced cheekbones  
31-32 /Fluorescent veins  
33-34 /Forehead display  
35-36 /Giant RCD helmet rig  
37-38 /Glitterskin  
39-40 /Glowing respirator  
41-42 /Golden grillz  
43-44 /Headband  
45-46 /Heavy on the makeup  
47-48 /Holomorphed face  
49-50 /Interesting perfume  
51-52 /Lace trimmings  
53-54 /Laser branded  
55-56 /Lipless-just teeth  
57-58 /Mirror eyes  
59-60 /More plastic than skin  
61-62 /Necrotic face  
63-64 /Nonhuman ears  
65-66 /Palms covered in notes  
67-68 /Pattern overdose  
69-70 /Plenty of piercings  
71-72 /Radiant eyebrows  
73-74 /Rainbow haircut  
75-76 /Ritual scarifications  
77-78 /Robotlike  
79-80 /Shoulder pads  
81-82 /Subdermal implants  
83-84 /Tons of jewelry  
85-86 /Traditional amulets  
87-88 /Translucent skin  
89-90 /Transparent wear  
91-92 /Unkempt hair  
93-94 /Unnatural eyes  
95-96 /UV-inked face  
97-98 /VIP lookalike  
99-00 /War paints

55



OPTIONAL PC/NPC TABLES  
v2.0

d20

## WANTS

1. ANARCHY
2. BURN IT ALL DOWN
3. CASH
4. DRUGS
5. ENLIGHTENMENT
6. FREEDOM
7. FUN
8. JUSTICE
9. LOVE
10. MAYHEM
11. POWER OVER OTHERS
12. REVENGE
13. SAFETY FOR LOVED ONES
14. SAVE THE WORLD
15. SEE OTHERS FAIL
16. SELF-CONTROL
17. SELF-ACTUALIZATION
18. SUCCESS
19. TO KILL

d20

## QUIRK

1. CHAINSMOKER
2. CHEWS ON HAIR
3. COMPULSIVE SWEARING
4. CONSTANTLY WATCHING HOLOS
5. COUGHS
6. FIDDLES WITH JEWELRY
7. FLIRTY
8. GESTURES A LOT
9. GIGGLES INAPPROPRIATELY
10. HAT/HOOD AND SHADES, ALWAYS
11. ITCHY
12. LOUDLY CHEWS GUM
13. MUST TAG EVERY LOCATION
14. NEVER LOOKS ANYONE IN THE EYE
15. NOSEPICKER
16. RAPID BLINKING
17. REEKS OF LIGHTER FLUID
18. SCRATCHES FACIAL SCAR
19. TWITCHY
20. WHEEZES

## CURRENT OBSESSION

d100

- 01-02. ADRENALINE
- 03-04. AI POETRY
- 05-06. AMMONIUM CHLORIDE CANDY
- 07-08. ANCIENT BRIMOIRES
- 09-10. ARACHNIOS
- 11-12. BELTS
- 13-14. BLADES
- 15-16. BONES
- 17-18. CUSTOMIZED CARS
- 19-20. DRONESPOTTING
- 21-22. EXPERIMENTAL STIMULI
- 23-24. EXPLOSIVES
- 25-26. EXTRAORDINARY MANICURE
- 27-28. GAUZE AND BAND-AIDS
- 29-30. GIN
- 31-32. GRAFFITI
- 33-34. HAND-PRESSED SYNTHPRESSO
- 35-36. HANDHELD GAMES
- 37-38. HEADPHONES
- 39-40. HISTORY SIMS
- 41-42. INTERACTIVE HOLO-INK
- 43-44. JOURNALING
- 45-46. MASKS
- 47-48. MEDIEVAL WEAPONRY
- 49-50. MICROBOTS
- 51-52. MIXING STIMULANTS
- 53-54. MODEL MECH KITS
- 55-56. OBSOLETE TECH
- 57-58. PORCELAIN FIGURINES
- 59-60. PRINTED SHIRTS
- 61-62. PUPPETS
- 63-64. RECORDS
- 65-66. SABBOTAGE SYNTHESIZERS
- 67-68. SLACKLINING
- 69-70. SNEAKERS
- 71-72. SNEAKERS
- 73-74. STIM SMOKE
- 75-76. STYLE HOPPING
- 77-78. TAROT
- 79-80. TAXIDERMY
- 81-82. TRENDY FOOD
- 83-84. URBAN EXPLORING
- 85-86. VAMPIRES VS. WEREWOLVES
- 87-88. VINTAGE ARMY JACKETS
- 89-90. VINTAGE TV SHOWS
- 91-92. VIRTUAFLOCKS
- 93-94. VIRTUAPALS
- 95-96. VOICE MODULATORS
- 97-98. WATCHES
- 99-00. WIGS

Page

57



YOU  
ALSO  
BEGIN  
WITH  
ONE OF  
THESE

# Weapons

D12 OR BY CLASS  
AND D4 MAGS IF APPLICABLE

p/59



## 1 BROKEN BOTTLE d3 damage

Optionally: shiv, brick, sharpened femur bone.

## 2 MACHETE d6 damage

## 3 TOO MANY THROWING KNIVES d4 damage

Two attacks/round

## 4 ANCIENT REVOLVER d8 damage

## 5 SMARTGUN™ d6a damage

d10a damage with SmartJack

## 6 TWO SMALL SMGS d6a damage

Only autofire

a = capable of autofire

## 7 SHOTGUN d8 damage

## 8 MONOSWORD d8 damage

## 9 ASSAULT RIFLE d8a damage

## 10 ...WITH A GRENADE LAUNCHER d6 damage

Up to d3 targets

## 11 PULSE RIFLE d10a damage

## 12 SNIPER RIFLE 2d10 damage

x3 crit damage. When aiming for 2 rounds: -4DR and +2 damage

D3 OR BY CLASS

# ARMOR

## 1 No armor TIER 0

## 2 StyleGuard TIER I -d2 damage

Looks just like clothes!



## 3 Rough TIER II -d4 damage

A heavy-duty jacket or full kevlar.



## 4 SmartWear TIER II -d4 damage

Equipped with Adrenachrome\_HST auto-injector that fires if the wearer is Battered.



## 5 Combat Armor TIER III -d6 damage

With A\_HST auto-injector as above.



+2DR on Agility tests including Defense.

## 6 EndGame-Class ExoSuit TIER IV -d8 damage

Equipped with multiple customizable injectors, jump jets, motorized joints and more. Not for sale.

+4DR on Agility tests. Defense is +2DR, Toughness and Strength are -2DR. Can jump 4x regular height and length.

You have a  
**DEBT**  
of  
3d6x1.000α  
to (d12):

1. a crime syndicate.
2. an anonymous hacker collective.
3. your distant relative, a corrupt politician's assistant.
4. a gang run by your childhood bully.
5. an unknown benefactor signing their messages with YN.
6. a death cult run by a board member from a powerful corp.
7. a roadrunner clan who may request services and housing as long as the debt is unpaid.
8. the owner of a seedy club or dive bar.
9. a fixer with cops on their payroll.
10. someone you trust, hospitalized with increasing medical bills.
11. A semi-sentient AI cluster slowly building up its influence.
12. a small but extremely violent SecCorp.

How badly do they want their cash back? (d6)

1-6. Very.



Some items are available as cybertech implants and mods for ×10 to ×50 the listed price.

EQUIPMENT

|      |                          |                                                      |
|------|--------------------------|------------------------------------------------------|
| 5¤   | Backpack                 | HOLDS 7 NORMAL-SIZED ITEMS                           |
| 250¤ | ✕ Bio/IDscanner          | TRACKS A PERSON WITHIN 50M                           |
| 70¤  | Breathingmask            | PROVIDES OXYGEN IN GAS OR UNDERWATER                 |
| ≥10¤ | Clothes                  |                                                      |
| 250¤ | Crimescenekit            |                                                      |
| 10¤  | Crowbar                  |                                                      |
| 100¤ | Cyberdeck                | KNOWLEDGE+1 SLOTS                                    |
| 1k¤  | Cyberdeck+               | KNOWLEDGE+4 SLOTS                                    |
| 1k¤  | ✕ DNA bomb               | FILLS A 10M AREA WITH MIXED DNA MATTER               |
| 400¤ | Drone suit               | COMBAT TESTS +4DR WHEN AIRBORNE. SLOW, QUIET FLIGHT. |
| 35¤  | ✕ Faceblock              | BLOCKS FACIAL RECOGNITION AND BEHAVIORAL HARVESTING  |
| 300¤ | ✕ Fake ID                | PASSES RANDOM CHECKS, NOT ACTIVE SEARCHES.           |
| 50¤  | First-aidkit             | D4 USES [STOPS BLEEDING/INFECTION AND HEALS D6 HP]   |
| 5¤   | Flashlight               |                                                      |
| 40¤  | Foldableladder           | 5M                                                   |
| 25¤  | ✕ Grappling-hookcrossbow | D4 DAMAGE IF USED AS A WEAPON                        |
| 1¤   | Lighter                  |                                                      |

|      |                            |                                                                                 |
|------|----------------------------|---------------------------------------------------------------------------------|
| 300¤ | Lockpicks(electroniclocks) |                                                                                 |
| 25¤  | Lockpicks(mechanicallocks) |                                                                                 |
| 4¤   | Magnesiumstrip             |                                                                                 |
| 150¤ | Micro torch cutter         | D3 USES                                                                         |
| 15¤  | Multitool                  | BLOCKS REMOTE COMMUNICATION AND SURVEILLANCE WITHIN 20M FOR D4 MINUTES; D3 USES |
| 65¤  | ✕ Noisemaker               |                                                                                 |
| 400¤ | ✕ Optic camosuit           | STATIONARY; INVISIBLE. MOVING: HARD TO SEE. D6 USES                             |
| 10¤  | Paracord                   | 30M                                                                             |
| 30¤  | Pulverizedacid             | 20% CUMULATIVE CHANCE (MAX 60%) OF COPYING A KEYCARD HELD CLOSED TO IT.         |
| 200¤ | ✕ RFID/keycard skimmer     |                                                                                 |
| 100¤ | Scumexplosive              | ENOUGH FOR A MODERATELY REINFORCED DOOR.                                        |
| 250¤ | ✕ Silencer                 |                                                                                 |
| 5¤   | Spraycan/marker            |                                                                                 |
| 10¤  | Superglue                  |                                                                                 |
| 15¤  | Superlube                  |                                                                                 |
| 250¤ | ✕ Surveillance drone       | 300M RANGE, FLY-SIZED                                                           |
| 100¤ | Visionvisor                | ZOOM, HEAT VISION, NIGHT VISION, ULTRASOUND                                     |
| 2¤   | Zipties                    |                                                                                 |

✕ Illegal or requiring a Security Operative License. Without it, SecOps are authorized to shoot to kill.

## TRANSPORT

|                           | One trip | Monthly fee | Own it    |
|---------------------------|----------|-------------|-----------|
| Old-schoolmotorcycle      | 15¤      | 300¤        | 3k-9k¤    |
| Cyberbike                 | 20¤      | 400-1k¤     | 5k-20k¤   |
| Car                       | 10¤      | 200-1k¤     | 3k-15k¤   |
| Van                       | 15¤      | 300-600¤    | 4k-12k¤   |
| Armored car               | 100¤     | 2k-10k¤     | 25k-100k¤ |
| Armed and armored van     | 250¤     | 5k-25k¤     | 50k-200k¤ |
| Octocopter                | 150¤     | 3k-10k¤     | 50k-75k¤  |
| Smallhovercraft           | 50¤      | 1k-5k¤      | 15k-40k¤  |
| Submersible               | 200-500¤ | 4k-10k¤     | 100k¤+    |
| Fishingboat               | 100¤     | 2k-5k¤      | 25k-50k¤  |
| Pod pickup                | 3¤       | -           | -         |
| Taxiservice               | 5¤       | -           | -         |
| Maglev/tram/subway ticket | 1¤       | 25¤         | -         |

## HOUSING

|                          | One night | Monthly rent | Own it    |
|--------------------------|-----------|--------------|-----------|
| Occult hotel             | 7¤        | -            | -         |
| Hotel room               | 25¤       | 500¤         | -         |
| Hotel suite              | 50¤+      | 1k¤+         | -         |
| Slums apartment          | -         | 100-300¤     | 100k-3M¤  |
| Inbetweens apartment     | -         | 500-3k¤      | 500k-3M¤  |
| Hills apartment or villa | -         | 2M¤+         | Forget it |
| Arc apartment            | -         | -            | 100M¤+    |

## OTHER SERVICES

|                                 |                                |
|---------------------------------|--------------------------------|
| Gear repair                     | 50% of the original price      |
| ✕ Credchiplaundering            | 30-60% of the amount laundered |
| Facial reconstruction           | 1k-10k¤                        |
| Body modification               | 250-5k¤                        |
| Full body reshape               | 3k-50k¤                        |
| ✕ Cybertech jailbreak           | 25% of the original price      |
| ✕ Ad blocking                   | 100¤/day                       |
| ✕ Doxing                        | 500-15k¤                       |
| ✕ Complete identity fabrication | 5k¤+                           |
| Memory reset                    | 15k¤                           |
| ✕ Crimescene cleanup            | 1k-5k¤                         |

## FOOD

|                                                                  |        |
|------------------------------------------------------------------|--------|
| Maker-made street food and off-brand powder beer                 | 1¤     |
| Sit in or take away food court meal with/without added nutrition | 5/2¤   |
| Fine dining with soil grown, organic* veggies                    | 10-50¤ |
| VIP chef restaurant with real meat                               | 40¤+   |

WEAPONS FOR SALE

|       |                           |                                                                                                                                      |
|-------|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------|
| 0¤    | Broken bottle/cobblestone | d3                                                                                                                                   |
| 20¤   | Taser                     | d2 <ul style="list-style-type: none"><li>• test Toughness or fall down</li></ul>                                                     |
| 350¤  | Shockstick                | d4 <ul style="list-style-type: none"><li>• test Toughness or fall down</li></ul>                                                     |
| 20¤   | Machete                   | d6                                                                                                                                   |
| 300¤  | Filament knife            | d6                                                                                                                                   |
| 200¤  | Monosword                 | d8                                                                                                                                   |
| 30¤   | Too many throwing knives  | d4 <ul style="list-style-type: none"><li>• two attacks per round</li></ul>                                                           |
| 35¤   | ✱ Power tool              | d6 <ul style="list-style-type: none"><li>• breaks down on a 1</li></ul>                                                              |
| 40¤   | Chainsaw                  | d6+1 <ul style="list-style-type: none"><li>• 1-in-4 to hit yourself on a miss</li></ul>                                              |
| 300¤  | Pneumatic glove           | d6 <ul style="list-style-type: none"><li>• ignores armor on a crit</li></ul>                                                         |
| 60¤   | 9mm pistol                | d6a                                                                                                                                  |
| 50¤   | Ancient revolver          | d8                                                                                                                                   |
| 100¤  | SmartGun™                 | d6a <ul style="list-style-type: none"><li>• d10a with a SmartJack</li></ul>                                                          |
| 300¤  | Pair of small SMGs        | d6a <ul style="list-style-type: none"><li>• <u>only</u> autofire</li></ul>                                                           |
| 400¤  | Assault rifle             | d8a                                                                                                                                  |
| 600¤  | ✱ Grenade launcher        | d6 <ul style="list-style-type: none"><li>• hits up to d3 targets</li><li>• for mounting on an assault rifle</li></ul>                |
| 350¤  | Shotgun                   | d8                                                                                                                                   |
| 1k¤   | Sniper rifle              | d12 <ul style="list-style-type: none"><li>• ×3 damage on crit</li><li>• -4DR, +3 damage when aiming 2 rounds</li></ul>               |
| -     | ✱ Pulse Rifle             | d10a                                                                                                                                 |
| 400¤  | Nailgun                   | d6a <ul style="list-style-type: none"><li>• <u>only</u> autofire</li></ul>                                                           |
| >10k¤ | ✱ Laser turret            | d12a                                                                                                                                 |
| 5k¤   | ✱ Rocket launcher         | d12 <ul style="list-style-type: none"><li>• d4 targets</li><li>• ignores 2 points of armor</li><li>• fires once per combat</li></ul> |
| 25¤   | Flashbang                 | <ul style="list-style-type: none"><li>• test Toughness or +4DR for d4 rounds</li></ul>                                               |
| 45¤   | ✱ Hand grenade            | d6 <ul style="list-style-type: none"><li>• to up to d3 targets</li></ul>                                                             |
| 60¤   | ✱ ePulse grenade          | d8 <ul style="list-style-type: none"><li>• to up to d3 tech targets or people with 2+ cybertech</li></ul>                            |
| 64¤   | ✱                         | ×2 damage vs. vehicles, turrets and mechs.                                                                                           |



## AMMO

In combat, roll d8 for each weapon you have fired or d6 if you've used autofire. A 1-3 result means you are out of ammo and have to reload. Regular ammo costs 10% of a new weapon's price. For weapons without a listed price, assume the ammo is harder to get and prices vary between 60-120¤.

## SINGLE-USE BOOSTER MODS

Single-use boosters modify a single shot with special abilities. The attack deals normal damage (unless noted) and can be used with most modern firearms.

### 1. INFERNO 80¤

deals d3 extra damage (d8 extra damage on crit).

### 2. ILL 50¤

Test Toughness DR14 or be unable to recover any hit points until treated by pros or with Red-juice.

### 3. ARMOR-PIERCING 80¤

ignores d6 armor.

### 4. TAG INJECTOR 60¤

no damage but plants either a tracker or a dose of any drug/poison.

### 5. KNOCKER 30¤

deals d2 damage, test Toughness DR12 or be knocked out for d3 rounds.

### 6. E/PULSE 100¤

deals d6 extra damage against tech targets or people with 2+ cybertech.

### 7. NANOTRIG 100¤

test Presence DR14 or temporarily trigger a random Nano infestation.

### 8. FRAG 60¤

deals d4 damage to up to d3 targets within close proximity.

### 9. RICOCHET 50¤

bounces around corners and cover, hits for d6 damage with a DR16 test.

### 10. HEATSEEKERS 120¤

-2DR when firing against targets giving off body heat.



# DRUGS

Cost after the / is for weaker, recreational doses.

- 1

**SUNSET CHALK** 30/6 $\pi$

Test Toughness DR14 or be **unable to use violence** other than in self-defense for d10 minutes.
- 2

**RED-JUICE** 40/10 $\pi$

Heals d10 HP once per day.
- 3

**CHACHOTE HST** 60/15 $\pi$

Heal d6 HP / +1 on all abilities for d6 rounds, then -1 until rest.
- 4

**MIURA** 80/20 $\pi$

Test Toughness DR12 or **frenzy** for d6 rounds, striking at random targets in range with the most effective weapon available. Attacks are DR10 and defense is DR14.
- 5

**RATTLE** 30/8 $\pi$

Test Toughness DR12 or be **unable to stop talking** for d6 $\times$ 10 minutes. Users often open up about things they wish to keep to themselves.
- 6

**BULLSEYE** 70/15 $\pi$

All tests relying on **concentration**, such as sniping or using Apps, are -2DR for d10 minutes.
- 7

**C/VORTEX** 70/15 $\pi$

All tests where **creativity** is important, such as using Nano, are -2DR for d10 minutes.
- 8

**Blackout** 40/10 $\pi$

Toughness DR14 or **d6 damage + blinded** for one hour.
- 9

**RED PAIN** 40/10 $\pi$

Toughness DR12 or **d10 damage**
- 10

**Osleep** 30/5 $\pi$

Removes the need to sleep and rest and the negative effects of not doing so. After two days of using Osleep, test Toughness DR8 or fall unconscious. Test again each following day with +2DR.
- 11

**PINK Ooze** 25/5 $\pi$

Stimulates pain and pleasure receptors. Toughness DR14 or all hits received during the following 5 minutes deal an additional d4 damage.
- 12

**Paint** 350 $\pi$

d6 hours of powerful hallucinations shared with other users. (No weaker dose available.)



## C Y B E R T E C H

|    |                       |                                                                                                                                                                                                                                                                                        |            |
|----|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|
| 1  | Retracting cyberclaws | Bollies or Logans, d6 damage.                                                                                                                                                                                                                                                          | 2k $\pi$   |
| 2  | Mule pocket           | Big enough for a SmartGun™.                                                                                                                                                                                                                                                            | 500 $\pi$  |
| 3  | Subdermal shockers    | d4 damage to anyone grabbing or hitting you in melee. +2DR to avoid electrical damage.                                                                                                                                                                                                 | 2k $\pi$   |
| 4  | Autocamo              | Subdermal projection of ever-changing anti-facial-recognition patterns.                                                                                                                                                                                                                | 3k $\pi$   |
| 5  | Additional joints     | -2DR to all grapple-related tests, able to fit into small spaces.                                                                                                                                                                                                                      | 2k $\pi$   |
| 6  | Buzzeyes              | Fly-like eyes with 360-vision capabilities.                                                                                                                                                                                                                                            | 3k $\pi$   |
| 7  | Strangler             | Filament wire hidden in a finger, d6 damage each round when grappling.                                                                                                                                                                                                                 | 300 $\pi$  |
| 8  | Skinhard              | Hardened skin providing -d2 armor.                                                                                                                                                                                                                                                     | 3k $\pi$   |
| 9  | Deserter fangs        | DR10 bite attack, d6 damage. 2-in-6 risk of a free attack against you.                                                                                                                                                                                                                 | 500 $\pi$  |
| 10 | SmartJack             | Enhanced cerebral/RCD-links enabling you to use Smart™-tech* to its full potential.                                                                                                                                                                                                    | 4k $\pi$   |
| 11 | Muscle-ups            | +1 on tests of raw strength such as crushing, lifting, pulling. +4 carrying capacity.                                                                                                                                                                                                  | 5k $\pi$   |
| 12 | PulseWires            | +1 Agility, Presence, Strength, or Toughness for 2 hours. Each Pulse costs 75 $\pi$ .                                                                                                                                                                                                  | 6k $\pi$   |
| 13 | BodyGun               | Hidden, single shot, large-caliber gun, 2d10 damage.                                                                                                                                                                                                                                   | 7.5k $\pi$ |
| 14 | Taurs                 | Horns, d4 damage.                                                                                                                                                                                                                                                                      | 1.5k $\pi$ |
| 15 | Sonic blaster         | Deafening sonic wave hitting up to d3 targets for d6 damage. Recharges automatically after 6 hours.                                                                                                                                                                                    | 6k $\pi$   |
| 16 | Handy bot             | Detachable drone hand with a 50m range.                                                                                                                                                                                                                                                | 4k $\pi$   |
| 17 | Smarthair             | Change hairstyle at will.                                                                                                                                                                                                                                                              | 1.2k $\pi$ |
| 18 | Skinslot              | Extra App slot for your deck, hidden beneath your skin.                                                                                                                                                                                                                                | 1.5k $\pi$ |
| 19 | Skeleplating          | Skeleton covered in a thin metal layer, +10 HP.                                                                                                                                                                                                                                        | 15k $\pi$  |
| 20 | Brainbox              | Black box for your brain. As long as it remains intact at the point of death, the user's mind can be restarted in another brainbox. Cloning or otherwise getting a new body comes with additional costs and is highly illegal unless you already are rich beyond the reach of the law. | 500k $\pi$ |

\*i.e. SmartGuns™



# APPS

<d12>

#Custom-made cartridges and cassettes with the ability to hack tech and physically affect your surroundings when slotted into a cyberdeck.  
#To use an App you need to be jacked into your deck and have the App loaded into one of its slots. While jacked in, you perform all non-App actions with +2DR. Test Knowledge DR12 to successfully activate an App. A fumble burns the App for the day and triggers a Backlash. Each App use adds +1 to the risk of fumbling when using Apps until the next day.

## 01. WEIAN-Hammer

Nearby devices are triggered to perform their function, i.e. open/close unlocked doors, trigger sprinklers, start a camera recording, adjust the AC. You can trigger 5 devices as you choose over the next 5 rounds.

## 02. RCDovrChargr

One target gets +d6 on all Agility and Strength tests for Knowledge+3 rounds.

## 03. Nok\_Nok

Open a nearby locked door. Failure may trigger an alarm.

## 04. False Flagger

Fake an alarm or the location of a triggered alarm. Any response to a real alarm is delayed by 2d6 minutes.

SELTB:APP/CD

## 05. SigilTag

This location and nearby systems are tagged with your invisible sigil, enabling you to remotely activate Apps as if you were present. Only two locations can be tagged at the same time.

## 07. De-fenc/dex

Take control of a nearby turret, drone or similar defense system for d6 rounds.

## 06. >eRase

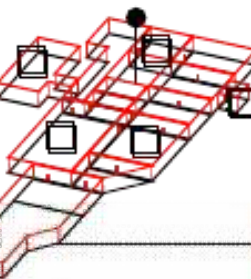
Cut or copy the latest 10 minutes of stored information from any type of recording/surveillance device.

## 08. Blood Snoot

Tracks down an enemy hacker and deals d4 damage each round until they pass a DR12 Knowledge test or die.

## 09. PathMapper

Uses nearby sensors, cameras and public information to create a detailed 3D map of the surrounding ~100m.



## 10. CTechAttak

d3 nearby cybered targets lose a total of 4d10 HP.

## GETTING MORE APPS

New Apps are hard to find, and hackers willing to sell often ask for something like this in return:<d10>

- 1-4. A large favor; use the mission generator with the App as a reward.
- 5-6. Another App as a trade.
- 7-8. 2d4x1k\$
- 9-10. Get rid of the hacker's creditor.

## 11. beaconworm

Place a tracker into a device or cybertech, enabling you to track its movements in real-time for the coming d4 weeks.

## 12. TrolleySkipper

Automated defenses have trouble tracking a person of your choice and prioritize other available targets.

<END OF DIRECTOR

## HACKING WITHOUT APPS

Gathering information through non-App hacking requires a cyberdeck and is a time-consuming downtime activity. Test Knowledge to break into data nodes. Failing the test means that the hacker is discovered, and the data owners and their SecOps team will respond somehow. A fumble triggers a Backlash.

## d10 APP FUMBLES

# BACKLASHES

<ONE> Black ice left behind by an unidentified entity hits you for 2d10 damage and burns your deck. It requires a workshop and a Knowledge DR14 test to fix.

<TWO> An unknown hacker begins tracing and interfering with you; +3 risk of App fumble and +2DR on all App activities or use of other connected technology for d6 days.

<THREE> The App you were trying to activate explodes, destroying both the App and a slot in your deck.

<FOUR> A SecCorp activates a Ghost targeting you. It arrives in d4 minutes.

<FIVE> A minor EMP triggers, and all tech within 15m malfunctions for d4 rounds.

<SIX> You're flagged for suspicious activity. All further tests to use Apps or get through a security check are +2DR until you either get rid of it yourself by spending d6x10 minutes and pass a DR14 Knowledge test, or by waiting 48 hours without using any App or other suspicious Net activity.

<SEVEN> A power surge causes all lights within 30m to flicker and then explode. Everyone nearby takes d4 damage.

<EIGHT> You run into a booby trap, triggering an alarm and shorting out your deck. You take d6 damage and need to reboot and rejack to be able to use any tech again.

<NINE> A mistake causes a loopback, and you successfully use the App but with the wrong target or a reverse effect. The exact details are up to the GM.

<TEN> You are ID'd by a hacker collective. They ask for d10k\$ in 72h or they will post real or fabricated incriminating data of you and your friends for everyone to see.

<ELEVEN> A feedback buzz hits you for d6 damage, blinding you for d4 rounds as one of your eyeballs boils in its socket.

<TWELVE> Feedback hits you for d3 damage. Unknown to you, dangerous data is also copied to your deck, and several people or organizations are willing to kill to get hold of that data. They will know who you are when you next use an App.

<THIRTEEN> Your RCD is corrupted. Real and unreal items glitch in and out of existence. Any test relying on sight is +4DR for d4 hours or until you can get 10 minutes of uninterrupted concentration.

<FOURTEEN> A virus gets inside your deck and destroys 2 empty slots in it. If no slots are empty, a random App is destroyed instead.

<FIFTEEN> Your deck and RCD both freeze, and you are unable to act for one round. Millions of spam messages have been sent out in your name. You are blocked from all communication channels

until you replace your RCD.

<SIXTEEN> d4 sleeper Doppels are activated with you as their target. They will strike in hours, days, or maybe even weeks from now.

<SEVENTEEN> Nearby devices shoot bolts of electricity, dealing d12 damage to anyone in the room who fails a Toughness DR14 test. This goes on for d6 minutes.

<EIGHTEEN> Everything your RCD has picked up in the last 2.3 seconds is broadcasted to all monitors, screens, RCDs, etc. within 500m.

<NINETEEN> Black ice hits you for 2d6 damage, sending you into convulsions for d6 rounds. Test Presence DR14 or lower your Presence by -1.

<TWENTY> You stumble upon an extrinsic presence, perhaps an AI or something worse. Roll d6:

- 1-2 it speaks to you in a language you cannot understand or record; you are unable to act for d4 rounds.
- 3-4 it shrieks, and your deck explodes, dealing

d6 damage to you and d3 to your deck. All tech/App-related rolls are -2DR for d6 rounds. From this moment, you and it are one. You see the sidewalk cracks connect into strange symbols, the ads flicker in repeating patterns and the Net artifacts spell out cyphered code. It is a countdown. You're not supposed to see it.



Strange powers—rumored to be an infection of alien bacteria riding nanorobots—that first appeared in the Incident’s aftermath. As a host for this parasitic menace, you are granted curious powers. A blessing, or perhaps you are merely a conduit for something you cannot comprehend. **Each power comes linked with a random infestation**, which may trigger and make your day worse.

**Test Presence DR12** when you want to use your power.

Success means you activate the power, a failure hurts you for d2 damage, and a fumble also triggers the infestation linked to that power. Each Nano use adds +1 to the risk of fumbling when using Nano powers until the next day.

- Benevolent suturedroids.** d2 people regain d10 HP each. A roll of 6 or greater comes with a free migraine.
- Pineal gland stimulation.** For d4 rounds, you can feel nearby data flows. You can hear a short conversation or message, sense the direction of a large data source or see the last few seconds of the most recently recorded information on a device.
- Cosmic dust bots.** An area of up to 20m in diameter is covered in dust and darkness for the duration of a fight or for 10 rounds. It tastes like stained, rusted metal.
- Psychic scalpels.** A living target of your choice tests Presence DR14 or loses d10 HP. Their eyes bleed, and their ears ring.
- Bent prism.** A person becomes invisible and attacks and defends at DR6. The effect lasts for d6 rounds or until you are hurt.
- Crawling carapace.** d4 targets gain -d6 armor for 4 rounds. Sometimes it feels as if this thing has a will of its own, but that’s probably just your imagination.
- Chill of the vpid.** Up to d4 targets test Toughness DR14, or take d4 damage. The next round, the test is DR16 and the damage taken is d8. In the third and fourth rounds, the test is DR16 and the damage is 2d10. Frost covers the area, and snowflakes float in the air.
- To dust.** Half a cubic meter of inorganic matter turns to dust. If the target is attached to or in the hands of a conscious creature, the test to activate the power is DR14.
- Dead cell spirits.** By consuming a handful of something dead, you can relive their last moments as if through a hazy and distorted lens. Test Presence DR14 to avoid taking d6 damage from ego death.
- Lifetap.** Choose two targets, one to heal and one to hurt. The healing target tests Presence DR10 to heal d6 damage, while the second target is dealt d6 damage. Failure deals both targets d3 damage. A translucent, oozing bridge of blood and energy flows between the creatures, like oil in water.
- Remote control.** A target within spitting range must obey a single command. You will forever hear their wordless voice faintly echo in your mind.
- Swarm trip.** Your mind is transferred to a flying swarm of bacteria for 10 minutes. You can move through any crack or hole, and you can see whatever the swarm sees but not hear or interact with anything. If your body is killed or if you are not back at your body when the 10 minutes are up, you are stuck in the swarm forever.

# d20 INFESTATIONS

Infestations not linked to a Nano power are triggered whenever you’re dealt fast damage by a single attack. The bold text is a permanent, passive effect. The italicized is what happens when the infestation is triggered.

## 1. Alien crabs Bugs crawl beneath your skin.

They burrow deeper, sending you to the ground, shaking with pain for d6 rounds.

## 2. Rot Skin and flesh slowly rot.

Large chunks of skin fall off. You take d6 damage and for the rest of the day, take an extra +2 damage from physical sources.

## 3. Flora Your skin is tinted green or purple. Plant matter grows over your wounds.

Flowers bloom from your mouth and scream violently for 10 minutes, after which they wither and die. During this time, you cannot speak and add +2DR to all your actions.

## 4. Third eye It does not look human, that eye in the middle of your forehead.

Your sight shifts to the alien eye, revealing endless spectra of colors incomprehensible to the human mind. For d6 rounds, you have -4DR on all Presence and Knowledge tests but +4DR on everything else.

## 5. Gills You can breathe under water.

For d6 rounds, you cannot breathe air—test Toughness DR12 each round or suffer d4 damage.

## 6. Tubes Thick, rubber-like hair that moves against the wind.

It starts to twist and turn around your face and arms, constraining you and d3 other nearby targets. +4DR to any attack or defense tests until either they break free by testing Strength DR12 or someone helps them struggle loose.

## 7. Brittle bones Your Strength counts as one less for calculating carrying capacity.

A sudden vibration. The sound of shattering glass. Extreme pain. You take 1 point of damage for each item you are carrying.

## 8. Bloodthirst You have to eat raw meat every 2-3 hours to survive.

You can’t control it anymore. It. Must. FEED. For d3 rounds, you can do nothing but attempt to bite or claw your way into the nearest person’s main artery.

## 9. Barbed skeleton Sharp pieces of bone pierce the skin around your joints. You need to grind them down every two weeks, or they hinder your movements.

A growth spurt occurs, causing d4 damage, bleeding wounds and for the next hour, you have +2DR on all actions that require moving your limbs.

## 10. Radiance A faint, eerie glow surrounds you. Geiger counters malfunction in your presence.

You flash brightly and deal d6 damage to yourself and up to d6 others in your close proximity.

## 11. Fading You seem to fade in and out of existence.

You disappear from sight and all sensors, but you are stuck in complete darkness for d4 rounds, after which you appear in a random location up to 50m from where you were.

## 12. Seed pods Pea-sized seed pockets cover most of your body.

Seeds shoot out of your body, weakening you for the next hour as the seeds rapidly grow back. All physical tests are +4DR for this hour.

## 13. Crystalline Small buds of crystal cover your body.

They expand, immobilizing you as the crystal covers your entire body. You are unable to move for d3 rounds, and any damage taken during this time is tripled.

## 14. Nanite echo Your eyes are yellow and red.

A semi-physical copy of yourself appears behind you and attempts to kill you or a nearby ally, whoever is weakest. The echo has d12 HP and deals d6 damage with its ghastly grasp.

## 15. Elongated fingers Twice the length they used to be. They painfully twist and bend. You are unable to use weapons or other items requiring a firm grip for the next d10×10 minutes.

## 16. Cold Humidity turns to frost on your cold skin.

Your body temperature drops, and the air around you seems to freeze. You and everyone close to you act with +2DR for the next minute.

## 17. Rage Skin pulled tight, your blood is boiling.

You lose control of your senses and attack anyone near you for d4 rounds. Whatever controls you prefers to use offensive Nano powers first and your fists second.

## 18. Bloated and moist You swell up even more, and a greyish liquid seeps from your orifices. +4DR on every test for 10 minutes.

## 19. Bestial, enlarged maw It splits in two and grows even larger when triggered. You take d8 damage but can bite for d6 damage for the next hour.

## 20. Magnetic You attract metal objects. Usually only noticeable at a few centimeters’ distance from your skin.

Small metal objects come flying towards you. Defend against metal melee weapons or bullets at +4DR for the next d6 rounds.



You don't know why, but sometimes the constant bad luck seems to.....Switch.

# GLITCH

You begin with **d2 Glitches** (unless your class says otherwise) and regain them by rolling that d2 (or class-based die) again after you've spent all Glitches and have had the chance to rest.

You can use them to

- Deal maximum damage with one attack
- Reroll a dice roll (yours or someone else's)
- Lower damage dealt to you by d6
- Neutralize a Crit or Fumble
- 4DR to one test (before rolling)

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## Emergency Body Modification

ROLL A D20

**Body table**

If necessary, d6 for side:  
1-3 left      4-6 right

Cost for a **non-cybertech** prosthesis included in the table. These do not increase the Cy-rage DR.

|    |            |      |
|----|------------|------|
| 01 | Forehead   | 1k   |
| 02 | Eye        | 2k   |
| 03 | Ear        | 200  |
| 04 | Jaw        | 200  |
| 05 | Throat     | 800  |
| 06 | Shoulder   | 1k   |
| 07 | Upper arm  | 1.5k |
| 08 | Elbow      | 1.2k |
| 09 | Lower arm  | 1k   |
| 10 | Hand       | 800  |
| 11 | Chest      | 4k   |
| 12 | Spine      | 6k   |
| 13 | Abdomen    | 2.5k |
| 14 | Hip        | 500  |
| 15 | Groin      | 3k   |
| 16 | Thigh      | 2k   |
| 17 | Knee       | 1.5k |
| 18 | Shin       | 1.2k |
| 19 | Foot       | 600  |
| 20 | Finger/toe | 100  |

The nature and source of Cy-rage – a post-Incident phenomenon – remains a mystery despite numerous corp-funded scientific studies. Nano infestations and rogue AI/hacker interference are unconfirmed theories, but most court cases rule user negligence to be the main reason. Because of this, Cy-rage is a breach of contract with dire consequences as clearly stated in the undecipherable depths of the device's end-user license agreement.

Punks start with **Toughness + d8**

HP

ZERO HP

Battered

NEGATIVE HP

Dead\*

d8

1-2 Fall unconscious for d4 rounds, awoken with d4 hp.

3-4 Test Presence DR10 with +1DR for every cybertech installed. Unconscious as above on success. Cy-rage on failure.

5-6 **Critical injury:** roll on the body table to see where you were hit. The body part is destroyed and has to be replaced or regrown. At the moment, you are unable to act for d4 rounds then become active with d4 HP.

7 **Hemorrhage:** death in d2 hours unless treated. All tests are DR16 in the first hour, DR18 the last hour.

8 Dead\*

\*Unless you can pay:

If you have a personal bank account with at least 1k, there is a 50% chance for an Emergency Response Team to reach you in time to save your life if you are at 0 or -1 HP. Add an additional zero to the bill for each negative HP thereafter.

For each negative HP, you will spend d6 days in intensive care afterward, but you will be alive.

Someone in **CY-RAGE** goes berserk, temporarily gains +d8 HP and attacks random targets twice per round with their most effective weapon.

Attacks are DR10 and defense DR14. This doesn't stop until Battered, Dead, or otherwise sedated.

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## INITIATIVE

### Roll d6:

- 1-3 enemies act first
- 4-6 PCs act first

### If necessary:

Agility+d6 to determine who acts first within the group

## MELEE

Test **Strength**  
**DR12** to hit and then roll for damage.

## RANGED

### Single shots:

Test **Presence** **DR12** to hit and then roll for damage

### Autofire:

Test **Agility** **DR12** to hit and then roll for damage. Hits also allow a second attack, against either the same target or another one nearby, up to a maximum of three attacks. Check armor for each hit.

## DEFENSE

Test **Agility** **DR12** to avoid an enemy's attack.

## DRONE COMBAT

Drones capable of attacking do so either under the direct control of the pilot, using their action and score; or using some kind of AI, with a flat d20 roll against **DR12**.

Players roll both to attack or defend; enemies generally don't roll dice in combat.

## CRIT

<natural 20>

### Attack:

Double damage and target's armor/cover is also reduced by 1 tier.

### Defense:

PC gains a **free attack**.

## FUMBLE

<natural 1>

### Attack: <d6>

1-3 Out of ammo. You also drop the weapon or otherwise make it unusable until an action is spent fixing it.

4-5 Your weapon misfires/breaks. It has to be repaired outside of combat.

6 Your weapon explodes or otherwise hurts you for d6 damage and is beyond repair.

### Defense:

PC takes **double damage** and armor/cover is reduced 1 tier.

## WHEN THE SMOKE CLEARS...

### Count your bullets:

Roll d8 (or d6 if you used autofire) for each

weapon you have fired. A result of 1-3 indicates your mag is empty and has to be replaced.

### If there's still time:

Catch your breath, wipe your brow. **Restore d4 HP.**

MORE TACTICAL, A BIT CRUNCHIER

## < OPTIONAL COMBAT MODS >

## COVER

Taking cover reduces the chance of getting hit by ranged attacks. Increase DR to hit a covered target, or lower DR to defend while covered:

**Light cover ±2DR** office cubicle, car door, hostage, explosive gas tank.

**Heavy cover ±4DR** concrete wall, cyberbike, bulletproof glass, reactor.

### When an attack misses a covered target:

Heavy cover becomes light cover.

Light cover is destroyed.

## AIMING

Spend one round aiming at your target to receive either -2DR to hit or +2 damage.

## RANGE

Close range is arm's length or less. Long range is farther than a room away.

¶ +2DR when firing at close range.

¶ Autofire deals +2 damage at close range, -2 at long range.

## HITS ALWAYS HURT

Hits always deal a minimum of 1 damage regardless of armor reduction or other negative damage modifiers **unless that** would bring a character down to 0 HP.

## SUPPRESSIVE FIRE

Spend a mag using an automatic weapon to suppress up to d3 targets. Suppressed PCs can either:

¶ **Get out of the way** (running, hunkering, etc.), adding +4DR to their next action.

¶ **Stand their ground and defend** against a DR14 autofire attack.

### Suppressed NPCs test morale:

**Success:** They stand their ground and become the target of a DR10 autofire attack.

**Failure:** Get out of the way; -4DR to defend against their attack next round.







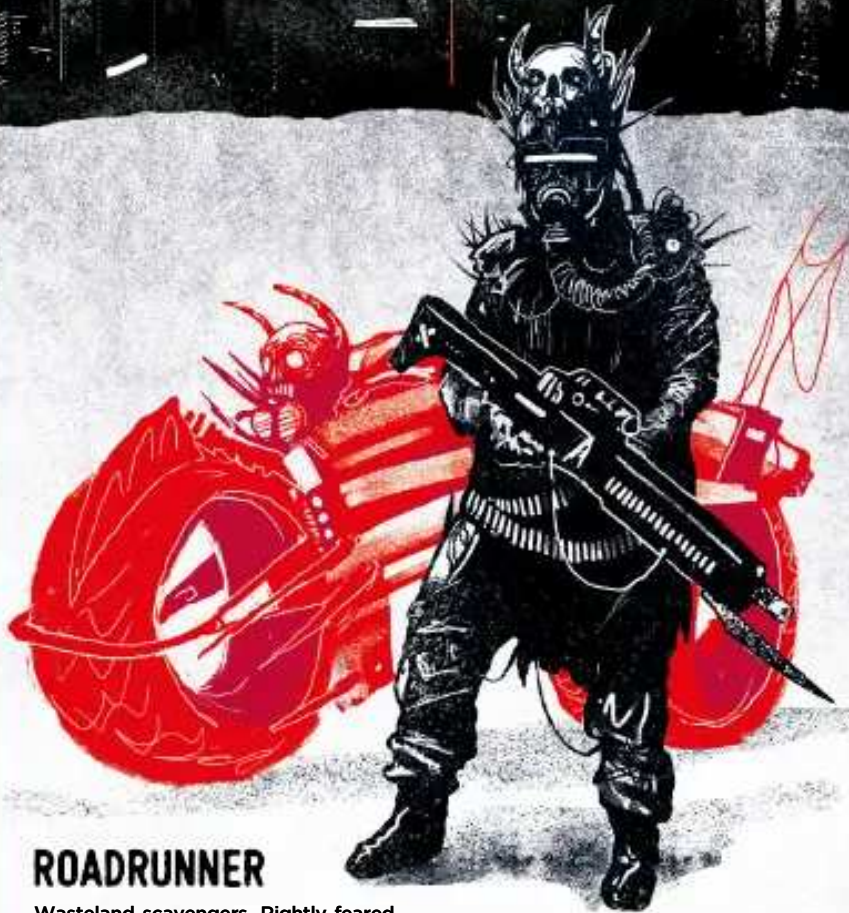
# GUARDS & GOONS



**GenericSecOp  
orGang-Goon**  
Sadistic soldiers in service  
of the Nu-Capitalists or other  
crime lords.  
HP 6 Morale 7 No armor  
9mm pistol d6a  
❏ **Worthless:** 100-1k¤ to bribe.

**UnitedCitadelSecurity  
Operative**  
The only things larger than UCS's  
market shares are their operatives'  
capacities for cruelty and  
willingness to commit atrocity.  
HP 14 Morale 9  
UCS basic combat gear -d4  
UCS Protector SMG d6a,  
d4-1 flashbangs Toughness DR12 or  
+4DR on everything for d4 rounds  
❏ **Bribe:** 2k-10k¤

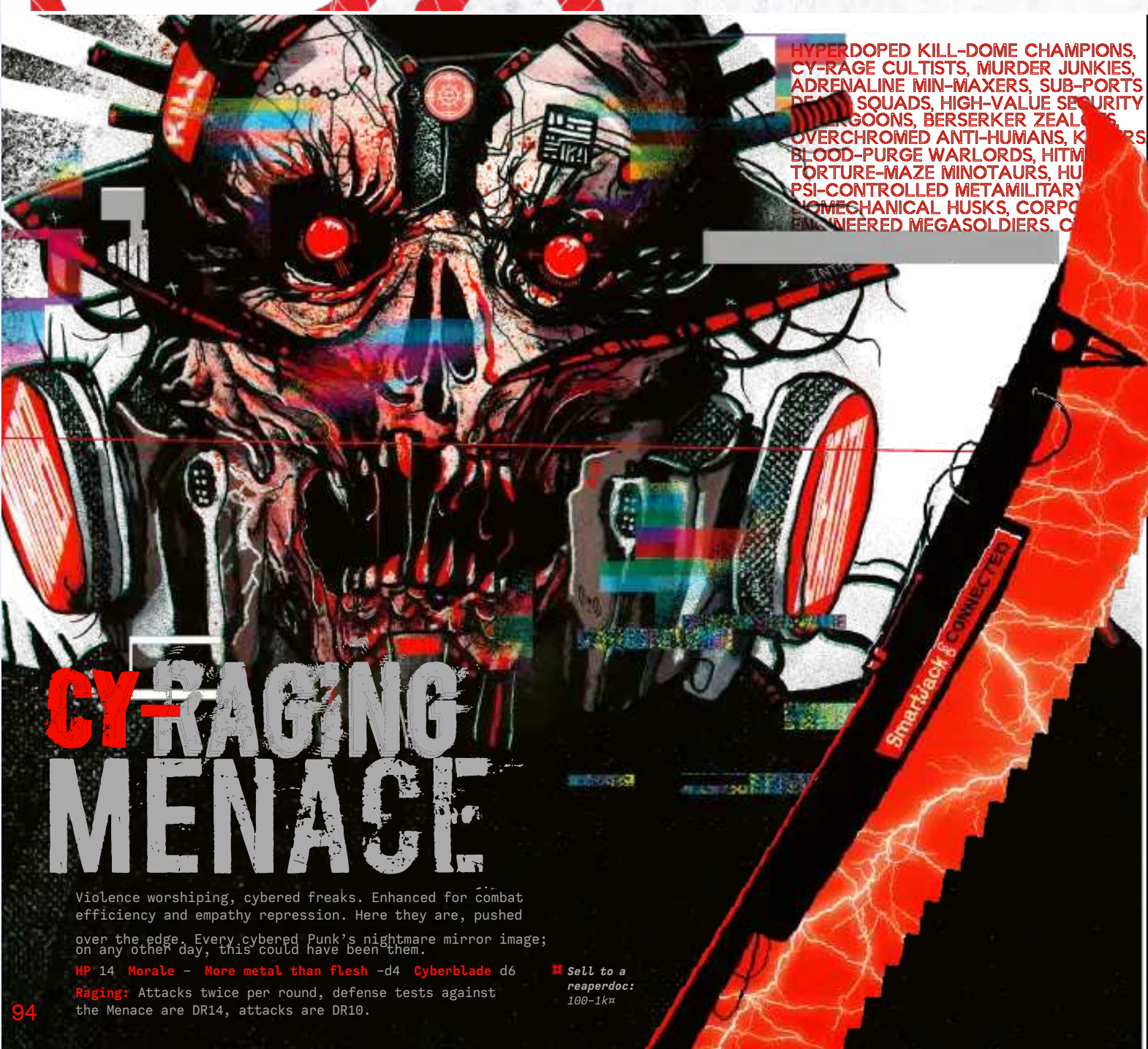
**Virid Viper**  
South Cy's largest mob and the biggest player  
in the city's drug trade. Killers with branding;  
split tongues and viper fangs on their jackets.  
HP 13 Morale 10 Virid jacket -d2  
Shotgun d8 and machete d6  
❏ Carries 20-200¤ worth of drugs.



**ROADRUNNER**  
Wasteland scavengers. Rightly feared  
for their territorial brutality and  
hyper-tuned, weaponized rides.  
❏ **Wanted** for 100-600¤, can usually be  
hired for a day for the same sum

HP 5 Morale 5  
Waster's tux -d2  
Assault rifle d8a





# CY-RAGING MENACE

Violence worshipping, cybered freaks. Enhanced for combat efficiency and empathy repression. Here they are, pushed over the edge. Every cybered Punk's nightmare mirror image; on any other day, this could have been them.

**HP 14 Morale - More metal than flesh -d4 Cyberblade d6**

**Raging:** Attacks twice per round, defense tests against the Menace are DR14, attacks are DR10.

■ *Sell to a reaperdoc: 100-1k*

HYPERDOPED KILL-DOME CHAMPIONS, CY-RAGE CULTISTS, MURDER JUNKIES, ADRENALINE MIN-MAXERS, SUB-PORTS DEATH SQUADS, HIGH-VALUE SECURITY DETACHMENTS, OVERCHROMED ANTI-HUMANS, KILLERS BLOOD-PURGE WARLORDS, HITMEN TORTURE-MAZE MINOTAURS, HUMANS PSI-CONTROLLED METAMILITARY BIOMECHANICAL HUSKS, CORPORATE ENGINEERED MEGASOLDIERS. CY-RAGING MENACE

**Grey-CERT**

No digital footprint. Barely a rumor. Grey wraiths of a more Luddite bent, a Cyber Emergency Response Team of killers who cannot be hacked. Shock tactics, rigorous training, secret Nano, and no technology advanced enough to betray them.

**HP 10 Morale 10 Wraith-suit -d6 Dum-dum AR d6a, Monosword d8, d4 grenades of varying kinds.**

**Elite:** Defense against their attacks is DR14. **Old school:** Immune to Apps directly targeting them, indirect App attacks are +2DR.



**CorpAssassin/Special Forces**

Blacksite specialists and kill teams granted impunity for their discretion. No loose ends left behind, no act too atrocious to give them pause. Consummate professionals.

**HP 16 Morale 10 Stealth combat suit -d6 Filament knife d6 and silenced SMG d6a or assault rifle d8a.**

**Stealthy:** Test Presence DR12 before combat or they go first before rolling initiative.

**Highly trained:** Defend at DR14.

■ *Unbriable*

# HEIR OF KENGOZ

Fanatical Nanomancer heralds of the two-headed daemons. Prefer to keep victims alive for a properly prepared ritual sacrifice, but sometimes on-the-go will have to suffice.

**HP 8 Morale 10 Ragged robes -d2 Warped filament knife d6 or Psychic scalpels**

■ *Money has no value (will rob your corpse regardless)*

**Psychic scalpels:** Target tests Presence DR14 or takes d10 damage.

**Nanomancer:** Can use d3-1 additional random Nano powers from the table to the right.

**Infested:** Any crit attack against an Heir of Kengoz triggers a random Infestation with a 50% chance of targeting the attacker instead of the Heir.

## NANO POWERS

- 1. COSMIC DUST BOTS.**  
Dark dust covers a 20m diameter for the duration of the fight. It tastes like stained, rusted metal.
- 2. CRALLING CARAPACE.**  
d4 targets gain -d6 armor for 4 rounds.
- 3. BENT PRISM.**  
Invisibility for d6 rounds or until the Nanomancer is hurt. Attack and defense tests against the Nanomancer are DR18.
- 4. BENEVOLENT SUTURED RDS.**  
d2 people regain d10 HP each. A roll of 6 or greater comes with a free migraine.



## NanoGoon

Nano-ridden gang-goon or SecOp. Even uglier than their non-infected "friends".

**HP 4 Morale 7 No armor 9mm pistol d6a**

**Nanomancer:** Can use one random Nano power from the table above.

**Infested:** Any crit attack against a NanoGoon triggers a random Infestation.

■ *Sell to blacksite lab: 100-600*





# DRONES

## CRAWLER

Dog-sized and crab legged, utilitarian and single-minded in their purpose.

**HP 10 Morale - Armored -d4 Assault rifle d8a**

Often comes equipped with a varied set of **tools and gadgets**.

❖ **Sell for scraps:** 10-100❖  
**Reprogram:** 2k❖

## FLYER

Seldom-autonomous AIs due to the complex processing power needed for their superb maneuvering protocols.

**HP 8 Morale - No armor Small SMG d4a**

**Quick and janky:** DR14 to hit.

❖ **Mass production cost:** 25❖  
**Retail price:** 5k❖



## STINGER

Tools of espionage. Fly-sized and silent. Equipped with recording devices, data dumps or a poisoned stinger.

**HP 1 Morale - No armor**

**Sting:** Deals no damage, instead injects a drug or poison into its

target. **Tiny:** Hitting a stinger is DR16 in melee or DR18 with ranged attacks.

❖ **Extract contents:** 35❖

## TURRET

Simple, stationary, automatic.

**HP 10 Morale - Metal plating -d6 Twin autocannons d10a**

**Ammo depletion:** After the third round, the turret has a 10% risk of running out of ammo. Some turrets are set to self-destruct when this happens, dealing d10 damage to d4 targets unless they test Agility DR12.

❖ **Sell for scraps:** 20-200❖

## ENHANCED BEASTS

1

### Worg

Canines, gene-wrapped and mutilated with weaponized augmentations. Guard dogs for the rich and brutal.

**HP 12 Morale 10 Fur and steel -d2**

**Bite** d6 + trip  
**Trip:** Test Strength DR10 or be pulled down to the ground, +2DR to any attack or defense test until you stand up again.

❖ **Captured:** 50-300❖

2

### Vamp

Often kept in large groups to guard an area, but tend to procreate and spread more than wanted.

**HP 3 Morale 5 Shockshield - Bite d3**

**Quick fliers:** Hard to shoot; ranged attacks are DR14.

**Shockshield:** Melee hits against the Vamps shock the attacker; test Toughness DR12 or take d4 damage.

❖ **Pest-control bounty:** 1❖

3

### Krok

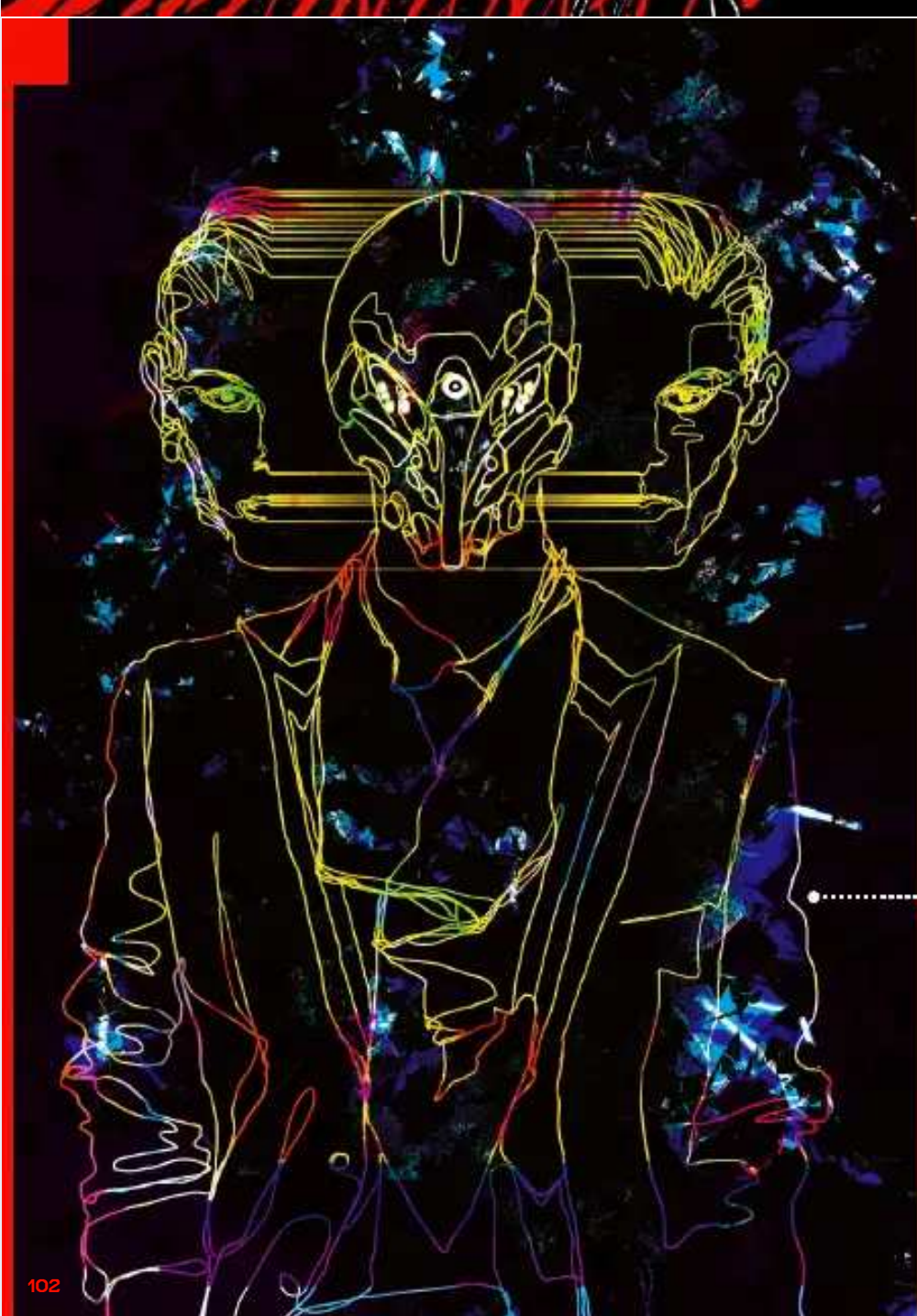
Underwater horrors. Guard sewers, tunnels and subsurface bases, often subsisting on the bloated corpses of the city's waterways.

**HP 17 Morale 8 Thick skin -d4 Bite d8 + death roll**

**Death roll:** Test Strength DR14 to pull free of the Krok's jaw or take d6 damage each round with no chance to defend.

❖ **Captured:** 100-400❖, **dead:** 15❖





MICRO-COMPOSITE  
HYPER-ALLOY  
BIOPHASE  
NEURO-LOGIC  
CYBERNETIC  
FUSION POWERCELL

# CYDROIDS

POST-BIOLOGICAL  
NEURO-LOGICAL  
HYPER-ALLOY  
BIOPHASE  
CYBERNETIC  
FUSION POWERCELL

Identify owner: 2.5ka

## SKULKER

Void-black steel alloy murder-skeletons built for a single purpose:  
[TRACKING DOWN A TARGET AND DESTROYING IT WITHOUT MERCY].

**HP 14 Morale - All metal -d4**  
**Blade d6 or Silenced SMG d4a**  
**Creepy crawlers:** Can climb walls and crawl across ceilings.  
**Stealthy:** Test Presence DR12 before combat or the Skulker acts before the initiative roll.  
**Relentless hunter:** Will tirelessly hunt its target to complete its assignment until it is utterly annihilated. When reaching 0 HP, it has a 50% chance of surviving with one less limb—it recovers d8 HP but attack and defense tests against it are now -2DR (cumulative).



## DOPPEL

Mimics and facsimiles. Artisan infiltrators. Human enough to fool all but the most rigorous tests.

## INDICATOR

Frontal assault terror robots activated when pacification is desired over discretion.

**HP 18 Morale -**  
**Made for combat -d6**  
**Assault rifle d8a with**  
**grenade launcher d6 to up to**  
**d3 targets**

**Chances:** Uses rocket power through doors and walls.

**HP 12 Morale 5 Skinweave -d2**  
**Hidden vibro-blade d8**  
**Imitation of life:** Passes as an unarmed human in most scans. Always acts first when it can surprise a target.  
**Mimic protocol:** Upon failing morale, the Doppel will attempt to flee into a crowd and use holoprojections to blend in. Upon repairs, it will alter its physical form to match attempt to strike back.

Sell for scraps: 500m

Extract kill 1 sf: 4.5ka

# NANO BIBREARS

## Headhunter

Skittering horrors, never alone. Eyes spurt cryo-radiation. Latent Nano infection threat.  
**HP 3 Morale 5 No armor**  
**Ocular ray d4a + freezing gaze**  
**Freezing gaze:** When hit by their attack, test Toughness DR14 or your gear freezes, giving all your actions a + to DR equal to your armor die. Small and hard to hit: DR14 when attacking them.

Intact eye: 25m

## Blighthusk

Nano-infested vermin that scuttle about G0 like stop-motion maquettes. Dripping claws and vile fangs. Exists only to propagate.  
**HP 5 Morale 6**  
**Quick and erratic -d2**  
**Claws d4 + infestation**  
**Infestation:** Test Toughness DR8 when hit by the claws or gain a random Nano infestation. 10% chance to also gain a Nano power.

Sold to a research lab: 50m  
Released on a corp office's middle management floor: Priceless

## Whitetail

A myth, a ghost. Eerily large eyes, a body like

suppose it moves with tech and vanishing without a trace.

**HP 4 Morale 5 Spectral special**  
**Bite d3 + Phase venom**  
**Spectral:** Ignores any damage when the damage taken is an uneven number.  
**Spiral gaze:** Each round, one random opponent tests Presence DR12 or falls out of sync with reality and cannot move for 1 round.  
**Phase venom:** The Whitetail's maw is a miasmic cocktail of nanites and alien spores. Test Toughness DR12 or victims bleed from facial orifices, suffering d3 damage each round for the following 3 rounds

100-10k worth of tech in the lair





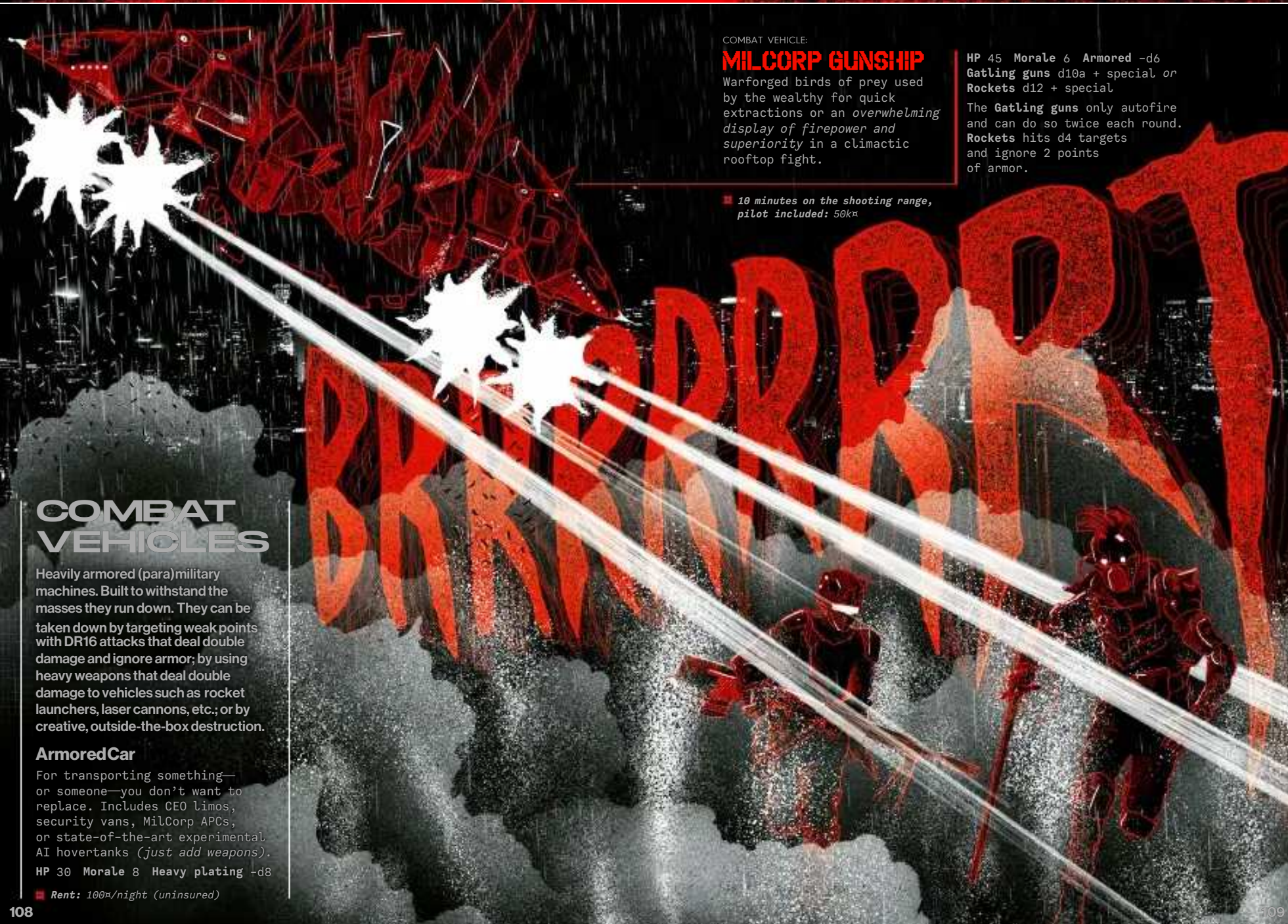
**Bloated**  
The walking corpses that shamble inside G0. The rumored final fate of all Nano-infected.

HP 18 Morale -  
No armor Slam d4

Nothing of value remains

**Ready to burst:**  
Explodes upon death or when receiving a crit. Its acid bile can hit up to d3 nearby targets; test Agility DR14 or take d4 damage.

**Empty skulls:**  
Incapable of thought and will never surrender or flee.



COMBAT VEHICLE:

### MILCORP GUNSHIP

Warforged birds of prey used by the wealthy for quick extractions or an overwhelming display of firepower and superiority in a climactic rooftop fight.

10 minutes on the shooting range, pilot included: 50k

HP 45 Morale 6 Armored -d6  
Gatling guns d10a + special or  
Rockets d12 + special

The Gatling guns only autofire and can do so twice each round. Rockets hits d4 targets and ignore 2 points of armor.

## COMBAT VEHICLES

Heavily armored (para)military machines. Built to withstand the masses they run down. They can be taken down by targeting weak points with DR16 attacks that deal double damage and ignore armor; by using heavy weapons that deal double damage to vehicles such as rocket launchers, laser cannons, etc.; or by creative, outside-the-box destruction.

### ArmoredCar

For transporting something—or someone—you don't want to replace. Includes CEO limos, security vans, MilCorp APCs, or state-of-the-art experimental AI hovertanks (just add weapons).

HP 30 Morale 8 Heavy plating -d8

Rent: 100k/night (uninsured)



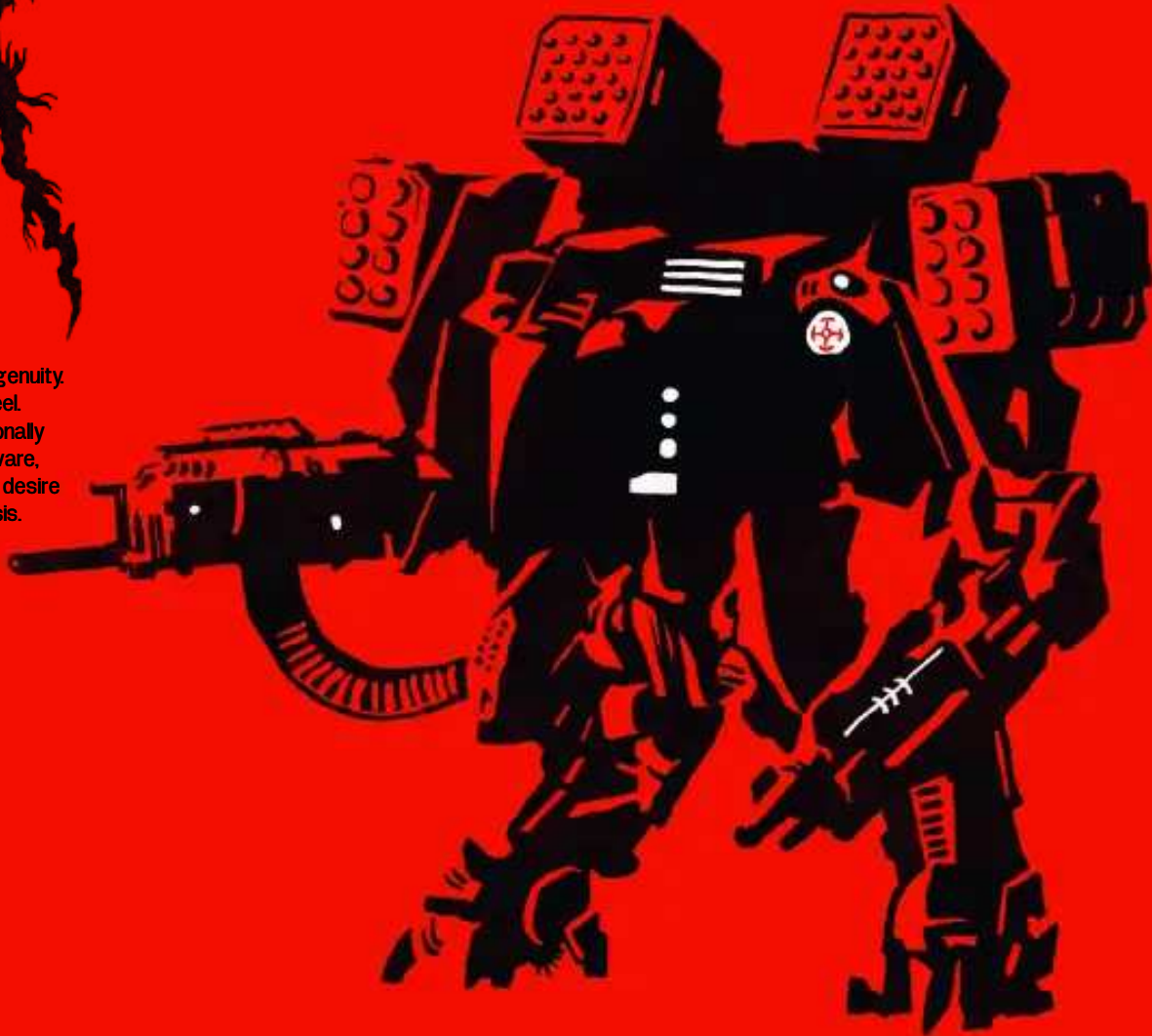


The awe-inspiring pinnacle of mankind's murderous ingenuity. Bipedal constructs of war, death personified in steel. Destroyers of worlds. Either remotely piloted, traditionally operated or in worst cases fully automated, self-aware, and AI imbued. The horrifying end state of humanity's desire for fusion powered, blood-soaked cyber-apotheosis.



HP 50    Morale 7    High-indestructible -d10  
M.A.R.A.U.D.E.R. guns d10a and Rockets d12 or  
Laser turret d12a and cluster grenades d8  
M.A.R.A.U.D.E.R. guns only autofire and  
can do so twice each round. Rockets can hit  
d4 targets and ignore 2 points of armor.  
The cluster grenades can hit up to d6 targets.

Scrapped: 2k-8k



PRINT TITLE//UNABLE TO LOCATE BR//ENDING TITLE  
PARAGRAPH ID<GHOST>SENOR//PRINT//

CRITICAL RENDERING ERROR  
CORRUPTION CODE 5240716  
INITIATING USER TAKE-OVER/  
TAKEOVER ERROR  
WARNING! INMATH UNABLE  
SECURITY BREACH LOCATED  
FAILURE TO INITIATE COUNTER  
ROQUE AI DESYNCHRONIZING  
//

GHOST



## <GHOST>

Artifacting egos, virtual entities, nascent low-level AIs. When shackled, they hunt their designated target and destroy it with utmost cruelty. They appear as ever-changing AR artifacts and corruptions in their target's RCDs. Escape is impossible as the Ghost possesses and manipulates nearby connected devices to kill their victim.

HP 6    Morale -  
**Virtual entity** special  
**System shock** d4 + special or  
**Improvised attacks** d3 or higher

**System shock:** Used against online targets—test Knowledge DR12 to defend against it and instead reflect the damage back at the Ghost.

**Improvised attacks:** Used against offline targets unless there is a weapons platform, turret or SmartGun™ of any kind nearby. If so, the Ghost will possess and attack through it.

Immune to physical attacks.





C CHAPTER #

DATA

| STYLE | FEATURE          | ROLE                   | OBSESSION        | QUIRK                    |
|-------|------------------|------------------------|------------------|--------------------------|
| 01-02 | Ocore            | Abundance of rings     | Advertiser       | Adrenaline               |
| 03-04 | Acid panda       | All monochrome         | Anarchist        | AI poetry                |
| 05-06 | Beastie          | Artificial skin        | Artisan          | Ammonium chloride candy  |
| 07-08 | Bitcrusher       | Beastlike              | Bureaucrat       | Ancient grimoires        |
| 09-10 | Bloodsport       | Broken nose            | Busker           | Arachnids                |
| 11-12 | Cadavercore      | Burn scars             | Cleaner          | Belts                    |
| 13-14 | Codefolk         | Completely hairless    | Cook             | Blades                   |
| 15-16 | Converter        | Cosmetic gills         | Cult recruiter   | Bones                    |
| 17-18 | Corpodrone       | Covered in tattoos     | Customer service | Customized cars          |
| 19-20 | Cosmopunk        | Customized voicebox    | Dealer           | Dronespotting            |
| 21-22 | Cvlt             | Disheveled look        | Developer        | Experimental stimuli     |
| 23-24 | Cybercrust       | Dollfaced              | Driver           | Explosives               |
| 25-26 | CyPop            | Dueling scars          | Drone pilot      | Extravagant manicure     |
| 27-28 | Daemonista       | Elaborate hairstyle    | Entertainer      | Gauze and band-aids      |
| 29-30 | Deathbloc        | Enhanced cheekbones    | Factory drone    | Gin                      |
| 31-32 | Doomtroop        | Fluorescent veins      | Fixer            | Graffiti                 |
| 33-34 | Ghoul            | Forehead display       | Fleshcarver      | Hand-pressed synthpresso |
| 35-36 | Glitchmode       | Giant RCD helmet rig   | Gig worker       | Handheld games           |
| 37-38 | Goregrinder      | Glitterskin            | Goon             | Headphones               |
| 39-40 | Gutterscum       | Glowing respirator     | Gunrunner        | History sims             |
| 41-42 | Hexcore          | Golden grillz          | Hacker           | Interactive holo-ink     |
| 43-44 | Hype street      | Headband               | Homeless         | Journaling               |
| 45-46 | Kill mode        | Heavy on the makeup    | Hospitality      | Masks                    |
| 47-48 | Meta             | Holomorphed face       | Influencer       | Medieval weaponry        |
| 49-50 | Mimic            | Interesting perfume    | Killmatch champ  | Microbots                |
| 51-52 | Minimal          | Lace trimmings         | Mechanic         | Mixing stimulants        |
| 53-54 | Minotaur         | Laser branded          | Medstaff         | Model mech kits          |
| 55-56 | Mobwave          | Lipless-just teeth     | Merchant         | Obsolete tech            |
| 57-58 | Monsterwave      | Mirror eyes            | Middle manager   | Porcelain figurines      |
| 59-60 | Murdercore       | More plastic than skin | Muscle           | Printed shirts           |
| 61-62 | Necropop         | Necrotic face          | NuCap            | Puppets                  |
| 63-64 | Neurotripper     | Nonhuman ears          | Politician       | Records                  |
| 65-66 | NuFlesh          | Palms covered in notes | Preacher         | Recursive synthesizers   |
| 67-68 | NuGoth           | Pattern overdose       | Punk             | Shades                   |
| 69-70 | NuPrep           | Plenty of piercings    | Reporter         | Slacklining              |
| 71-72 | Oceanwave        | Radiant eyebrows       | Researcher       | Sneakers                 |
| 73-74 | OG               | Rainbow haircut        | Retired          | Stimsokes                |
| 75-76 | Old-school cyber | Ritual scarifications  | Reperdoc         | Style hopping            |
| 77-78 | Orbital          | Robotlike              | Roadrunner       | Tarot                    |
| 79-80 | Postlife         | Shoulder pads          | Salaryfolk       | Taxidermy                |
| 81-82 | Pyrocore         | Subdermal implants     | Scammer          | Trendy food              |
| 83-84 | Razormouth       | Tons of jewelry        | Scientist        | Urban exploring          |
| 85-86 | Retro metal      | Traditional amulets    | SecOp            | Vampires vs. werewolves  |
| 87-88 | Riot kid         | Translucent skin       | Smuggler         | Vintage army jackets     |
| 89-90 | Robomode         | Transparent wear       | Soldier          | Vintage TV shows         |
| 91-92 | Roller bruiser   | Unkempt hair           | Specialist       | Virtuaflicks             |
| 93-94 | Technoir         | Unnatural eyes         | Student          | Virtuapals               |
| 95-96 | Trad punk        | UV-inked face          | Techhead         | Voice modulators         |
| 97-98 | Wallgoth         | VIP lookalike          | Test subject     | Watches                  |
| 99-00 | Waster           | War paints             | Thief            | Wigs                     |

## WANTS

01. Anarchy
02. Burn it all down
03. Cash
04. Drugs
05. Enlightenment
06. Fame
07. Freedom
08. Fun
09. Justice
10. Love
11. Mayhem
12. Power over others
13. Revenge
14. Safety for loved ones
15. Save the world
16. See others fail
17. Self-control
18. Self-transformation
19. Success
20. To kill





# MISSION GENERATOR

CY\_20X3/

The PCs all start with a debt they need to pay back. To avoid being hunted down, having their stuff repo'ed and being thrown back into the gutters of the slums, they'll have to accept work from the forces that run Cy.



Use the mission generator for mission seeds to offer up to the PCs. Roll, pick and choose, mix and match, ignore what does not make sense. Fill in the blanks. Reuse known people, locations and organizations. Remember that corps and cops are always the bad guys.

01

## <CONTACT>

THE PCS ARE CONTACTED BY A

- 1 FRIEND FROM THE OLD DAYS
- 2 FAMILY MEMBER
- 3 UNTRACEABLE NET USER
- 4 CASUAL ACQUAINTANCE
- 5 PREVIOUS PATRON
- 6 KNOWN FENCE AND FIXER
- 7 GANG-GOON
- 8 LOVER/EX-LOVER
- 9 REGULAR FROM THE PCS' FAVORITE WATERING HOLE
- 10 STREET KID
- 11 MASKED STRANGER
- 12 BODEGA OWNER
- 13 FORMER ENEMY
- 14 MOBSTER
- 15 PORTS SMUGGLER
- 16 WASHED-UP VIP
- 17 CONCERNED CITIZEN
- 18 CULTIST
- 19 JOB BROKER
- 20 SOMEONE A PC OWES MONEY

02

## <PATRON>

ACTING ON BEHALF OF

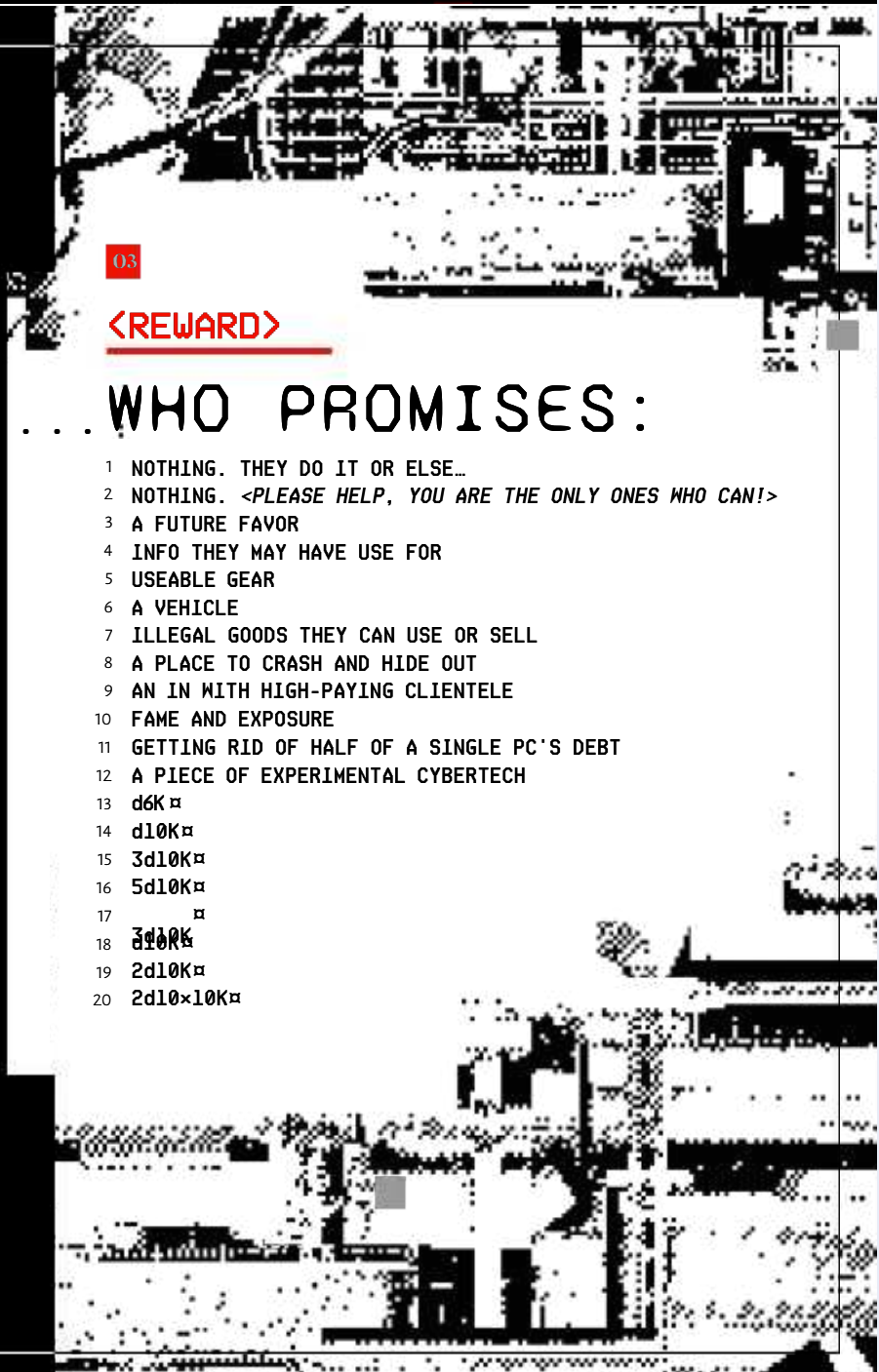
- |                           |                                    |
|---------------------------|------------------------------------|
| 1 A POLITICIAN            | 10-11 THEMSELVES                   |
| 2 A MEGACORP              | 12 THEIR LOVER                     |
| 3 AN AMBITIOUS STARTUP    | 13 SOMEONE A PC OWES MONEY         |
| 4 A MONEY LAUNDERER       | 14 A NEARBY NEIGHBORHOOD COMMUNITY |
| 5 AN ARMS DEALER          | 15 A CLAN OF ROADRUNNERS           |
| 6 A STRANGE CULT          | 16 A CURRENT VIP                   |
| 7 A SECRET SOCIETY        | 17 ANOTHER GROUP OF PUNKS          |
| 8 A STREET GANG           | 18 A RENOWNED HACKER               |
| 9 THE CEO OF A MAJOR CORP | 19 A FORMER ENEMY                  |
|                           | 20 AN AI OR OTHER NET ENTITY       |

03

## <REWARD>

### ...WHO PROMISES:

- 1 NOTHING. THEY DO IT OR ELSE...
- 2 NOTHING. <PLEASE HELP, YOU ARE THE ONLY ONES WHO CAN!>
- 3 A FUTURE FAVOR
- 4 INFO THEY MAY HAVE USE FOR
- 5 USEABLE GEAR
- 6 A VEHICLE
- 7 ILLEGAL GOODS THEY CAN USE OR SELL
- 8 A PLACE TO CRASH AND HIDE OUT
- 9 AN IN WITH HIGH-PAYING CLIENTELE
- 10 FAME AND EXPOSURE
- 11 GETTING RID OF HALF OF A SINGLE PC'S DEBT
- 12 A PIECE OF EXPERIMENTAL CYBERTECH
- 13 d6K
- 14 d10K
- 15 3d10K
- 16 5d10K
- 17
- 18 3d10K
- 19 2d10K
- 20 2d10x10K





04  
THE

#### IF THEY

- 1 SABOTAGE
- 2 ESCORT
- 3 STEAL
- 4 DELIVER
- 5 THREATEN
- 6 KIDNAP
- 7 BLACKMAIL
- 8 OBSERVE
- 9 PROTECT
- 10 SAVE
- 11 DISTRACT
- 12 FIND
- 13 SMUGGLE
- 14 DESTROY
- 15 PUNISH
- 16 TRICK
- 17 FIGHT FOR
- 18 WIN OVER
- 19 PLANT
- 20 INFILTRATE



DIR/LOADING APP...  
...  
EAVESDROPPED 01 OFFICE SOUTH\_29  
... INITIATING ... FEED//  
RECORDING:  
  
<ALL CLEAR SIR  
MOVEMENT BUT  
DISPATCHING  
<MAKE SUR  
DOESN'T  
DISTURB  
THE EVE  
<DON'T  
SIR...  
  
INVESTIGT.VR/  
DECRYPTING CARGO SH  
LIST ITEM 00812\_860  
4151706SNL\_21/  
DOCK 017  
[MECHANIZED ARMOR]  
[BALLISTIC GAUSS AT  
[AUTOALIBRATING TA  
[...]  
[ABORT LISTING/  
[RD\_6/PERSONEL  
[AUTHORIZED SECOP  
[.../CODENAME VAL

- 1 A SHIPMENT OF ILLEGAL GOODS / A GANG-GOON
- 2 SOME BLACKMAIL MATERIAL / A POLITICIAN
- 3 A PIECE OF FINE ART / A RECENTLY RELEASED CRIMINAL
- 4 A PROTOTYPE WEAPON / A FRIEND
- 5 A UNIQUE VEHICLE / A SIBLING
- 6 A SERVER / A HACKER
- 7 AN OFFLINE DATABASE / A SECRET SOURCE
- 8 AN EXPERIMENTAL CURE / A DOCTOR, MEDICAL OR OTHERWISE
- 9 A SECRET HIDEOUT / A GROUP OF PUNKS
- 10 EVIDENCE OF SOME CRIME / A COP
- 11 A HIGHLY IMPORTANT VIDEO RECORDING / A CURRENT VIP-CELEB
- 12 A BUNCH OF EXPLOSIVES / A MILITARY OFFICER
- 13 A PIECE OF PROTOTYPE TECHNOLOGY / AN INVENTOR
- 14 RECORDS OF PERSONAL COMMUNICATIONS A LOVER
- 15 A RELIC / A CULT LEADER
- 16 A PIECE OF JEWELRY / A NEO-ARISTOCRAT
- 17 AN IMPORTANT POWER SOURCE / AN AI OR OTHER NET ENTITY
- 18 SOMEONE'S MIND PALACE / AN IMMORTAL
- 19 A SIGNED CONTRACT / A LAWYER
- 20 A DATA DUMP / THE JOURNALIST WHO MADE THAT BIG SCOOP LAST YEAR

05 THE

122

123



06

#### <LOCATION>

THE TARGET CAN BE FOUND IN A

- 01\_Corp office or on an active crime scene investigation
- 02\_Dive bar or known drug-trafficking den
- 03\_Night club or a freight ship in port, with a labyrinth of hidden compartments
- 04\_Luxury residence or a shelter hidden behind a nondescript door inside a subway station
- 05\_Apartment building or a forgotten doomsday bunker
- 06\_Medical facility or the set for the next holoflick in the Blood Countess franchise

- 07\_Hideout or some sewer tunnels with Nano-infested algae
- 08\_Warehouse or a meeting place for the disgusting rich
- 09\_Moving vehicle or an RV with several dead bodies hidden behind a fake wall
- 10\_Underground parking garage or a fully automated protein cloning and packaging factory
- 11\_Shopping mall or the ritual chamber of a strange serpent drug cult
- 12\_Street corner or a network of utility tunnels booby-trapped by the street kids who live here
- 13\_Street food stall or an underwater human cloning facility

- 14\_Restaurant or an ancient subway tunnel accessible through a G0 crater
- 15\_Factory or deep inside a lost virtual world
- 16\_Drug den or in one of the top levels of the Narwhal arcology
- 17\_Entertainment complex or a shelter for the severely Nano-infested
- 18\_Maintenance hub or an archipelago spa retreat for the upper class
- 19\_Laboratory or within LifArt, the largest living artwork/gallery/artist collective in Cy
- 20\_Construction site or beneath a replica pyramid

#### 07 <GEO>

SOMEWHERE IN

- 1 Central: the Arcs
- 2 Central: North
- 3 Central: South
- 4 Central: Undersjön
- 5 Slums: Bigmosse
- 6 Slums: Lilypond
- 7 Slums: Barnyard Fields
- 8 Slums: Laketon
- 9 Hills: Edges
- 10 Hills: Galgbacken
- 11 Hills: Oak Isles
- 12 Inbetweens: Burnchurch Hex
- 13 Inbetweens: Svärta
- 14 Inbetweens: Low Meadow
- 15 Industrial: Mosscroft
- 16 G0
- 17 Ports
- 18 Sewers and underground
- 19 On/in water
- 20 Outside of Cy

124

125



<SECURITY>

IT'S PROTECTED BY

- 1

UNITED CITADEL SECURITY
- 2

SLUM ROUGHNECKS
- 3

WELL-TRAINED SECOP TEAM
- 4

MAINLY DRONES AND TURRETS
- 5

ENHANCED BEASTS
- 6

ROADRUNNER CLAN
- 7

STREET GANG
- 8

VIRID VIPERS

9

OFF-DUTY COPS

10

SECOPS AND NANOGOONS

11

CYBERSLASHERS

12

A GROUP OF PUNKS

13

CORP ASSASSIN STRIKE TEAM

14

WILD NANOPHREAKS

15

AI WITH WEAPON PLATFORMS

16

MAY MORE GUARDS THAN FIRST APPARENT

17

A DEATH CULT

18

DRUNKEN, LOW-RATE SECOPS

19

STEALTH-SUIT PSYCHOPATH

20

VINDICATOR CYDROID AND HANDLER

<COMPLICATION>

BUT SOMETHING COMPLICATES THE JOB:

- 1

The contact or target starts acting against their own interest.
- 2

Rival punks interfere or are on the same contract.
- 3

Someone a PC owes money to shows up and interferes.
- 4

Nothing.
- 5

It's just a distraction for the patron to pull off something bigger.
- 6

It's a trap.
- 7

Another team of punks or SecOps will try to hunt them down as soon as the job's done.
- 8

Someone else gets there first.
- 9

The contact backpedals on the reward.
- 10

The contact got the situation all wrong.
- 11

The job has a very short deadline.
- 12

The contact or target is not who they claim to be.
- 13

The contact or target disappears.
- 14

There are a lot of bystanders in the way.
- 15

The contact or target is arrested.
- 16

The events are being recorded.
- 17

Everything turns to chaos.
- 18

A miserable headline occurs midway, changing the situation.
- 19

The target is a friend or loved one.
- 20

The group gets a counteroffer from someone else.

# LOCATION FEATURES

d10  
x3

DISTINCTIVE  
FEATURE

- 01

Underrenovation; paint buckets, scaffolding, etc. spread around.
- 02

Holoprojections of historical art pieces in most rooms.
- 03

Anti-Nano propaganda everywhere.
- 04

Every room is a separate floor. Two elevators service every second floor only.
- 05

Parts have been taken over by squatters engaged in a slow but deadly conflict with the owners.
- 06

Vertigo-inducing animated wallpapers.
- 07

Traces of a recent gunfight with bullet holes and soot from small fires still on the walls.
- 08

Way cleaner and more luxurious than expected.
- 09

Surprisingly rough and dirty.
- 10

Due to a hostage

HIDDEN  
FEATURE

- 01

Maze-like crawlspaces hidden in walls, floors, ceiling.
- 02

Hidden cameras in many rooms, planted there by someone else.
- 03

A secret room used as a reaperdoc clinic.
- 04

Paper-thin internal walls.
- 05

A small data node that leads into the low-res virtual hellscape of a dying world. A terrible monster guards a large stash.
- 06

Sentient maintenance system can be bribed to work with the party.
- 07

Hidden conspiracy board detailing plot behind the latest miserable headline.
- 08

In a gamma-ray protected vault sits an artifact of terrible and weird powers.
- 09

What look like mannequins are knock-off skulkers with sharp claws.
- 10

A cassette with a custom App. Has a tracker that will ping the App author as soon as it's used.

ADDITIONAL  
DANGER

- 01

Large valuable art piece covered in Nano-spreading dust.
- 02

A glitching Ghost is stuck in a loop somewhere, attacking anyone who enters its vicinity.
- 03

Locked maintenance door leads to a temple of a small but violent cult.
- 04

Tech use has a 50% chance of triggering an electrical fire.
- 05

Three vials of Red Pain marked as Red-juice left on a table.
- 06

An out-of-place laser turret fires at everyone without the password.
- 07

A Cy-raging menace locked inside a padded room.
- 08

A canister with a non-human creature that warps reality around it if disturbed.
- 09

Mold in the walls releases sight-blocking spores when bullets hit them.
- 10

An EMP booby trap renders all electronics unusable for 10 minutes if triggered.

situation. SecOps have surrounded the building next door.



## Corporation Generator

Name  
Part One¹

- 01

Cy
- 02

Kifo
- 03

Fosse
- 04

Útga
- 05

Crown's
- 06

Galg
- 07

Smrt
- 08

Gene
- 09

Pereo
- 10

Progen
- 11

Häx
- 12

Futura

Name  
Part Two¹

- 01

Futures
- 02

Tech
- 03

Inc
- 04

Industrial
- 05

Labs
- 06

Nero
- 07

Mgmt
- 08

Svärta
- 09

Wave
- 10

Institute
- 11

Division
- 12

Malum

Latest controversy²

01. Massive collateral damage in corp war. 02. Selling undisclosed cloned human meat. 03. Supplying violent gangs with personal data for profit. 04. Non-informed human test subjects. 05. Mandatory Osleep for every employee working 48+ hour shifts. 06. Rumors of several board members being part of a cannibal cult. 07. Offering homeless people 10% to equip them with subdermal projectors for displaying advertisements. 08. Kidnapping a competitor's key staff. 09. Hazardous waste dumping. 10. Cybertech enhancements made mandatory for certain employees. 11. Selling dead employees' body parts after workplace accidents. 12. Employee contracts include the rights to firstborn children. 13. Rules against dating non-employees. 14. Assassinating several product reviewers and critics. 15. Dropping a weaponized meme on a public square, resulting in 138 deaths. 16. Non-consensual cloning. 17. Increasing employee loyalty through secret memory alterations. 18. Kidnapping customers, releasing them into a booby-trapped murdermaze and recording it for a pay feed. 19. Using customer data for blackmail. 20. A weaponized virus released during corp war spread outside their intended target.

Main industry¹

- 01

Propaganda/news
- 02

Lifestyle
- 03

Property
- 04

Finance
- 05

Biomedical
- 06

Food Products
- 07

Raw material
- 08

Entertainment
- 09

Weapons
- 10

Legal/lobbying
- 11

Security
- 12

Transport

## CULT generator

WORSHIPPING (d12)

- 01

Nuclear destruction
- 02

A free AI
- 03

Nano
- 04

Death
- 05

A number-station prophecy
- 06

The cult leader
- 07

A pantheon of dead celebrities
- 08

Progress
- 09

The unborn child of light
- 10

She of the Dark
- 11

The Two-Headed
- 12

Those who came before

TEMPLE (d12)

- 1

A private virtual world with outdated security
- 2

2nd top floor of north Central 'scraper
- 3

G0 ruin's basement
- 4

Unused salons in a Galgbacken holocinema
- 5

An unmarked door inside Burnchurch Hex subway station
- 6

Sub-level 43B of the Nutopia Arc
- 7

A closed-down factory in Mosscroft
- 8

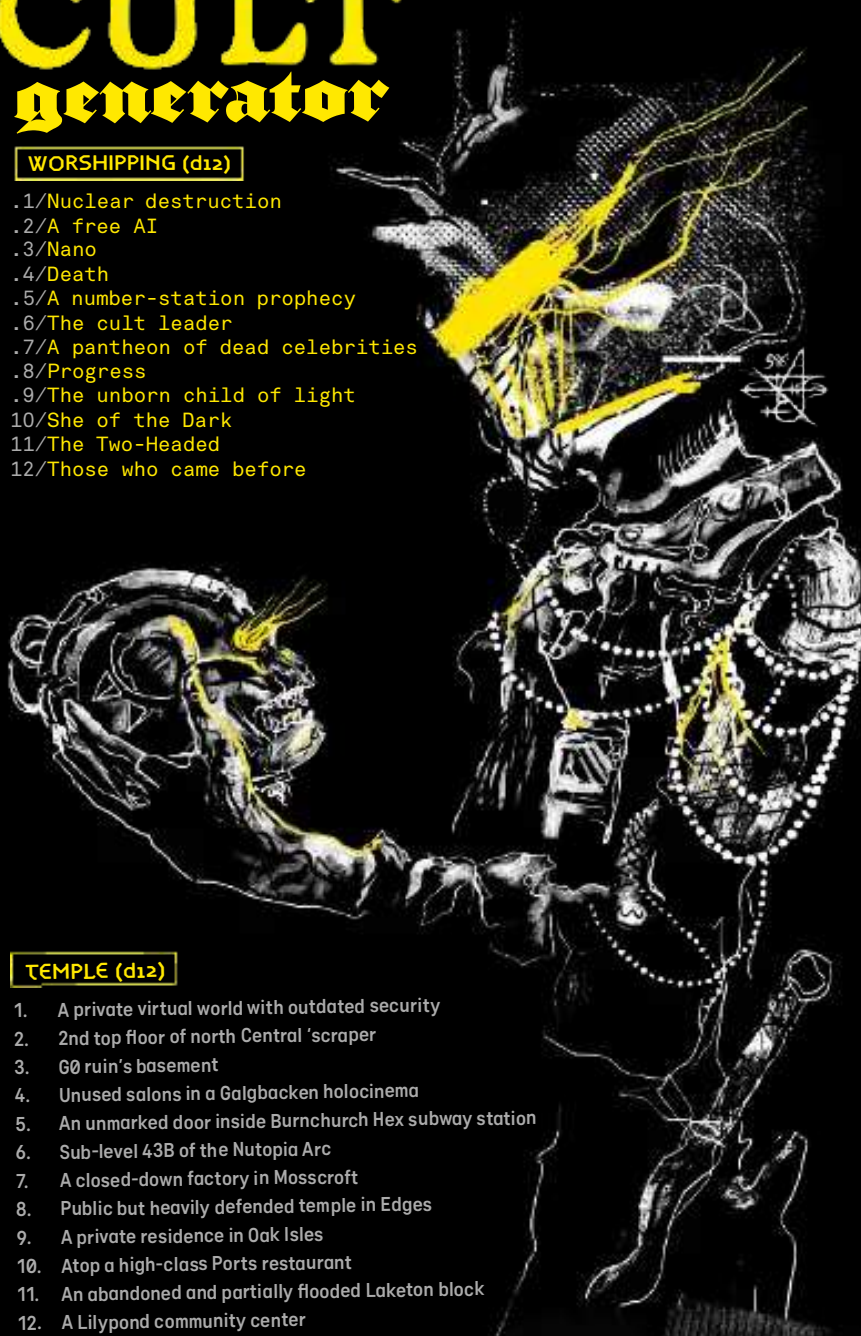
Public but heavily defended temple in Edges
- 9

A private residence in Oak Isles
- 10

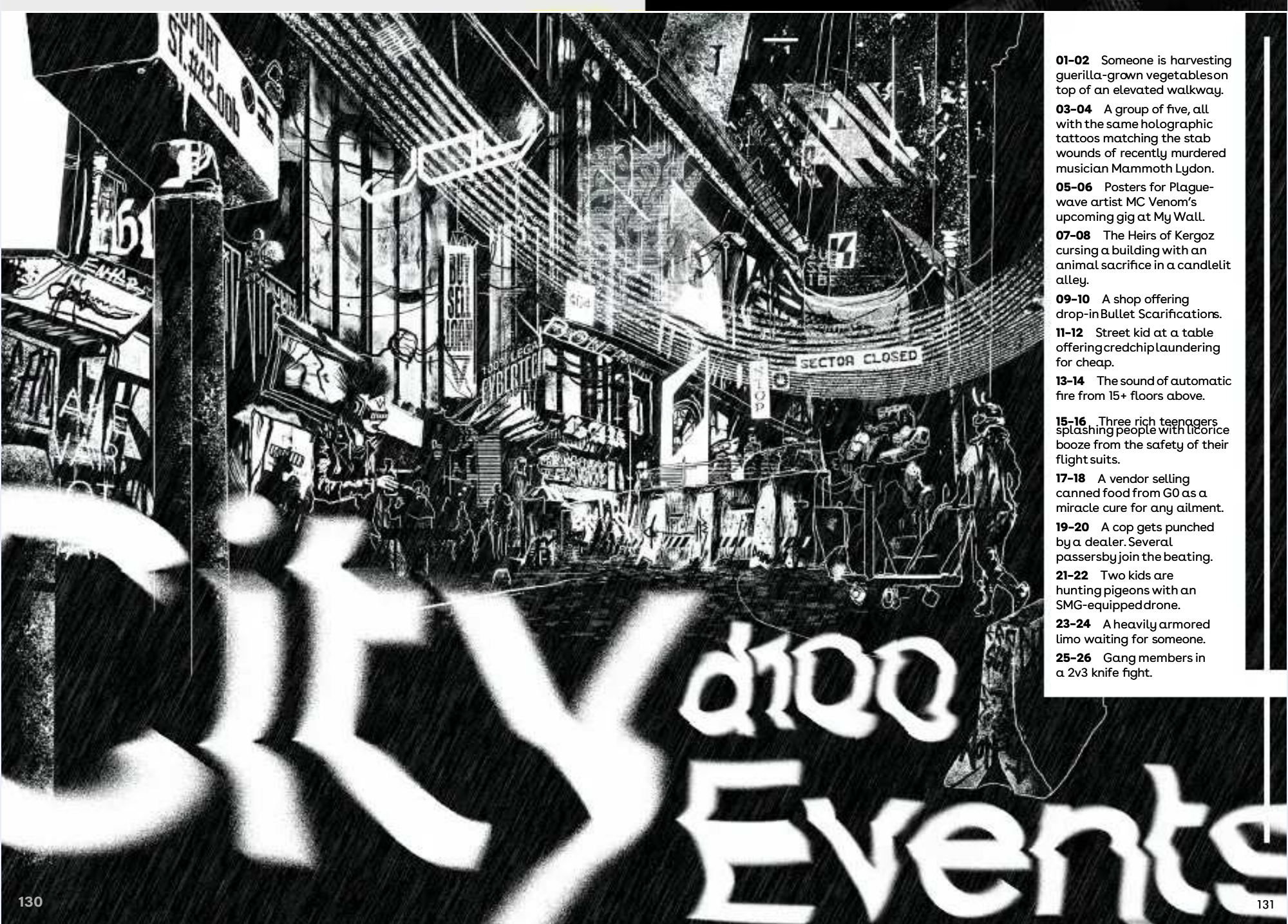
Atop a high-class Ports restaurant
- 11

An abandoned and partially flooded Laketon block
- 12

A Lilypond community center







- 01-02** Someone is harvesting guerilla-grown vegetables on top of an elevated walkway.
- 03-04** A group of five, all with the same holographic tattoos matching the stab wounds of recently murdered musician Mammoth Lydon.
- 05-06** Posters for Plague-wave artist MC Venom's upcoming gig at My Wall.
- 07-08** The Heirs of Kergoz cursing a building with an animal sacrifice in a candlelit alley.
- 09-10** A shop offering drop-in Bullet Scarifications.
- 11-12** Street kid at a table offering credchip laundering for cheap.
- 13-14** The sound of automatic fire from 15+ floors above.
- 15-16** Three rich teenagers splashing people with licorice booze from the safety of their flight suits.
- 17-18** A vendor selling canned food from G0 as a miracle cure for any ailment.
- 19-20** A cop gets punched by a dealer. Several passersby join the beating.
- 21-22** Two kids are hunting pigeons with an SMG-equipped drone.
- 23-24** A heavily armored limo waiting for someone.
- 25-26** Gang members in a 2v3 knife fight.

130

131



- 27-28** A Nano-infested with wrappings around their disfigured skull is handing out flyers for a charity killmatch between two groups of former idols.
- 29-30** A sword-wielding, trenchcoat-wearing slasher appears from out of nowhere, stabs a pedestrian and then activates her autocamo and disappears. The corpse is not human but a Doppel.
- 31-32** Roadrunners trading real meat and tobacco for any sort of drugs.
- 33-34** Food cart selling deep-fried seal eyes.
- 35-36** An RCD ad-bomb for deVerte's latest vurt-variant explodes, distracting everyone including the driver of a speeding cyberbike that crashes into a lamp post.



- 37-38** "Everything's for free" painted with blood on an alley wall.
- 39-40** SecOps laying siege to a Liquid Dreams store. Passersby are told to stay away or get shot.
- 41-42** Pusher offering free (Nano-infested) drugs.
- 43-44** An almost completely silent black helicopter hovers above for a minute then keeps going.
- 45-46** The ground shakes. Three nearby manhole covers fly off. Something deep below just exploded.
- 47-48** Camera drones chasing a running VIP-celeb who's trying to cover their face.
- 49-50** An Emergency Response Team in a firefight, trying to reach a bleeding client in the middle of a gang shootout.
- 51-52** A couple hugging and intimately conversing, wearing the colors of rival gangs.
- 53-54** Body bags piled on the street next to a subway exit.

- 55-56** Panicked victim of an RCD theft. Bleeding from the skull. Lost without any messaging, mapping or payment capabilities.
- 57-58** A fresh corpse, dead from a single headshot. Flyers asking "Who runs UCS?" surround the body.
- 59-60** A private security officer handing a cop a credchip. Not even trying to hide the bribe.
- 61-62** A holoprojection outside a sneaker store, boasting about the number of murder/robbery victims targetted for wearing their latest model.

- 63-64** Two people wearing holoheadsets sitting slumped against a wall in a pool of sweat and piss.
- 65-66** The metallic screech of a monorail emergency brake coming from somewhere above.
- 67-68** A long queue of the less fortunate, signing up for work at the AST factory. Replacements for the recent HR incident.
- 69-70** Flash ad: say yes within 5 seconds to accept an order of one large pizza with extra kelp. Delivered straight to you within 90 minutes.
- 71-72** A neo-aristocrat surrounded by bodyguards and a leashed tiger.
- 73-74** "Atheist? Sell your soul here! 100%". The line's short, but the contract's long.
- 75-76** An old man trying to pay a group of confused teenagers to stab him.
- 77-78** Copper wires shaped in occult symbols stapled to a wall. They are connected to a large, burnt-out battery that sits on the ground beneath.

**79-80** A child Nanomancer about to get beat by two SecOps. The kid says something, and the guards instantly turn around and walk away. The kid gives you a sly, violet-hued smile.

**81-82** Smoke clears from the grenades dropped by Grey-CERT. Almost as suddenly as the team appear, they are cleaning up. All the blood, gore, metal and flesh are soon gone. Their target will not be a risk of Cy-rage again.

**83-84** A team of TG Labs scientists in hazmat suits gathers glowing, star-shaped flowers that have sprung up through the pavement.

**85-86** A crew of four perform music on a street corner. The holosynth player is wearing a drone suit, floating in the air and playing their laser rays as if they were the finest of harps.

**87-88** Two highly intoxicated salaryfolk are throwing fists in the middle of a street.

**89-90** A projection drone is using facial recognition to write personalized and somewhat embarrassing ads in front of pedestrians on the street.

- 91-92** A violet, fist-sized beetle crawls across a nearby wall. In a flash, all nearby lights and signs change color to the same shade of violet. The beetle is gone.
- 93-94** Bets have just been placed on a street-corner fight between a corn-wagon vet and a young cyber-slasher. The fight is over.
- 95-96** All ads nearby suddenly switch to promoting the same Lucky 77 Lotto Jackpot. For just 5x, you too can dream about becoming aristocrat-rich by giving your x away to someone who already is.
- 97-98** Eight 4Sec guards are violently evicting a family of four for not paying their rent on the agreed date.
- 99-00** A hooded figure with a golden mask stands on a balcony. Arms raised, chanting drone-like. A wall of amplifiers behind the figure emits a high-pitched tone ever increasing in volume.

133



01. **An aggressive ad-swarm** is obscuring whatever you wanted to find. It is selling you ammunition from ACGS and explaining how the Nano-sick are living at your expense.

02. A 20-frame **clip from yesterday's killmatch** is constantly looping in your peripheral. A forced refresh is necessary to get rid of it.

03. Agree to these terms to start downloading a **cred-reader update** that will double the value of any credchip scanned.

04. A **glitching artifact hangs in the air**. It sucks all color from the area and slows down time.

05. **Suddenly, it's all bright light. The smell of fire.** A flash of red wetness. Deafening screams or maybe grotesque laughter. A nearby pizza place is projecting their animated menu much too large.

06. The **video feed** recorded by a **nearby gate** is being **projected onto the gate itself**, creating a confusing, distorted mirror.

07. **The leaked script of the next Blood Countess flick**, or so the anonymous poster claims.

08. A **message**: <LFG 4 ROTBLACK SLUDGE, NO MORE ROYALS>

09. A floating projection of a woman, cable-interfaced with a custom built, state-of-the-art **THC Drone** deck. Both she and the deck bear the **unmistakable signs of a Black Ice death**.
10. **Long, black tentacles** slither all over the area, grabbing at any data storage, then suddenly retract, leaving only a lingering smell of blown-out match.

11. The mobile entrance to the exclusive holoclub *Terebac* is nearby. It is a **ball of infrared light** that emits a slow, pulsing bass.

12. **Several data nodes in the cyber cosm suddenly go dark all at once.** Like hundreds of stars suddenly disappearing from the wasteland's night sky.

13. **Text flashes all around you:**  
<INFORMATION WANTS TO BE FREE!  
FREE THE CAPTURED GOD-MACHINES!  
FREEDOM FOR THE MERGED!> A cleaning App from CERT is deleting the messages.

14. A hacktivist group is **publishing private information from a group of Alliansen Inc. middle managers** as an act of revenge for last week's privacy scandal.

15. You stumble into a **private virtual world, a memorial for lost pets**. It twists and turns around you, pushing you through it all until you are back where you started and the entrance to the node locked behind you.

16. A virus, visualized as a **cluster of great worms**, is eating away at a nearby data node.

17. **Discrete posting:** <APPS 4 TRADE - ASK FOR ICool AT THE CAVE CLUB>

18. A **virtual cult worshipping a dog-headed idol**, all worshippers disguised with expensive custom avatars from old flicks. They chant 'Nuclear Money, Nuclear Skies' before an explosion of light covers their disappearances.

19. **An open folder with your name.** Full of unseen pictures, details you'd forgotten, a message: They are watching.

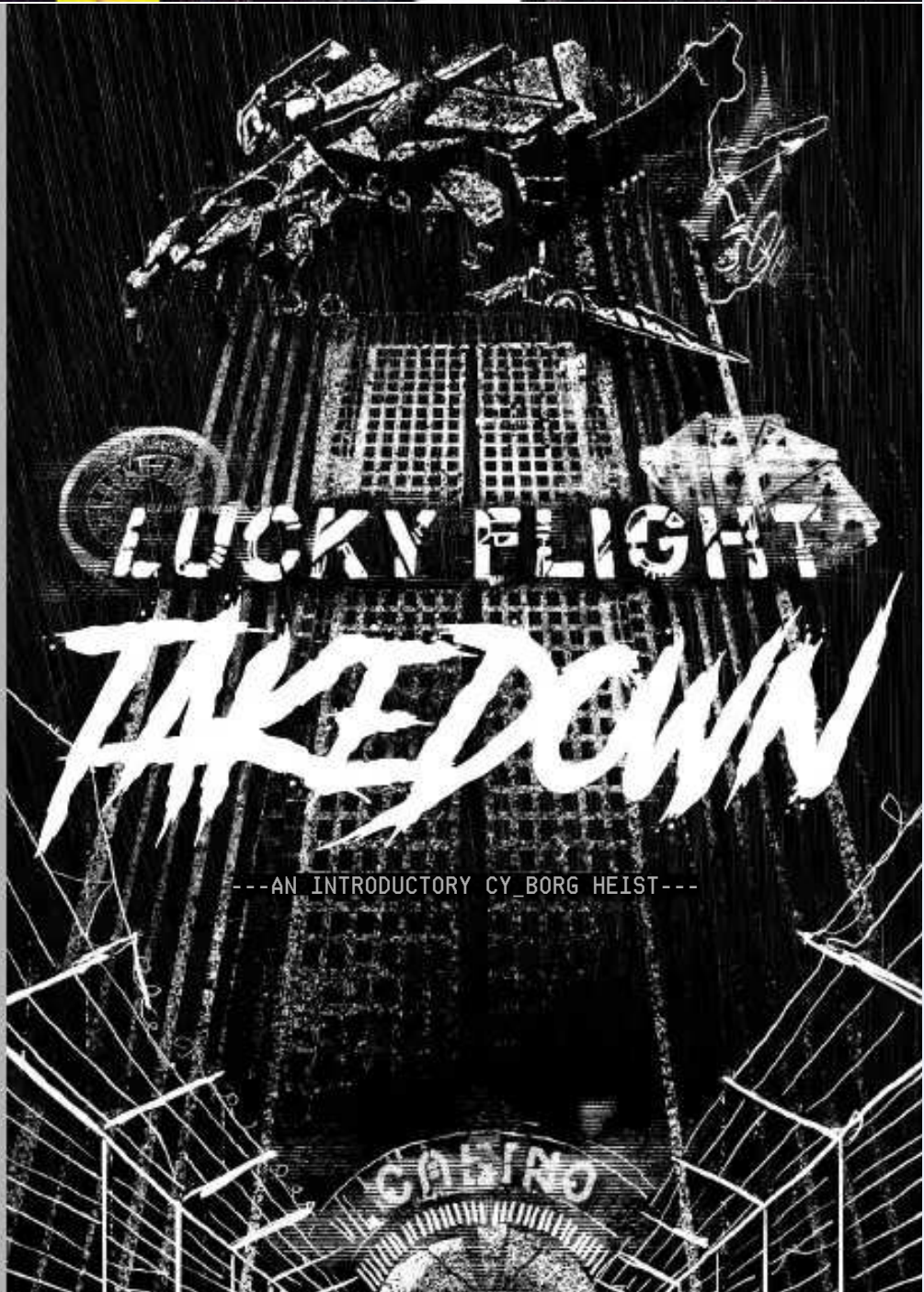
20. A **violet cube door**. Pulsing, glitching, spinning. A *hissing sound*, expanding. Then it's gone.

020

NET

CLIENTS

134







## <The job> A big favor

The PCs are approached by **Charlie Sand**, a struggling salaryman with a surprising sense of community spirit. His neighborhood on the Ports/Bigmosse border has been manipulated into debilitating debt to the **Lucky Flight Casino**. Pleading

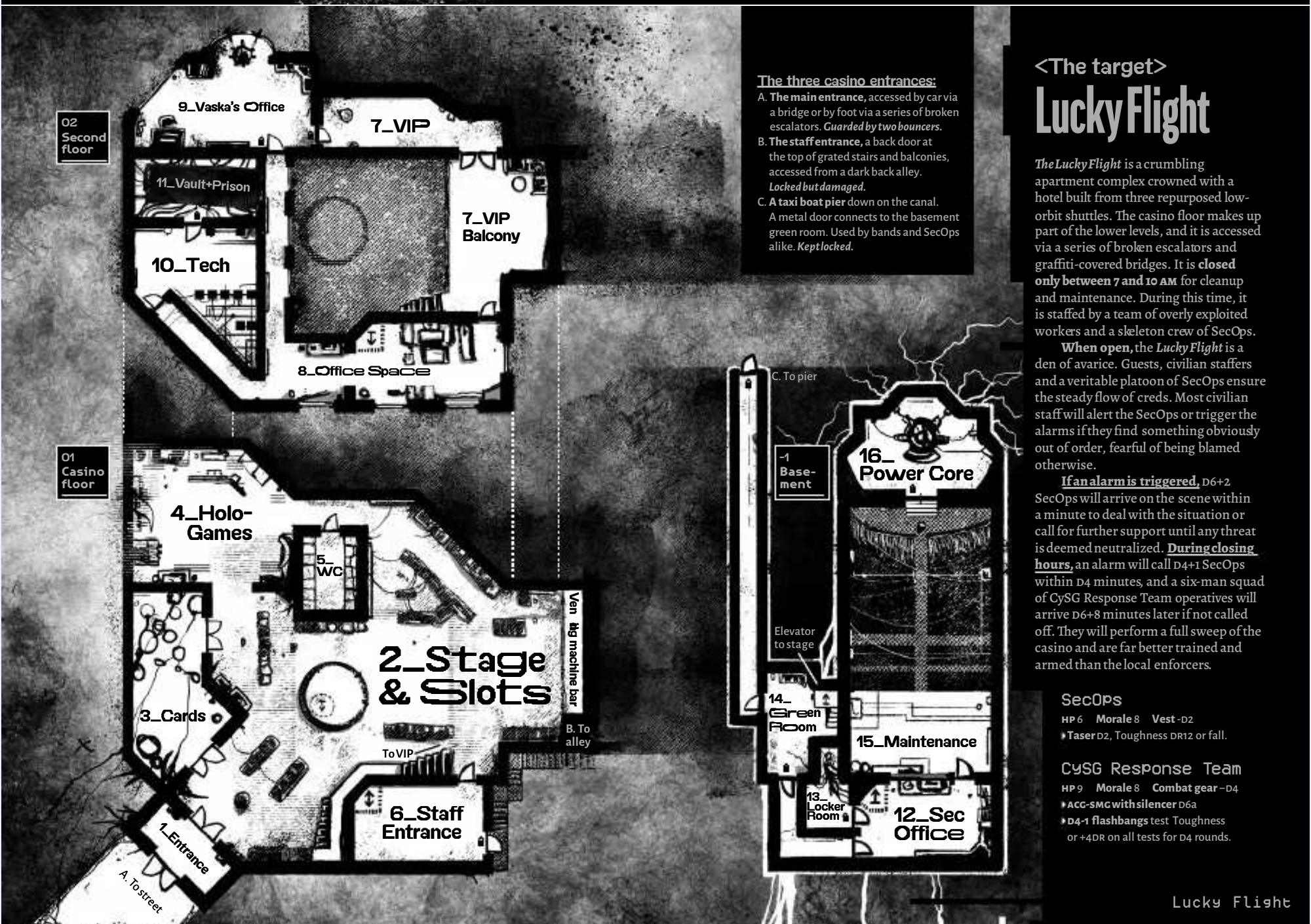
and talks have led nowhere, so now he needs the help of extralegal troubleshooters to destroy any record of debt and possibly shut down the casino permanently.

A bodega owner from the neighborhood, **Batu**, attempted to do this on their own but hasn't returned. If the party can find out what happened while they're at it, Charlie will offer up a little "extra something" into his promised reward of a decommissioned patrol car.

Charlie is nervous that further provocation will make things worse for the neighborhood. *"Keep a low profile. Mass murder will only add... unnecessary stress. It'll complicate things."*

The only useful information Charlie has is that the casino has a **private power source** in its basement level and that the debt records are stored in an **offline database**. Charlie will meet them back at this same location in two days' time.

The job



### The three casino entrances:

- A. The main entrance, accessed by car via a bridge or by foot via a series of broken escalators. *Guarded by two bouncers.*
- B. The staff entrance, a back door at the top of grated stairs and balconies, accessed from a dark back alley. *Locked but damaged.*
- C. A taxi boat pier down on the canal. A metal door connects to the basement green room. Used by bands and SecOps alike. *Kept locked.*

## <The target> Lucky Flight

The **Lucky Flight** is a crumbling apartment complex crowned with a hotel built from three repurposed low-orbit shuttles. The casino floor makes up part of the lower levels, and it is accessed via a series of broken escalators and graffiti-covered bridges. It is **closed only between 7 and 10 AM** for cleanup and maintenance. During this time, it is staffed by a team of overly exploited workers and a skeleton crew of SecOps.

When open, the **Lucky Flight** is a den of avarice. Guests, civilian staffers and a veritable platoon of SecOps ensure the steady flow of creds. Most civilian staff will alert the SecOps or trigger the alarms if they find something obviously out of order, fearful of being blamed otherwise.

If an alarm is triggered, D6+2 SecOps will arrive on the scene within a minute to deal with the situation or call for further support until any threat is deemed neutralized. During closing hours, an alarm will call D4+1 SecOps within D4 minutes, and a six-man squad of CySG Response Team operatives will arrive D6+8 minutes later if not called off. They will perform a full sweep of the casino and are far better trained and armed than the local enforcers.

### SecOps

HP 6 Morale 8 Vest -D2  
• Taser D2, Toughness DR12 or fall.

### CySG Response Team

HP 9 Morale 8 Combat gear -D4  
• ACG-SMG with silencer D6a  
• D4-1 flashbangs test Toughness or +4DR on all tests for D4 rounds.

Lucky Flight



Random Encounters 1-in-8 chance per room entered.

**Public areas** D4

1 D4 SecOps are alerted when a nearby patron starts to violently vomit black tar. A violent beating ensues, during which the poor gambler drops chips totaling 57 in a pool of vomit.

2 One of the PCs is approached by a slick character introduced as Mille, who offers to let them be part of a super reliable scam. All they have to do is to play one of the holoslots as Mille uses magnets and a hidden cyberdeck to ensure that they always win. There's a 50/50 chance of the trick working, resulting in either a 100 profit—half goes to Mille—or D6 SecOps arriving in 2 minutes followed by Wattana D6 rounds later.

3 A large party of guests celebrating Kribba and Oskar, who are turning 30 today. They approach the PCs offering booze and drugs and will not take no for an answer.

4 A nearby guest screams as she wins a large jackpot or hand of 50k. Other guests approach, and the PCs notice a pickpocket trying to nab a handful of chips from the winner.

**When closed** D4

1 D3 cleaning drones sterilizing surfaces. Will automatically trigger the alarm if the PCs fail to present legitimate credentials, act as they belong, or hack/destroy them. They are authorized to enter all rooms except the Vault and Locker Room.

2 Alone SecOp in civilian clothes and wearing large headphones, oblivious to their surroundings. Still drunk from last night. Will move from here to the basement Locker Room to get changed and sober up.

3 Nikora, teenage hacker with a deck awkwardly concealed under overalls three sizes too large. Tries to steal as much of the casino's software as possible. Nervous and may cause a ruckus if cornered.

4 D4+2 SecOps having a route briefing, discussing changes to their patrols.

**Staff-only areas** D4

1 Vaska Jordan, Casino Manager is here in a hushed conversation with Adilet, Guest Enjoyment Officer. They are having an affair and do not want to be disturbed. Vaska will push the alarm if the PCs are identified as intruders, causing Wattana and D4+2 SecOps to show up within a minute.

2 A janitor on a ladder replaces a broken lamp. Keys providing access to all areas except the Power Core hang from a toolbox.

3 Two dealers start fighting as the PCs step into the room. D6 SecOps show up in a few rounds to break up the fight. The scuffle will distract them as long as the PCs remain out of sight.

4 Phen>>ex, teenage musician, is losing a fistfight with their manager in an argument over contract details. If the PCs interfere, they are rewarded with a hot mixtape and Phen>>ex's contact info. Unbeknownst to anyone, Phen>>ex is a week away from breakout success with their unique sludgewave sound.

**NPCs**

**SecOps**  
HP 6 Morale 8 Vest -D2  
Taser D2, test Toughness DR12 or fall.

**Nikora**  
HP 4 Morale 4 Unarmored  
Smokegrenade fill a 30 m area with green smoke for D6 minutes, or  
APP: Shocker D3 targets test Toughness DR14 or take D3 damage ignoring armor.

**Wattana**  
HP 20 Morale - Skinplating -D4  
Wristblade D6 + Pink Ooze (test Toughness DR14 or all hits taken the following 5 minutes deal an additional D4 damage), or  
MSMG D4a.  
Keys and access to all areas.

Casino patrons D12

- 1 Ulli, tactical wear and fake cyber arm, pissed off after losing hundreds of.
- 2 Lish, black tie and a silversuit. Got the shakes and is looking to score.
- 3 Isi, showing off several Nano infestations underneath transparent clothes, here for the show.
- 4 Mayeso, old-school crust punk with rusty knife blades sticking through their dirty jacket, just woke up.
- 5 Hla, neon flashing overalls, quickly burning through their recent winnings.
- 6 Nuka, close to full cyber-conversion, looking to sell an App for just a few hundred to bet. Surely, their bad luck is soon to be over?
- 7 Hep, masked goth, anxiously waiting for someone who won't show up.
- 8 Omid, NuPrep fashion monster, slumming it and offering small sums of to anyone willing to perform some demeaning act or deed.
- 9 Bags, desperate Net/mind artist covered in AR ink. Just lost everything in a token-based pyramid scheme.
- 10 Gibos, hyper-cybered grampa in a giant white fur coat. Legs glitching, so he's seated at the slots for now.
- 11 Lino, all muscle and chrome. Here to get high on adrenaline and violence.
- 12 Quad, loud-mouthed roller bruiser, laser-animated hair of every color. Bored out of her mind.

Encounters

Patrons



Cameras poorly disguised as plants or hidden on signs in all rooms on this floor.

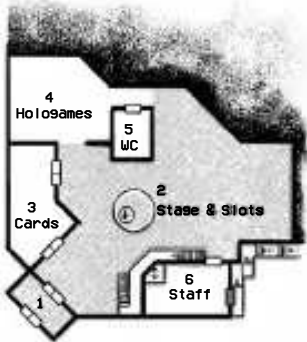
1. Entrance

vibe Stench of stale beer, synthetic tobacco, vomit and piss. Stickers and graffiti. The sound of the city and the buzzing from a broken body-heat sensor.

- Two bouncers during business hours. Usually full of drunk guests between 00-04.
- Chip exchange machines in the hallway, protected against basic forms of manipulation/hacking.

**When closed**

Steel gates block the doors, impossible to open without noise. Otherwise empty.



2 Bouncers

HP 8 Morale 7 Vest -D2  
Shockstick D4, Toughness DR12 or fall.  
Will alert other SecOps of anyone acting hostile or violent.

On stage (d6)

- 1. PHASER/MOB blackened chrome core (-1DR when attacking, +1DR when defending)
- 2. G - seismic noise (+3DR Presence tests)
- 3. Temion 2 meta/progen-rap (-1DR Toughness tests)
- 4. I must leave doompunk (-1 on morale rolls)
- 5. HeCcc hexcore (-1DR Presence tests when activating Nano powers)
- 6. Sirius LastLight atmo-orbitalwave (-1DR on anything benefitting from concentration)

**d6 SecOps**  
HP 6 Morale 8 Vest -D2  
Taser D2, Toughness DR12 or fall.

2. Stage and Slots

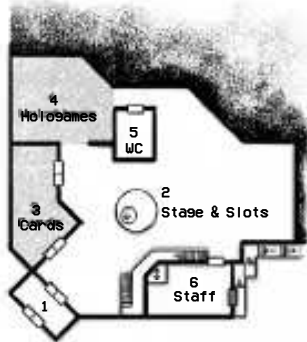
vibe Tacky, space themed, run-down casino. Sticky floor. Intrusive air-conditioning smell of artificial, chemical roses. Obnoxious noise.

- Guests (mostly solo) and servers move about the area, as well as a team of D6 SecOps.
- Stage shows every night between 20-03. Plenty of lights, smoke machines, and holoprojectors above and around the stage.
- The vending machine bar offers bad, premixed drinks and cheap, fab-printed snacks.
- Stairs to the VIP balcony. A chain and a plastic sign marks it off-limits.

**When closed**

Two techs are performing maintenance on the slots, overseen by a single SecOp.





### d6+2 SecOps

HP 6 Morale 8 Vest -D2

- ▶ **Taser D2**, Toughness DR12 or fall.
- ▶ The two by the doors: **9mm (D6)**.



### Bouncer

HP 8 Morale 7 Vest -D2

- ▶ **Shockstick D4**, Toughness DR12 or fall.
- ▶ Will alert other SecOps of anyone acting hostile or violent.

## 3. Cards

**vibe** Hazy, relaxed paradise island. Glitching holoprojections of the beach. Large plastic ferns covered in dust and grime. Smoke-filled air.

- **Lively guests** and chatty croupiers.
- **D6 roaming SecOps**. Two more at the door.

#### When closed

A lonely cleaner sits half-asleep as an industrial maintenance drone is deep cleaning a piece of blood-stained carpet.

## 4. Hologames

**vibe** Sleazy, over-the-top cyberland. Sweat, perfumes, artificial smoke.

- **Young teens**. Drunk on hormones, high on drugs.
- **A bouncer** ensures they don't get out of control.

#### When closed

Dark and empty. A small bag sits forgotten on a bench. Inside is a **200 credchip** and 1 dose of **Sunset Chalk**.

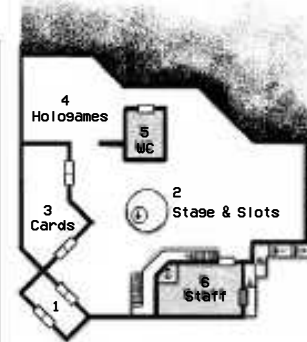
## 5. Restrooms

**vibe** Chlorine, fake lavender, sewage. Vileness concealed by chemicals.

- **Self-cleaning still nasty**.
- **Four patrons** are cutting deals by the basins.
- **Flickering neon sign**: "Remember to REFILL".

#### When closed

Two SecOps are taking care of a body that was found dead in a stall.



## 6. Staff Entrance

**vibe** Dry, sterile, high-tech corridors, clean.

- **Lockers, coat rack, motivational posters**: "We soar as high as our whale's pockets are deep", "They play, we don't", "Spark joy!"
- **Service elevator** to both the basement and the second floor.
- **Burglary-damaged backdoor** to a dark alley. Locked during all hours, **1-in-4 chance the lock hasn't shut properly** and the door can be opened. *This still triggers the alarm if precautions aren't taken.*

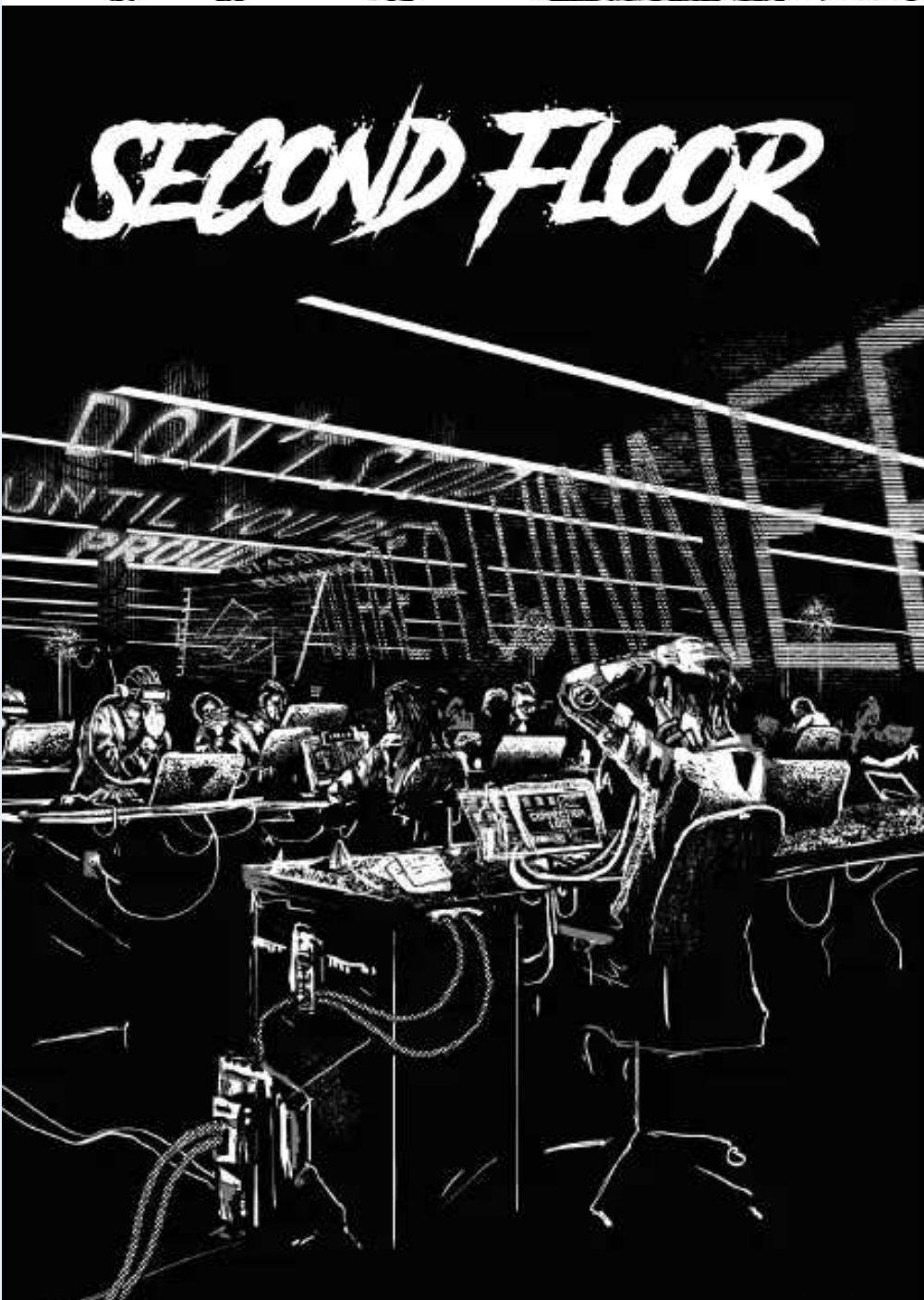
#### When closed

No one present except just around closing/opening.

### "I wanna gamble"

PC decides how much they want to bet and then rolls 3d6:

- 2-3: Bet×2 lost, add as a new debt owed to CasinoBlizzFunds Inc if not enough funds are available
- 4-12: Bet lost
- 13-14: Bet returned
- 15: Bet×2 returned
- 16: Bet×3 returned
- 17: Bet×5 returned
- 18: Bet×10 returned (facial/ID logged by the Stone Eels for robbery considerations, see page 7-8).



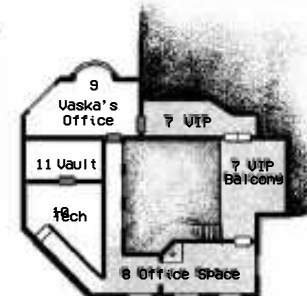
## 7. VIP and Balcony

**vibe** Crème de la crap. Vulgar chrome and polished plastic. Fool's gold. Lingering synthetic opium mist. The sense of not belonging.

- **Smooth jazz** from asteroid-shaped speakers.
- **D4+1 well-armed VIPSec** during open hours.
- **Saša**, leader of the **Stone Eels**, a local gang, is here playing poker with **3 well-armed bodyguards**. They want no beef but will defend themselves as they try to get out. If hurt or threatened, they will try to get revenge at a later date.
- **SHOTS FIRED/ALARM TRIGGERED: Barricaded** with both VIPSec and the Eels on high alert.

#### When closed

A tired office worker looking for left-behind drugs and valuables before the cleaning crew arrives.



### d4+1 VIPSec

HP 6 Morale 8 Kevlar -D4

- ▶ **SmartGun™ D6a**, or
- ▶ **Shockstick D4**, Toughness DR12 or fall.



### Saša

HP 7 Morale 5 Roughjacket -D4

- ▶ **Throwing knives D4**, 2 attacks/round.
- ▶ 2k on a **traceable credchip**.

### Stone Eels

HP 5 Morale 6 Light vest -D2

- ▶ **HIQ SMC d6a**

## 8. Office Space

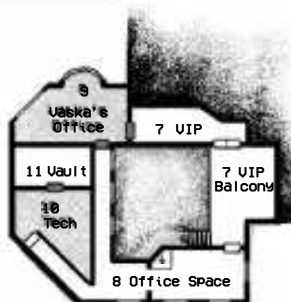
**vibe** Boredom and regret. Wasted potential. White-collar prison.

- **24 desks and a synthcoffee maker** in a featureless kitchenette.
- **3D6 office workers**, if disturbed, will assume the PCs are guests and point toward the VIP section's door.
- **Key to Vaska's office hidden in one desk drawer**.
- **Service elevator** to both the basement and the casino floor.

#### When closed

d4 office workers who will call for help or trigger the alarm if they notice intruders.





### Vaska Jordan

HP 4 Morale 4

Unarmored and unarmed

Vaska is rarely at this casino, and if so, it's mostly to either skim from the winnings, to get first pick from the lost-and-found drugs or to meet with Adilet. Flees at the first sight of trouble and offers up anything to get out of harm's way alive.

► Unarmed D2.

► zka on a tacky, gilded credstick

## 9. Vaska's Office

Locked with a simple mechanical lock.

**vibe** Faux fancy, old-school noir office without the glamour. Reeks of detergent and cheap perfume.

- **Windows covered by curtains.**
- **Cheap wooden details** fail to give the room a more classy old-school look. Desk, armchairs, a small bar. **Old bloodstains** on the carpet.
- **A monitor** mounted on the wall cycles through all cameras. No other computers. No papers.
- **A locked desk drawer** contains condoms, an anonymous credchip with 750<sup>2</sup> and an ancient revolver (D8 damage) with 8 bullets.
- **A stained jacket on a hanger** has a key to the desk and a *key tag to the Vault* (11) in a pocket.

## 10. Tech

**vibe** Humming servers and blinking lights. Dry air. The inside of a computer.

- **Disassembled tech racks** with nothing of value. A *hidden camera* points at the **security door** to the Vault.

### When closed

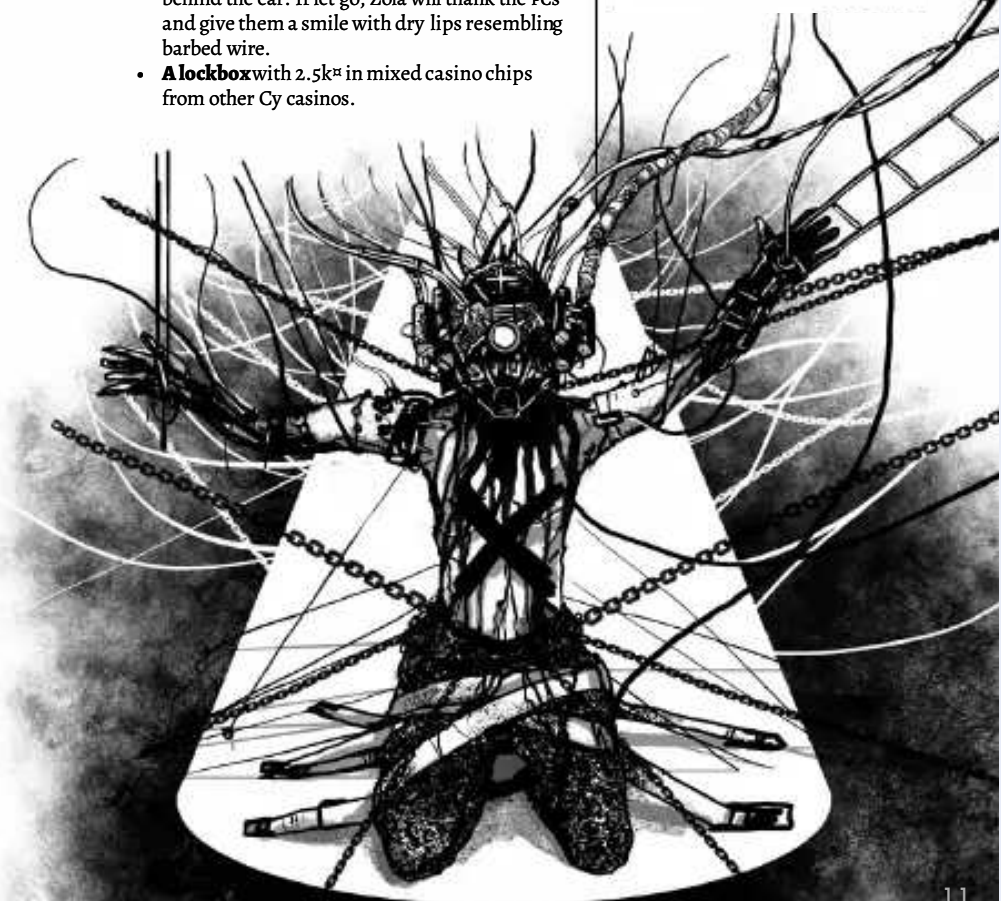
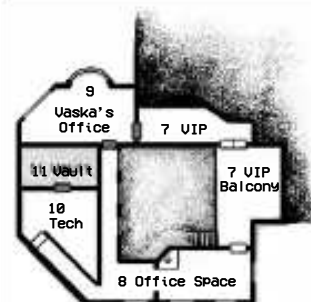
A cleaning droid has just gotten stuck in some loose wiring. It will soon start to beep loudly. A SecOp and a cleaner will arrive in d6 minutes.

## 11. Vault & Prison

**Secure room with advanced locks.** DR16 to pick but can also be hacked, blown up, etc.

**vibe** Neon sacrificial altar. Wires, chains, hooks. Tears and confusion.

- **Zola**, an imprisoned Nano-infected, able to remember any number, **used as a living offline database and balance sheet.** Zola is fed real-time data by a crudely installed cerebral jack behind the ear. If let go, Zola will thank the PCs and give them a smile with dry lips resembling barbed wire.
- **A lockbox** with 2.5k<sup>2</sup> in mixed casino chips from other Cy casinos.



No cameras except in the Green Room, Maintenance, and the Power Core.

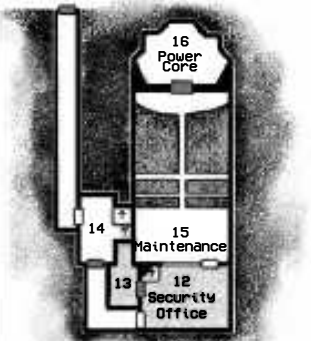
## 12. Sec Office

**vibe** Lit by monitors, coffee-stained patterned carpet. Static buzzing. Smells of feet.

- **D4+3 staffers monitor the cameras**, supported by a primitive AI to catch cheaters or monitor unruly guests. They want no trouble.
- **Door with a biometric lock** to the Locker Room.
- **Reinforced window** with a view of the maintenance chasm.
- **Service elevator** to both the casino floor and the second floor.

### When closed

D4 SecOps are socializing among the monitors as a civilian staff member is doing some maintenance on the surveillance setup.



### SecOps

HP 6 Morale 8 Vest - D2

► Taser D2, Toughness DR12 or fall.



### Wattana

HP 20 Morale - Skinplating - D4

► **Wristblade** D6 + Pink Ooze (test Toughness DR14 or all hits taken the following 5 minutes deal an additional D4 damage), or  
► **USMG** D4a.  
► **Keys** and access to all areas.

## 13. Locker Room

Biometric lock. Code and fingerprint required.

**vibe** Back-room torture. Bloodstains. Bootprints. Heavy air.

- Lockers and dirty shower stalls.
- **Tied-up torture victim:**
- **Batu**, old enough to know better. Caved-in eye, missing teeth. Beaten half to death for allegedly trying to steal chips. Asks for **revenge** on the casino security team and especially "that Wattana bastard". Can't promise any payment but has heard the SecOps talk about a "bio-database" kept upstairs.

### When closed

Wattana is testing various brands of shocksticks on Batu.