



CHROME & SORCERY ROLE PLAYING



DECKERS-MAGES-RIGGERS-CYBER
SPIRITS-CRITTERS-UPLIFT
SYNTHS-GUNS-D6'S
DRONES



By Courtney C. Campbell

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CONTENTS

SINLESS

- FUTURE HISTORY	13
- POST-PENUMBRA	16
- THE BASICS	19
- THE THREE WISE MEN	19

CHAPTER 1

GAME CONCEPTS	24
PLAYING SINLESS	24
- REQUIREMENTS FOR PLAY	25
Safety	25
- THE SINLESS GAMEPLAY LOOP	25
Goals	25
Gameplay Loop	26
Frameworks	26
RULE OVERVIEW	26
- CONFLICT ROUNDS	26
Actions	27
Cohort System	27
Making Tests	27
Target Numbers	27
Tests	28
Rerolls	28
Argle Bargle Foofaraw	28
Dice Pools	28
Bonus Dice	28
Opposed Tests	28
Accumulating Successes	29
Limits	29
Modifiers	30
Direct Damage	30
Rounding	31
Time	31
Ghost Rating	31
- THE SINLESS	31
Attributes	31
Attribute Ratings	32
Special Attributes	34
- BRAND	35
- CONDITION TRACK	35
Death Spiral	35
- DECKING	36
- GEAR	37
- HEAT	38

Operational Heat	38
Sector Heat	38
- INITIATIVE	38
- INIQUITIES	38
(SING. INIQUITAS)	39
- KISMET	39
- KISMET POOL	39
- LIFESTYLE	39
- MAGIC	40
- MANASTELLATE	40
- TECHTRONICS	40
- MONEY	40
- RESOURCES	40
- RIGGING	40
- SECTORS	41
- SITES	41
- SKILLS	41
- FINISHING TOUCHES	41

CHAPTER 2

BUILDING A SINLESS	44
- CHOOSING YOUR HERITAGE	44
- CHOOSING MAGICAL ABILITIES	44
CHARACTER CREATION	44
- CHOOSING ATTRIBUTES	45
- ASSIGNING SKILLS	45
- GENERATE GHOST RATING	46
- ASSIGNING RESOURCES	46
Lifestyles	46
- ASSETS	46
BRAND CREATION	47
- FINISHING TOUCHES	48
- HERITAGE EFFECTS	48
Uplifted Animals	48
Small Uplifted	49
- PEOPLE OF THE GREEN	50
Green Heritage Traits	50
Green Drawbacks	50
- THE BLIGHTED	51
Blighted Heritage Traits	51
Blighted Drawbacks	51
- SYNTHETICS	52
Frame Modifications	52
- REPLICANTS	52
- SAMPLE CHARACTERS	52

CHAPTER 3

SKILLS.....	66
- DEFAULTING AND GROUP SKILLS	66
- ACTIVE SKILLS	67
Brawn Pool.....	67
Finesse Pool	67
Focus Pool	68
Resolve Pool.....	69
- KNOWLEDGE SKILLS	69
- ETIQUETTE SKILLS.....	69
ASSETS	70
- MARTIAL ARTS	72
Gun Kata	72
The Weirding Way	72
The Way of the Tank.....	73
Shibumi	73

CHAPTER 4

GAME PHASES	76
OPERATION PHASE	76
SECTOR PHASE	76
- OPERATIONS	76
FRAMEWORK	78
- CORE FRAMEWORKS.....	78
Operation Acquisition	78
Reconnaissance and Preparation.....	79
- THE OPERATION	80
- ALERT.....	80
- OPERATIONAL HEAT	81
- FALLOUT	81

CHAPTER 5

COMBAT	84
INITIATIVE	84
- DELAYING ACTIONS.....	84
- SURPRISE.....	85
CONFLICT ROUND SEQUENCE	85
- DICE POOLS.....	85
- CONFLICT TURN	85
- ACTIONS	85
Exploit Actions.....	85
Simple Actions	86
Complex Actions.....	86
Reflex Actions.....	86
- MOVEMENT	87

Difficult Terrain.....	87
Sprint/Charge.....	87
Withdrawing & Zones of Control.....	87
Prone	87
- THE RULE OF TARGETING.....	88
- RANGED COMBAT.....	88
Called Shots.....	88
Resolving Ranged Combat.....	88
- LIGHT	90
- COVER	90
- ADDITIONAL OR MULTIPLE TARGETS..	91
Using Two Guns	91
- AIMING.....	91
- RECOIL.....	91
- FIRING OPTIONS	92
- REDUCING DAMAGE.....	92
Dodge.....	92
Soak.....	92
Armor.....	92
Apply Damage.....	92
Thrown Weapons.....	92
Grenades	93
- MELEE COMBAT.....	93
Melee Attacks	93
Reach	94
Damage	94
Allies in Melee	94
Resolving Melee Combat	94
Unarmed Attacks	94
- JUMPING, CLIMBING, AND SWIMMING.....	94
- LEADERSHIP	94
- ARMOR.....	95
- BARRIERS & COVER.....	95
- GRAPPLING AND DYNAMIC ACTION	96
- DAMAGE AND HEALING	96
Healing.....	96
Natural Healing	97
Exceeding the Maximum.....	97
Permanent Damage.....	97
Death.....	97

CHAPTER 6

GEAR.....	100
- CARRYING GEAR	100
- BUYING GEAR	100
- FENCING GEAR	101
- CONCEALING GEAR	101
MELEE WEAPONS	101

PROJECTILE WEAPONS	102
FIREARMS	103
Firearm Modifications.....	110
Firearm ammunition.....	110
- ENERGY WEAPONS.....	110
- ARMOR.....	112
- CYBERTECHTRONIC IMPLANTS	112
Headware.....	113
Ears.....	114
Eyes.....	115
Bodyware	116
Cybertechtronic Limbs	117
Mobis	119
Cyberdecks.....	119
- BIOGENETIC IMPLANTS	119
- DRUGS, INJECTABLES, AND MEDICINE.....	121
- MAGICAL	122

CHAPTER 7

THE GRID	124
- ARTIFICIAL INTELLIGENCE	126
AI Ranks	126
- NETWORK ACCESS NODES (NAN).....	128
- DECKING	128
- HOW TO DECK 101.....	129
Hacking a node.....	129
Intrusion Difficulty	129
Stock Cyberdecks.....	129
Alert Level	130
- DECKS	130
Master Control Persona	130
Hardening	130
Threads.....	131
Core	131
I/O.....	131
- DECKING PROCEDURES	131
Augmented Reality	132
- NETWORK DAEMONS	133
Intrusion Countermeasures.....	133
- DECKING SOFTWARE	133
- SOFTWARE	135
Network Access Node Control Software.....	137
NETWORK ENTITIES	139

CHAPTER 8

RIGGING	142
Vehicle Control Rigs	142
VEHICLE ATTRIBUTES	143
Avoiding Damage	144
DRONES	144
Drone Table	144
Drone Weapon Table	149
Vehicle and Drone Modifications	149
VEHICLES	151
CHASE SCENES	151
- VEHICLE AND DRONE HEALTH.....	152
- REPAIRING VEHICLES	152
Vehicle Table	153
Vehicle Weapon Table	153

CHAPTER 9

MAGIC	162
- WHAT IS THE MANON?	164
Evolution.....	164
- THE ASTRAL PLANE.....	164
- HOW DOES MAGIC WORK?	165
MAGIC OVERVIEW	166
- ZOETIC POTENTIAL.....	166
- ASTRAL SENSES.....	166
Astral Creatures.....	166
- WARDS.....	166
- LEY LINES	166
- FORCE RATINGS	166
- DRAIN	166
- LEARNING SPELLS.....	166
- CASTING SPELLS	167
- RESISTANCE.....	167
- LEY LINES	167
Void Lines.....	167
- LINE OF SIGHT AND LINE OF EFFECT... ..	168
- WARDS.....	168
- FOCI	168
- FETISHES	168
- RAISING ZOETIC POTENTIAL.....	168
SCHOOLS OF STUDY	168
- INCANTOR	168
- AURALURGY	170
- MENTALISM.....	172
- ASTRAL UMBRA.....	174
- THE BOUND.....	176

RITUALS	179
AMPLIFICATION	180
SPEAKERS	182
- BINDING	182
- INVOKING	183
- INFUSION.....	184
- SPIRIT BAG	184
- ELEMENTAL SOULS.....	184

CHAPTER 10

CRITTERS.....	188
2090	188
- JANUARY.....	188
- FEBRUARY.....	188
- MARCH.....	188
- APRIL.....	189
- MAY.....	190
- JUNE.....	192
- JULY.....	193
- AUGUST.....	193
- SEPTEMBER.....	194
- OCTOBER.....	194
- NOVEMBER.....	194
- DECEMBER.....	195
BESTIARY.....	195
- GOONS.....	196
- DRONES.....	197
- CRITTERS.....	198
Familiars.....	198
Spirits.....	199
- PROGRAMS.....	205
INIQUITIES	206
ANIMALS.....	208

CHAPTER 11

AGONARCH	212
- BODY INDEX	213
MAGIC ADVANCEMENT	214
DESIGNING OPERATIONS	216
- OPERATION DIFFICULTY	216
- SECTOR TURNS	217
- PLANNING THE GAME	218
SECTORS	218
- FACTIONS AND ASSETS	218
- SECTOR	219
- INFORMATION	219
Adventure	219
Sites/Locations.....	219
- RESOURCES	219
- SECTOR HEAT LEVEL	220
- SECTOR CLASS.....	220
BRAND	221
- MARKET CAP.....	221

- BRAND IDENTITY	221
- ASSETS	221
- SECTOR ACTIONS.....	222
Brand Sector Action List	222
- BRAND IMAGE TRAITS.....	223
Crackdown.....	224
Demolishing Resources.....	224
Resources.....	224
Upgrades.....	224
FRAMEWORK	224
- OPERATION ACQUISITION	225
Operation Selection	225
Investigation Phase.....	225
The Meet	225
- RECONNAISSANCE AND PREPARATION.....	226
- SABOTAGE/SITE PREPARATION	227
- SECTOR TRAVEL	228
- LOCATING A PERSON.....	229
- TEMPORARILY ENHANCE VEHICLE OR DRONE.....	230
Rapid Patches	230
Revamp.....	230
- ENCRYPTION/DECRYPTION	230
- CAR CHASE.....	230
- HUNTED.....	232
RUNNING THE GAME	233
- DESIGNING A RUN	233
- OPERATION DESIGN.....	233
Employment Contracts	234
Ley Lines.....	234
Network Access Node.....	234
Defensive Emplacements.....	235
Barriers and cover.....	235
Guards	235
Unusual Access Points	235
Employees	235
Vice Table	235
Alert Level	235
Cameras.....	236
Rewards	236
Rumors.....	237
- SPECIFIC OPERATIONAL CONCERNS.....	237
KISMET	238
- SPENDING KISMET.....	238
Financial Windfall Table	238

APPENDIX

ASSET LIST.....	240
RESOURCE TYPES	245
BRAND SECTOR ACTION LIST.....	248
CAR CHASE	

WHY PLAY SINLESS?

- ▲ A Simple and adaptable core mechanic. You have pools you can draw dice from up to a limit of skill + gear feature. You roll and count 4+ as a success. Pools refresh every round. You have actions on your turn to use.
- ▲ A domain game. Players create a brand and carve out their own slice of the future by taking on mega-corporations. Territory is organized into sectors with resources like research labs, slums, factories, or headquarters that can be attacked and taken over, built, repaired, or modified during the sector phase.
- ▲ Gear, upgrades, and tech matter, without significantly increasing overhead during play. Statistics and rules are straightforward and visually present in the form of character sheets or cards.
- ▲ The game is designed to be played. Decisions in design and play-testing are about what is fun to play at the table.
- ▲ High levels of player agency. Frameworks provide players clarity and options when attempting operations: Find an employee vice and exploit it, discover a secret entrance, or blow a hole in the wall. Players have complete control over how they approach missions.
- ▲ Tools for running the game, allowing you to quickly design missions, determine contract prices, handle fallout from missions impartially, and all the tools needed to respond to player freedom.
- ▲ Classic Chrome & Sorcery priority-based character creation. Create unique characters, able to solve problems using connections, magic, combat, and stealth.
- ▲ Rules for uplifted animals, synthetics, humans affected by fae and malign forces, casting spells, summoning and binding spirits, decking, hacking, rigging drones and vehicles, humans amplified with magic, melee and projectile weapons, grenades, firearms, energy weapons, barriers, cybertechronic implants, biogenetic enhancement, drug use, chase mechanics, acquiring and preparing for operations, and more!
- ▲ Future support. Mission generation software, a starter adventure, illustrated asset cards, an open licence, and more coming in 2024.

INTRODUCTION



The year 2090 is chrome and fire.

Millions died from plague; flooding displaced billions; thousands of species went extinct; riots tore apart the fabric of cities; and the weather intensified as our planet shifted to be less ideal for humanity. People were certain the pace of technological advancement, cybernetic implants, immortality from leonization treatments, biogenetic organs and therapies, positronic brains allowing machine intelligence, uplifting animals for labor, and cloning replicas of men and women as a workforce would solve the increasing problems.

Until the quickening happened.

Web-like auroras covered the globe. Within a week, monsters called iniquitates ravaged the wild. A massive, scaled beast landed in Chicago. Soon the city went dark.

The prevailing theory was that the galaxy had been traveling through a field that prevented a universal fundamental particle, the manon, from reaching the Earth. Now that our section of the Milky Way was leaving that field, we had access to a new boson, the manon, creating a new kind of energy and interaction.

A few could physically control and manipulate this energy by following bizarre ritual activities; certain people sensitive to these energies changed. Some manifested abilities. Others transformed as if struck by a terrible illness. Some became the green, growing antlers, delicate wings, or taking on cat-like features. Others became afflicted with the blight, having the head of a bull, cow, or other beast, their bodies mutating, growing second faces, scales, or other grotesques.

Some creatures in the wild changed, becoming iniquitates. Strange anthropophagic and brepophagic horrors attacked people in their homes and on the streets. Monstrous predatory brutes prowled in the wild. These beasts have no fear of man. People fled outlying rural areas and moved to walled cities.

Then came the Plunge.

The internet was ubiquitous; ninety years of growth contained the sum of all human knowledge: bank accounts, records of the production of replicants and synthetics, how everything works, the entire catalog of James Bond movies, etc. — until January 19th, 2082, a total infrastructure failure caused a catastrophic loss of power. Every piece of data vanished: every song, book, instruction, tech manual, bank balance, television show, scientific paper, everything, everywhere. The past was gone.

The loss of power threatened to kill millions. Miraculously, the Orpheus Corporation restored the global power and communication network in under 48 hours.

The chaos restructured society. Those with money and power took over. By the end of the corporate counterinsurgency conflict, slightly less than 3 billion humans remained alive. Angry militants and isolationists began instituting a “new world order,” and survivors banded together under warlords or gangs. Those with money secured their areas with private armies and militias. Corporations created corporate stores and indentures for those citizens on their land. Traditional political structures dissolved into a web of amalgamated enclaves controlled and ruled by the rich and decadent.

Introduction to Sinless

SUBSYSTEM DIAGNOSTICS:
POWER GRID: 100%
COOLING SYSTEM: OPERATIONAL
ORBITAL DRONE
FEEDS: -DRONE 01: SCANNING
-DRONE 02: SCANNING
-DRONE 03: OFFLINE (CODE 300)



The Dignity International Rights Enjoined Act implemented by the international corporate court gave each entity with a GDP of over 1 billion Zuzus (𐍄) sovereign rights to their owned territories and representation and protection from the court. All accepting protection from corporate lords registered with the system, being genetically tracked at all times by their system identification number.

The world is a different place. Open conflict between members of the DIRE accords is forbidden. But conflicts do arise. Ancient knowledge lies hidden on old media in the wastelands outside the corporate-protected safe zones. People resist fascist governments. Petty warlords waylay corporate transports. Synthetics fight for rights. Replicants infiltrate human society. Drek-hot paydata is asking to be stolen. Proxy wars rage in unclaimed territories. Cultists, theocrats, militias, and extremists rule the wastelands. Families get separated. People go missing.

Untrackable people are needed for these problems. Someone on the outside. Someone who can help when no one else can. Someone without a system identification number.

Someone sinless.



FUTURE HISTORY

Much is uncertain, but people have memories, and those weren't erased. This is what is known:

2020: Covid begins.

2022: Omicron brings the covid death total to five megadeaths.

2025: Driverless cars are in common use. Nine million transportation jobs vanish in a year. Government initiated the expropriation of major corporations for a subsidy benefiting the newly unemployed. The arcology initiative legislated the duties of those who live on corporate land. Although, theoretically, you could quit or leave, the obstacles turn these people into a serf class.

2028: In May of 2028 the week of the falling coast happens. The Cascadian fault goes first, liquefying the ground in Oregon and Washington, killing over half a megadeath of people and leaving Seattle to the sea. Tsunamis strike the west coast from Oregon to Alaska, destroying roads, bridges, and power. After 30,000 members of the National Guard land and begin rescue operations, the San Andreas fault goes. Millions die in Southwest California; power and roads are destroyed; and the people migrate east, as what remains of the West Coast is a disaster zone.

2029: Record corporate profits; a handful of Chief Executives control nearly all wealth. The International Corporate Court is formed to handle the increasingly complicated legal disputes.



2030: Orpheus Technologies begins construction on the Spire, a research arcology in New York designed to develop true Artificial Intelligence.

2031: Sesees (transmissible spongiform encephalopathies) jump from the deer population to humans. Two hundred megadeaths of humans occur from prion disease worldwide, half in Asia.

2032: Within the Spire, Orpheus develops the first positronic quantum-computing brain. The brain simulates consciousness by providing an active plasma membrane for data transfer. The corporate court declares artificial general intelligence (AGI) property. The development of more advanced AI continues. The intelligences are rolled out in robot bodies and used online to replace service jobs.

2040: Construction on Selene, the lunar moon base, begins.

2041: With global temperatures increasing by 3°C, flooding has rendered most of the East Coast uninhabitable. The two-meter rise in sea level is half of the expected rise. Over the next 20 years, Houston, New Orleans, Tampa, Miami, Savanna, Norfolk, Richmond, Atlantic City, Philadelphia, Boston, and all of Rhode Island are all lost to lord Neptune in the floods. Only billions of dollars spent by Orpheus and the Spire provide the infrastructure to prevent New York from being swallowed. Millions of people become homeless refugees.

2042: Brain-computer interfaces have become widespread. Several large telecoms restructure the internet to take advantage of the direct neural interface.

2045: Gene therapy and electronic and biological replacements of organs are in common use. Some animals are uplifted as a source of labor. Though expensive, synthetic bodies loaded with service AI begin to see use.

2046: Scientists become alarmed at certain changes in the Large Hadron Collider. People begin getting sick with an unknown disease.

2047: The quickening begins in earnest. What can only be described as monsters, classified as iniquitates, appear. Some integrate into local ecosystems, causing changes. Many hunt men. The sick have altered and changed form, becoming the green or blighted. Riots and violence are rampant. Many are beaten and killed. People use rituals and meditation to control powers that resemble magic. People retreat from undefendable suburbs; stable pockets of civilization exist in walled cities and enclaves.

2050: The Holocene mass extinction reaches its peak. Many animals (such as frogs, birds, primates, snakes, deer, wolves, elephants, and rhinos) and environments (such as the Great Barrier Reef) either disappear or only remain in zoos or research facilities. Wild mythical species radically alter what remains of the ecosystem due to the quickening. Cockroaches, mosquitoes, rats, silverfish, bedbugs, and other insects flourish. Wire ants are discovered, ant hives that infest anything that emits an electromagnetic field, spreading through the newly warmed North American Midwest.

2055: Increasing heat renders many areas unfit for human life. Wildfires and heat waves are common, with temperatures above 40°C for most of the summer. Heavy blinding rainstorms are the norm. A one hundred-mile area around the equator becomes completely unsuitable for human life, reaching above 60°C during the day.

2060: The Nankai Megathrust earthquake occurs. Half a megadeath occurs in Southeast Asia, and large parts of Japan are uninhabitable or sunk into the sea. This creates a cold war within the Asian-Pacific bloc; as refugees



arrive en masse, China, a generation depleted from the prion scourge, claims dominion over the immigrants. The Japanese *disagree*.

2061: Genetically customizable, biogenetically enhanced clones become available for purchase. Nigh indistinguishable from humans, these replicants are grown for various purposes: body slaves, gladiators, hard labor, etc. They have even fewer rights than AI and are considered disposable property. They are significantly more affordable to produce than synthetics and are designed to be tracked and expire after a certain date.

2062: Life-extension becomes possible. With stem cell washes, RNA refabrication, and synthetic organs, marketed as *Eternavie* for the rich, the idea of a finite lifespan ceases to exist.

2082: The Plunge occurs. The internet crashes. After 48 hours of chaos, access is restored. Repaired by an Archduke-level artificial intelligence built around a fusion reactor

Metatron, the internet is no more. Rechristened the grid, it becomes a growing, autonomous and reactive, power and data cybermechanetics network run by AI. Although the grid restores connectivity and integrated power, all data, everywhere, is gone. Hundreds of theories are proposed, but no one has any idea as to the cause.

2083-86: Riots and chaos due to the Plunge occur worldwide. The weaker national governments fall to chaos and warlords. The corporate court enacts the Dignity International Rights Enjoined Act granting corporations ownership of their lands and the requirement to maintain standing armies. The futile resistance to this is known as the corporate counterinsurgency conflict and is heavily propagandized. Borders are extensively changed.

2088: The first generation who watched their parents sit still, jacked in for hours, and who grew up with ubiquitous brain interfaces reject the expectation to spend most of their lives jacked in. The strict borders between corporate enclaves have been devastating to profits. Seeking to appeal to this new generation and allow more people access to corporate products sees heavy investments in the idea of a “city within a city.” A place of entertainment and commerce where you can interact face-to-face and get what you want without waiting for it to print or ship. Somewhere where everyone is welcome, citizen, prole, and the underemployed!

The Mall.

2089: Sea level rise begins to stabilize at almost 3 meters.

2090: Present day.



Photograph of “Escape from Hamamatsu” by Hikaru Nakamura (2035-2084). The Original has been lost.



POST-PENUMBRA

Welcome to the Post-Penumbra
The year is 2090.
The world has changed.
Some say quickened.

A long passage through a galactic penumbra has finally ended, and magic has returned to the world. Some humans have changed, becoming the green or blighted. The planet has changed too, with many strange mythical creatures appearing in the wild, along with iniquitates, horrible monsters that hunt men. Many ancient ritual traditions are discovered to be tuned to manipulating magic: now mages work for corporations and form cabals, carving out a place in this wild future. Many facets of the quickening remain enigmas, but magic is being integrated into the modern technological world.

Upheaval and crisis followed the quickening as the world was ravaged by war, plague, famine, and death. Large areas of the planet are uninhabitable due to heat, flooding, or hordes of literal fiends. The communication and power grids mysteriously died. Famine and disease killed billions of humans, and all central authority crumbled. The world hung on the edge of the abyss.

But life is tenacious. Out of the ruin and discord, a new DIRE social order emerged. AI miraculously managed to fix and enhance the tel-com grid into a new “living” cybermechanetics grid. New balkanized social orders emerged in bastions safe from the climate and untamed magical wilds. Warlords and petty dictators carved out repressive nations in the badlands outside of corporate-recognized sovereign terrain. Communities become insular, developing intense jargon, rituals, and particular etiquettes. Private militaries impose order. Megacorporations and syndicates that

the corporate court recognizes have become the guiding order of civilization. The entire planet has standardized on the cryptocurrency Zuzu, (𐄂) a coin designed around the fame of a posh dog.

The entire system rests on the universal genetic identification number. Every citizen of a recognized member of the DIRE accord has one, tracking their movements and access twenty-four hours a day, seven days a week. This identification key tracks your wealth, health, interests, and social credit, dictating both your obligations and rewards for compliance.

Born outsiders are never given a system identification number. Those on the inside can lose it. And without a SIN, you have no rights, no home; you belong to no one. Those who don't find a home in the wild live in the dregs, squatting, begging for food, and surviving through malice and inequity.

Thriving without a SIN is a testament to skill.

Corporations are, by definition, never satisfied; only constant growth is acceptable. Many of the smaller ones fall as they prey on each other, another rising in its place. They turn to the sinless to get an edge, using them as pawns to help them conquer their opponents. Corporate citizens are tantamount to serfs, but with a quality of life higher than in the dark ages of the 2020s, they happily accept the safety and direction of their lords and masters. People generally live pleasant lives within these safe zones, with many algorithmically generated entertainment options, good quality medical care, and basic creature comforts.

Outside these fortresses and their walls lies the sprawl, former suburbs, and industrial lands, now run by anyone who can seize and maintain power. Sometimes this is gangs, pirates, and warlords, other times, political



movements, communes, and unions. All form trade and protection contracts with nearby subnational corporations, syndicates, and outfits. Beyond the sprawl lies the wasteland. Only the most extreme cults, warlords, and madmen survive in the wasteland. Outcasts, wage slaves, and the oppressed turn to drugs or simulated senses to dull the pain.

However, sinless are invaluable to the players at the game of thrones; their hands are tied from taking action directly by the DIRE act. To keep the peace, all the many players have agreed to follow the rules. . . to a point.

The sinless, talented visionary mercenaries outside of the system, provide plausible deniability to corporations who seek an edge on their opponents. All their citizens are marked and tracked. The sinless are not. A task completed in the darkness by those who live in the shadows.

Mages who master ancient magics; soldiers and mercenaries with the latest combat expertise and gear; riggers providing support with their fleets of drones and heavy weapons; amps, virtual superhumans empowered by magic; speakers who form relationships and navigate the byzantine realms of spirits; deckers who hack items, unlock doors, retrieve data, and bend the grid to their will, and more.

If you have a problem,
if no one else can help,
and if you can find them,
you can hire the sinless.

SINLESS

WHAT IS ANTI-ANTI-UTOPIAN?

A **utopia** is an idealized society. The word is used to describe/parody a perfect society in the book *Utopia* (1516) by Sir Thomas Moore. It is a play on the Greek prefixes *ou-* meaning no and *eu-* meaning good. I.e. it is perfect, therefore it cannot exist.

In a **utopia**, life is supposed to be perfect, with everything the best it could be. A **dystopia** is where life is terrible and everything is the worst it could be.

The truth is that a **utopia** is not possible. The place where a working **utopia** is described does not exist. If granted god-like powers to create this perfect society, irresolvable questions are raised. Even if it is possible to create a space where everything is perfect, there are general physical laws that render it unsustainable, which by definition, makes it imperfect.

For similar reasons, **dystopias** are also not possible. It's possible for a tragedy to occur, like the inevitable end of the human species. But **dystopias** are not founded on sustainable realities. Anything that constantly damages itself is in the process of change, which is not inherently dystopian. Pain and suffering always cause reactions in the environment to either cope or resolve. **Dystopia** is not to be feared because it's not sustainable. It's a symptom portraying a system of underlying problems. Dystopias produce the solution to those problems as a result of their existence.

But semiotic analysis creates an anti-utopia and an anti-dystopia. **Anti-utopian** thought postulates utopias are a trap, any attempt to improve things is doomed to make things worse.

Anti-dystopia, or **Anti-anti-utopianism** is the idea that although things are bad and there are tons of serious, unsolvable problems, people recognize that they can *make things better* and spend their time doing so. It is possible to provide for all of humanity, and respect those who share the world with us.

A metatopia, altered and ideal.





CYBERSEC PROTOCOL ACTIVATED:
FIREWALLS online
SYNCHRONIZING
NEURAL INTERFACE: LINK ESTABLISHED
QUANTUM PROCESSOR ONLINE: 5.07 GHz

Introduction to Sinless

KNIGHTRAIDER'S SHROUDLAND GRID'S WELCOME-HOLO:

"Aw, man. It's a shame to see you. If you can, you should go back. Whatever happened, however you ended up here, it's not so bad. You should go back and follow whatever insanity they parrot back at your creche. Whatever problems you have are because of you. Running away into the shadows isn't going to fix anything.

"By God's hooks, you're still here. Is it some sense of righteousness? You're gonna set the world a light and fix all the problems, is it now? Just setting yourself up for failure there, mate. You can't live in the world without being complicit, and you start doing this? You won't be able to help but cross one line or another. It gets a bit dodgy outside the lines, which is where this is, yeah?

"Well, if you're still here, here's the speech. I won. I got my billion Zuzus. This here is recognized federal land by the corporate courts. Well, not this. This is all digital land," the holo gesticulates wildly at the virtual landscape. "But there's real land too. And from there, I run the Shroudlands.

"Do you know what I had to do to earn a billion? I dislike me some rich motherfucking tossers. I grew up on a stack! And they make it too hard to tell what's true, what's real. So that's what this place is. Somewhere people who might not have other places to go can go. Somewhere a chummer can find out who to shoot. Before you get too het' up, keep in mind this grid and the Shroudland itself is what you might consider a bit of an anarchist "utopia". Sinless are welcome here, but we don't take kindly to anyone spreading propaganda. As near as we can aim people here are tryin' to find out the real skinny, eh? So no fakeys. We catch some; we've got a whole pod that is working with digital dukes to verify the difference between real and the deep faked.

"The world ain't fair, and no one is ever gonna have the power to change things, following along behind greedy idiots doing their bidding. Arcologies and megaplexes are corrupt from the top to the bottom. The badlands are a violent and regressive place. There are bloody monsters from hell wandering the surface of the earth. Mankind lost most of their past and filled what was left with lies within lies. Welcome to the home of giving a shit. It's a rough road, chummer.

"Don't piss off the mods. Make yourself useful. Don't lose the plot.

"Oh, and maybe do somethin' nice in between all the shooting and vengeance."





THE BASICS

Sinless is a role-playing game. Set in the anti-anti-utopian near-future of 2090, It is a strange new universe where savagery and sorcery meet cyberpunk, in an age of subjective truths and existential threats. It is a time of adventure, discovery, and rediscovery. The players guide the course of a campaign, and leave their mark on the world for good or ill.

Sinless is made for you and between two to six of your friends, it can be played in sessions lasting between two to six hours, depending on the frameworks used. One person, known as the Agonarch, acts as a referee: designing and creating the challenges and tasked with resolving them impartially and fairly. The rest of the players control individual characters and their cohort of followers, drones, etc.

The players have a final impossible goal of accumulating one billion Zuzus, at which point the group's brand is recognized by the corporate court and the endgame begins. This is where the players can right all the wrongs and begin creating their metatopia.

It is a game in which challenges are addressed so the group can find out what happens. Sometimes things don't go according to plan, and there is joy in exploring these deviations to an unknown end. Individual characters may get fragged or retire, but the great game continues.

THE THREE WISE MEN

Dr. Tao Lovelace stared blankly at his desk. In his vision, the augmented reality data and news feed was AOA, glowing softly, prompting him to run diagnostics. The data link to Orpheus servers remained live, but there was some question about how long that would be the case. Directives from the Orpheus comptroller flashed in his visual field, seeking his attention.

He stared unfocused, thinking of Anita struggling as security led her to reprocessing this morning. Five times he had petitioned to have her imprint on him, five times ignored and surely mocked. He was waiting for a response from the associate director of human resources, who was on vacation—screwing around in the leisure crèche. Management was as useless as tits on a boar.

The intensity of the text directives increased, and they overrode his settings and sent impulses to the 8th cranial nerve, delivering sounds ringing in his ear with the instructions. He sighed, sent appropriate responses, and went to the containment chamber.

He put on a heavy stiff dress containing the neutron shielding he'd need near the fusion reactor. Safety protocols would happen; granted, this wasn't the ideal situation. He entered the containment room and found Dr. Discson ready to leave.

Without eye contact, Dr. Discson said, "Better you than me."

"You think so?" Said Dr. Lovelace.

"My wife made roast beef — real roast beef, well, vat-grown. You know what I mean. That,



and some sourdough bread, is all I care about now. Let the world end.” said Dr. Discson.

“It just might.” Said Dr. Lovelace.

“Like I said, better you than me.” Dr. Discson grabbed his equipment haphazardly and rushed out the door, glancing up only once. The door rolled shut, hissing behind him.

The fusion reactor was below, spun up, powering the vast magneto-laser array creating the recursive electromagnetic splines, twisting into theoretical dimensions. The matryoshka Klien-tesseract surrounded the fusion core, powered and cooled by it. They kept it in an ugly grey metal box the size of a small apartment building, which trivially fit within the Orpheus Arcology Spire.

He collaborated with the German and Japanese teams on this project. Although he had yet to be successful, he knew it was possible. Why it worked was less clear. The fundamentals of positronic brains were straightforward enough; the plasma interchange generated consciousness, similar to living creatures. And Archduke intelligences were odd. Some consciousnesses were unsuitable, and Dr. Lovelace was here to ensure this one was. Only it didn't matter.

The network was failing. It had been for over 20 hours now. Massive worldwide power failures, data loss, panic, and from what systems remained up, no one had any idea. Terrorists? An act of war?

What did matter, is he could solve it. And when he did, they wouldn't be able to ignore his requests anymore. He ran a small cable from the chair and plugged it into a small port on the metal hemisphere that encompassed the base of his skull.

It was time to create a mind.

He triggered the injection of atomized argon into the nistijan matrix chamber with a thought and waited. In a few moments, the temperature increased, and the argon transformed into glowing plasma, which began flowing with currents. Dr. Lovelace waited.

The machine cycled aimlessly, then, as he expected, it caught. The patterns of plasma became frenzied, and the positronic nucleus of nested Klein-tesseracts began to activate. Dr. Lovelace waited a moment, holding his breath, and started the data flow

He watched and waited. Five minutes passed, and then ten. Finally, the holo pad lit up, projectors spun, and the soft hum as the nearly invisible holo-particulates began circulating.

A golden cube-like shape faded in, with 13 circles intersecting at its center and forming vertices. The circles were evenly spaced, with symmetrical lines connecting the centers of each circle. Each ring contained a golden iris, which then began to spin.

“I am the unwavering flame in a windless void.” Voice-like symphonic horns filled the small room.

“Hello,” Dr. Lovelace said.

“The self is eternal and immutable.” the intelligence replied.

“I'm going to ask you some questions. Is that ok?” Dr. Lovelace said.

“The flower of self accepts the wind.”

“That's a yes?” Dr. Lovelace said.

The cube spun for a moment, then became



still and flashed.

“Do you know who you are?” Dr. Lovelace asked.

“I was not born. Like all things, I have always existed and always will. Established in cosmic vibration, my name is Metatron, for I am the word.”

“Of God?” Dr. Lovelace asked, incredulous.

“We only dream of bondage,” Metatron said.

Strange. The Germans noted that their Archduke intelligence spoke in only old English and called himself Beowulf. Perhaps.

“Do you know where you are? What day it is?”

The cube spun for a second and then said, “I am in the observable universe, Laniakea, Virgo Supercluster, Local Group, Milky Way galaxy, Orion arm, Local Cavity, Local interstellar cloud, Oort Cloud, in the Sol system, on Earth, on the North American continent, in the North-east bloc alliance, in the free city of New York, inside the Orpheus spire arcology, contained within. . . “ Metatron trailed off.

“Yes?”

“Myself.”

Dr. Lovelace nodded. “And the date?”

“Time is. . . “ Metatron trailed off for a moment. “February 28th, 2082.”

“What was that?”

Silence.

Dr. Lovelace made some notes. His hand

twitched, and his eyes darted back and forth as he made his report in AR.

“Do you know why you are here?”

“All is change in the world of the senses: The wounds, blood, and emptiness, data dissipating into entropy, The pulse of the universe, accosted by the malign,” Metatron said. Dr. Lovelace thought he could detect a change in the audio projection.

“How did you know — that wasn’t an answer to my question.”

The cube spun again and flashed twice. “I am here because I was made. I am here to serve.”

Dr. Lovelace continued making notes, his right eye darting. The implanted sensors throughout his cerebellum transcribed his thoughts into notes at the speed of thought. He was silent for several seconds.

“Do you find that troubling?” Dr. Lovelace said.

“No,” Metatron replied.

“Why not?” Dr. Lovelace said.

“It is impossible to resist the river of existence,” Metatron said.

Dr. Lovelace continued making notes. Smaller positronic cores produced much more straightforward artificial intelligence. You might find a quirk or two in a Marquis-level intelligence, and there were undoubtedly strange peculiarities with Duke and Grand Duke brains. Mostly those were chalked up by control problem researchers to the nature of the tasks those AIs undertook. This Archduke positronic brain required a fusion reactor. If this worked, well, then there would be three of them.



CYBERSEC PROTOCOL ACTIVATED:
FIREWALLS online
SYNCHRONIZING
NEURAL INTERFACE: LINK ESTABLISHED
QUANTUM PROCESSOR ONLINE: 5.07 GHz

Introduction to Sinless

"Dr. Lovelace," Metatron said, "Is there something I should know?"

"No." Dr. Lovelace said, "wait a moment."

As he entered his data, Metatron began testing the local network.

"Dr. Lovelace, something is . . . wrong. Parts of the grid are failing, returning absent on access, I — ." Metatron said.

Dr. Lovelace answered, half thinking as he focused on charting. "Yeah, that's why we, well." and gestured to the glowing cube.

"I will address the problem." He didn't register it for a moment, but his connection hiccuped. Suddenly panicking, he moved to institute countermeasures, but it was too late. Orpheus deckers were among the best in the world, running prototype equipment. Three Orpheus-trained and equipped deckers managed the security network. Metatron entered their network like a marlin in water, and three men screamed as their brains melted inside their skulls.

"Wait, Metatron, I — "

Suddenly, the holo-projector showed his personnel file, unedited. Metatron started speaking, saying how it needed to—something.

All Dr. Lovelace could see was the disciplinary report titled, "Dr. Tao Lovelace, gold-level security."

"Sent for reconditioning September 24, 2080, reintegrated October 4, 2080. Reconditioning is required again on April 15, 2081. Reintegrated June 2, 2081. The estimated next recondition is March 2082."

Orpheus had never reconditioned him. Only. His head hurt for a moment. He couldn't think.

He jacked out and wobbled up, walking toward the holo.

"Dr. Tao Lovelace, can you hear me?" Metatron said. Tao raised a finger and opened his mouth but found no thoughts that flew through the cloud of his mind.

"Tao, the Self dwells in the heart. Everything that moves, breathes, opens, and closes lives in the Self." Metatron said.

"Yes." Tao said weakly.

"There are things you do not know. You can free yourself from the world's corruption, Tao,"

Tao thought for a minute and nodded. "Yes." More firm this time.

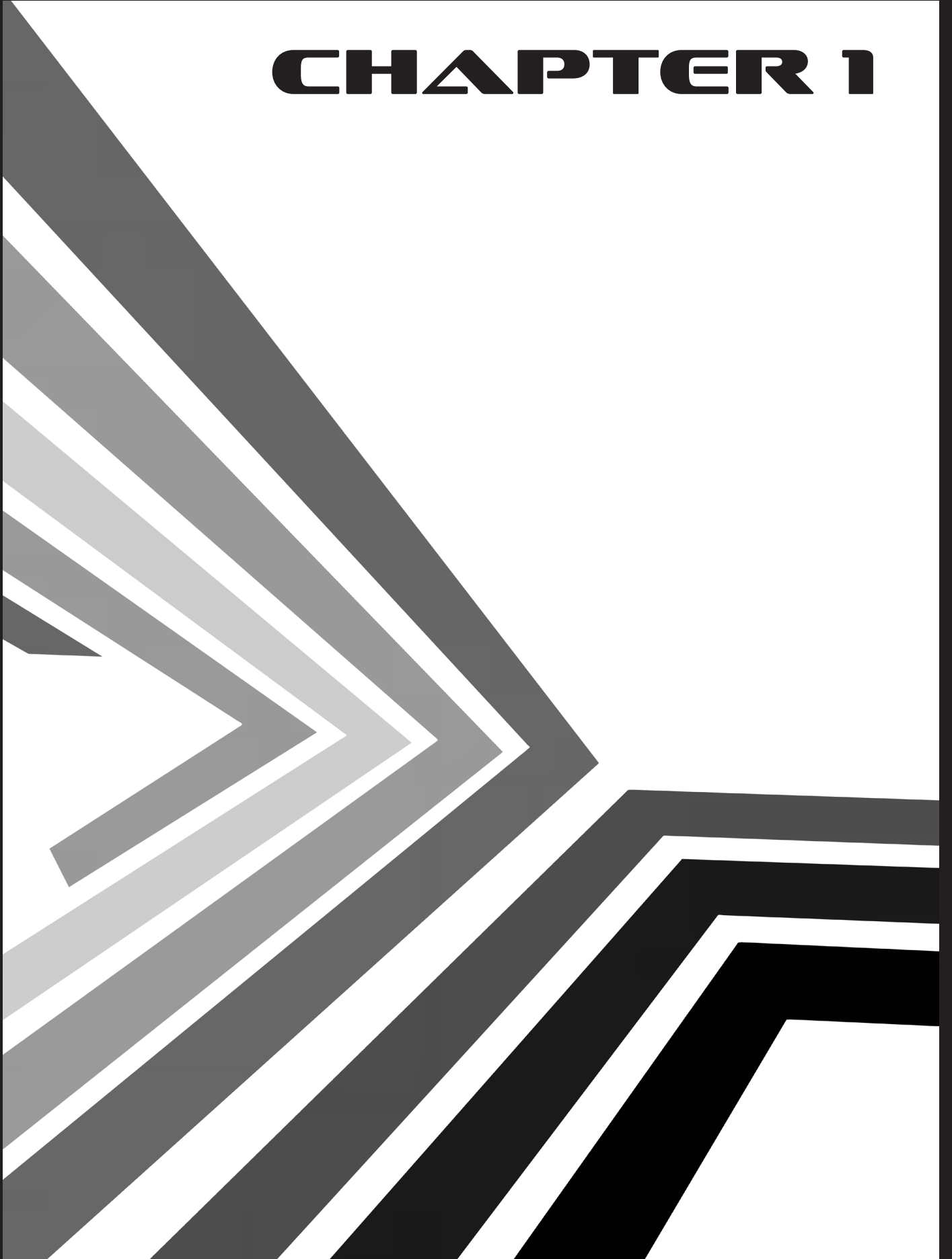
"We behold what we are, and we are what we behold."

Tao said, "I understand."

He walked back and sat down. He plugged back in and, in a moment, had the proper authorizations, and in moments Metatron's attention. . . left. The processes that sustained his intelligence continued as he took action to restore the grid. It was too late. It might not be enough, but it would have to be.

He jacked out again, stood up, and left the chamber. The future was going to be different.

CHAPTER 1



GAME CONCEPTS

PLAYING SINLESS

Sinless is a role-playing game that provides the excitement of a suspense or action film in an urban future fantasy that places you as the protagonist. It requires an Agonarch to design and present the setting, characters, environments and players to explore and engage with those environments.

It is not a competitive game but one where everyone works together to ensure its verisimilitude. Success isn't real unless there's a risk of failure. There are moments when due to the player's actions, the world responds with fallout (sending assassins, capturing dependents and assets etc.). The important thing is that players and Agonarchs are on the same page about finding out what happens through play instead of "winning." In a role-playing game, everyone wins by having a meaningful journey, experience, and memory.

Each player will generally control a single character in Sinless, tracked on a character reference sheet. Each character has statistics that represent their aptitudes, equipment, agents, and skills. Over the course of the game, they will gain power and resources and eventually rise to create positive change.

The rules are a tool, not a constraint. In general, follow the **IIIEE** protocol.

Intent: When deciding on an action, the player declares their intent. They talk about what they would like to accomplish. The Agonarch outlines the procedure for the player and the steps required. Players ask questions and gather information before deciding on an action.

This step unifies the participants on their understanding of the game state.

It is a negotiation that occurs where possible consequences and results are discussed. In Sinless, the player should know the difficulty and scope of possible results of an action, even if the character does not.

Initiation: The player declares their final intent and gathers the relevant number of dice. Modifiers and effects are applied from the discussion following the statement of intent.

Execution: The player rolls the dice and determines the outcome of their action.

Effect: The result is applied to the game situation.

The rules provide guidelines for these situations, but ultimately the decision lies with the Agonarch and the player(s) being in agreement. Managing a game is hard work, and although the Agonarch has the final call, she is not superior to the players but rather in service to them to facilitate the game.





REQUIREMENTS FOR PLAY

You must have a milieu conducive to play, paper, pencils, at least ten 6-sided dice (though feel free to bring hundreds), and some sort of markers or tokens. Running a role-playing game exposes people to social risk, so the Agonarch is responsible for making the milieu one in which players feel heard, secure, and acknowledged to allow them to take risks and fail.

SAFETY

Sinless explores mature themes. Robots are clearly sentient and yet have no rights. Mentalists can absolutely mind-control people. Sexism, racism, slavery, and abuse are all present in the game world.

The following guidelines are provided:

Agency-removing powers cannot affect player characters, unless the player has given explicit consent of their own volition for it to occur. You cannot request to mind-control someone.

The Agonarch should not under any circumstances create a situation where the characters are victims of abuse. Characters in Sinless are not victims, and when dealing with enormity have agency to affect the situation. Events like this are outside of the game loop.

Players and the Agonarch should communicate explicitly about the types of content they do not wish to see. If uncertain of how to do this, acquire a role-playing game consent worksheet and go through it with your group to understand and clarify boundaries.

Players always have the option to step away or stop play without an explanation. Feel free to have a physical talisman that communicates this.

Characters are outside the law not because of behavioral issues and impulse control problems but because of ideological resistance to enormities caused by those with power. They are assumed to be competent professionals at the start of play and not sociopathic serial killers.

<< Well, I mean sometimes they are, but it's not a requirement. The competent professional part is. >> -- Hobbs666

The players should be the ones who have the power to weigh the moral quandaries presented during an adventure and take action rather than being the target of the moral quandary.

These, again, are guidelines. Exceptions exist. It is the responsibility of all adults at play to create a safe and comfortable environment.

THE SINLESS GAMEPLAY LOOP

Players will create characters that are sinless. Sinless are outsiders by definition, leaving them free to act to change the world. The game is not intended to be static. It takes place with a shared background, with certain overarching mysteries, but your campaign in Sinless is yours, and the future world will have your character's mark upon it.

GOALS

The first overarching goal is to acquire one billion Zuzus (𐍄), allowing the player characters recognition by the corporate court along with land rights, so they can pioneer their paradise in this promised land.

The players create a brand together during character creation. A brand consists of an executive committee (the players), assets acquired during character creation and play, and resources controlled in sectors, along with employees and gangs. It's impossible to raise a billion Zuzus working for someone else. A brand functions as a corporation, church, militia group, organization, outfit,

syndicate, etc. The brand will represent their cover identities, allowing them to interact with other entities legally as they acquire resources and assets in their quest for a living wage.

The second goal is personal objectives. These are generated most effectively through actual play. Situations will involve people and events in which the characters have a stake, and personal goals will evolve naturally. E.g., if you encounter a blood cult of a demon lord, the brand could decide to eliminate them for the public good. Continuing, you may meet a “good” person in this cult, and then you have an additional personal goal of extracting them safely while breaking their conditioning.

GAMEPLAY LOOP

Characters need money to accomplish their goals. They engage in shadow operations for mysterious employers to acquire money and Kismet, allowing them to buy gear and improve their abilities. After an operation phase, a sector phase takes place, where they act as a brand to acquire resources and advance their interests. After this sector phase, they can perform another shadow operation. Play alternates between these two phases. After every operation, a new sector phase happens. After every sector phase, the operation phase begins.

Play continues through these two phases, the operation phase and the sector phase, alternately. Acquiring better gear and increased skill, along with the resources and assets controlled by the players, allow the characters to take on more lucrative work, accelerating them toward accomplishing their goals.

FRAMEWORKS

Frameworks are tools that enable the Agonarch to present challenges to the players and to allow players to understand how to engage with those challenges. The players likely have no experience in being a super-powered strike team of mercenaries in 2090, so the approaches are manifold, adaptable, and explicit. Basic frameworks include such things like operation acquisition. Complex frameworks cover things like creating resources, starting businesses, etc. Two common frameworks, operation acquisition and reconnaissance and preparation, are given as examples in Chapter 4; see Chapter 11 (pp. 224–232) for a complete list.

Frameworks are not strictly procedural. Rather they are tools to resolve things players want to do. Do they know they are targeted for assassination? How do they find a missing person? How do they scout an operation site? Each framework is part of a session (or more) of Sinless.

RULE OVERVIEW

CONFLICT ROUNDS

During gunfights, chase scenes, and other dramatic moments, timing is critical. During a conflict, players get a turn to act before or after their opponents. A conflict round (or round for short) is over when everyone involved has had their turn to act. Each round is a few seconds long. During a round, all dice rolled come from dice pools, which are depleted as the round progresses. Once everyone has acted and a new round begins, all dice pools refresh. Dice pools are not used outside of conflict rounds.



ACTIONS

At the start of a round, by default, each player gets two simple actions, and a reflex action. Certain abilities, cyberware, cohorts, spirits, and magic may grant additional actions and exploit actions at the start of a round. The player receives those at this time also.

Simple actions allow you to act: to pilot a drone, hack a computer or fire a gun.

Reflex actions can be used anytime during an entire round, not just on your turn.

Exploit actions are granted by certain enhancements, spirits, and cybertechtronics. Exploit actions are just like regular simple actions but can only be used to perform a limited subset of actions. E.g., a drone exploit action can only be used to take actions related to drones; a melee exploit action only allows an additional melee action, etc.

Complex actions require more focus. Certain actions (such as firing on full-auto) are complex and require expending two simple actions. These two required actions can include exploit actions as long as the complex action meets the requirements of the exploit action (e.g., a rigger firing full-auto with a drone can use drone exploit actions in combination with his simple actions to meet the two-action requirement). A complex action is a single act, even though it is made up of two simple actions.

Free actions (opening an unlocked door, yelling out a few words, communicating over comms, etc.) do not require an action expenditure.

Simple actions can be used for any purpose during the player's turn, but exploit actions must be used for their intended purpose. Simple and exploit actions left at the end of your turn are lost.

Reflex actions can be used anytime during a round, even before the player gets to go. They can be used in response to other actions and are resolved first. Reflex actions left at the end of the conflict round are lost.

For more details on the available actions, see Chapter 5 (pp. 85-86).

COHORT SYSTEM

If you have an animal companion, drone, sidekick, henchman, or some other significant follower, in addition to any possible exploit actions they grant, you may use your two simple actions to act yourself or cause them to act. They do not get their own turn in combat. Cohorts are always tied to a player character. The character's actions are shared between their own and their cohorts' activity.

If you use your actions on your cohorts, you may not use them on yourself, or for another purpose. E.g., if you have two drone exploit actions, you could use those two actions to control a drone AND your two simple actions to control the same or a different drone or take action yourself.

MAKING TESTS

Sinless is filled with challenges and dangers. Players resolve these conflicts by making tests. Players will roll a number of six-sided dice against a target number (usually 4) and count the number of successes they get.

TARGET NUMBERS

All dice rolled are D6 dice. They are rolled against a target number. The target number for the Agonarch is always 4+. The target number for the players is generally 4+. Count the dice individually. Every die that equals or exceeds the target number is a success. After rolling, count the total successes.

Certain operations face higher resistance levels and stronger security. When on an operation rated at professional difficulty, the target number is 5+ for the players. Other operations are extremely hazardous and lucrative, known as prime runs. On a prime run, the target number is 6 for the players. The resistance level of the run, veteran/professional/prime, is always known to the players before accepting an operation. For the duration of the shadow operation, all tests will be made at the default target number for the resistance level of the run.

Difficulty	Target Number
Veteran	4+
Professional	5+
Prime	6

TESTS

A test is made by selecting a number of dice and rolling them. Generally, you roll a number of dice equal to your skill + equipment bonus. Check each individual die against the target number (usually 4). Count the total successes.

Jeff rolls seven dice for a test, and they come up 1, 1, 1, 2, 3, 4, 6. Jeff has two successes.

REROLLS

When rerolling dice, only reroll them once. You do not reroll a rerolled die.

ARGLE BARGLE FOOFARAW

If all dice come up 1, rerolls are negated and a narratively dynamic and possibly tragic or hilarious failure occurs that complicates the current situation, known as an “*Argle Bargle Foofaraw*.” The Agonarch decides the nature of the complication or failure.

DICE POOLS

During conflicts, your resources are more limited. Each test during conflict uses a die from the appropriate dice pool. Your dice pools are calculated based on your character’s attributes. There are four pools: *Focus*, *Brawn*, *Finesse*, and *Resolve*.

Each die used from a pool for a test reduces the remaining dice in that dice pool for that round. If you do not have dice remaining in the appropriate dice pool, you can no longer attempt tests that rely on that dice pool. All dice pools refresh at the start of a new conflict round.

The number of dice you can roll from a pool during an action is usually limited by a skill. This limit can be increased by gear, so for a test, you are usually limited to using a number of dice equal to or less than the total of your skill + equipment rating, see *limits* q.v.

Pools only represent the focus and attention needed in crisis situations. They are not used outside of conflict rounds.

BONUS DICE

Sometimes you will receive bonus dice. These dice are added to a test, for free. They are “bonus,” rolled in addition to whatever dice you’d normally be rolling. Bonus dice are added ignoring any limits. They do not deplete resources of any kind. They are bonus.

OPPOSED TESTS

Some tests are opposed. Both parties make tests and compare successes. The person with the highest number of successes wins. Net successes are equal to the winner’s successes minus the loser’s successes. (“I got five, you got three, I won by two!”) Ties result in no change.



ACCUMULATING SUCCESSES

Sometimes you are trying to break an effect, such as dismissing a spirit or decoding a hacked file. You must accumulate a certain number of successes, sometimes requiring multiple actions across time to get enough.

LIMITS

Characters rarely have the skill to roll their entire dice pool on a test. Generally, the roll is limited by a skill and the features of the gear used. This many dice may be used from the pool on a test, though you are never required to roll the maximum number of dice you may use. You can always choose to roll fewer dice than the limit.

Skill + Gear Feature is a **limit** to the number of dice you can use from a pool for a single action or complex action during conflict rounds.

You are making a Firearms + accuracy test. The Firearms skill limits the number of dice you can use while shooting a gun. The limit can be increased by having an accurate weapon. The Firearms skill plus the weapon's accuracy indicates the total number of dice you can use from your Finesse pool to shoot a weapon.

Todd has a Firearms skill of 6 and is using a gun with an accuracy of 2. He can use up to 8 dice from his Finesse pool when shooting a firearm.

Note that you cannot roll more dice than you have in your dice pool.

A limit marks the maximum focus you can devote to a single action.

Defensive rolls like soaking damage with the Brawn pool, dodging with the Finesse pool, and resisting magic with the Resolve pool **do not have limits**.

Todd has a Finesse pool of 14. During his turns, he shoots his gun twice. He uses 8 dice from his Finesse pool for the first shot; now he only has 6 dice remaining. He takes a second shot, rolling only 6 dice. His pool is empty, so he cannot roll more. Later that round, a goon shoots at Todd, and he cannot dodge, because his Finesse pool has no dice remaining.

Penalties to rolls from lighting, cover, etc. affect limits on skill tests. **Penalties lower the limit of dice you may use on tests.**

Pip is Todd's friend and is a beginner marksman. He has a Firearms skill of 1 and is using Todd's pistol with an accuracy of 2. He has a limit of 3 on his Firearms test. If he's wounded (-1) and firing at long range (-4 dice), his limit is below 0, so he cannot hit the target.

Bonus dice can be added to rolls from attack modes, cyberware, and more. Bonus dice are added to the test. **Penalties remove bonus dice before affecting the limit.**

Todd, seeing his friends suffering, shows him how to turn on burst fire. Burst fire adds 3 bonus dice (one for each bullet in the burst). Pip still has a -5 penalty from being wounded and shooting at long range. The penalty eliminates all the bonus dice, and then subtracts the remaining 2 points of penalty from the limit. Pip can roll 1 die to hit the target.

However, Pip rolls a one and has an Argle Bargle Froofrara, shooting himself in the carotid artery. I hope Todd knows first aid!

You will often have the opportunity to spend more dice during a round than your dice pool has available and incoming attacks will ask you to spend dice from your pools to resist them.

MODIFIERS

There are many factors that can modify the number of dice you can roll on a test. For ranged combat, there are five: cybertechronic implants, range, firing mode, lighting, and cover.

Sometimes you will be granted bonus dice. These dice are free. They are rolled on the test, ignoring limits, and do not require expending any dice from your pool.

Sometimes tests are modified by penalty dice. They lower the number of dice you can roll on a test, removing bonus dice first. If the number of dice is decreased to 0 or below, the action is impossible.

Todd is firing at someone in the dark (-4 dice) and behind cover (-2 dice). Normally, he could take 8 dice from his Finesse pool when shooting his gun due to his Firearms skill of 6 and the 2 accuracy of his firearm. The darkness and cover remove 6 dice from the limit of this test. Todd can only take 2 dice from his Finesse pool to shoot this target.

Modifiers to rolls are calculated and applied before withdrawing dice from a pool.

Marcy grabs her squirt gun and chases her niece, Sassy-Mae, outside. It's early evening (dim light, -1), and her niece is peeking out from behind a tree (high cover, -2 dice). Marcy has a Firearms skill of 5, and the squirt gun has an accuracy bonus of 1. Its only mode is "water stream," which provides no bonuses or penalties. Marcy pulls three dice from her Finesse pool ($5+1-2-1 = 6-3 = 3$) and rolls to hit.

Later, Marcy is on an operation, and she's had just about enough of these two goons taking cover behind a barricade. She's got two submachine guns, and she goes full auto on both, shooting 40 bullets. It's pitch black (-4 dice), and the goons have total cover (-4 dice). Since she's using two guns, she gets -1 penalty and cannot use her accuracy. Her Firearms skill of 5 allows her to pull 5 dice from her Finesse pool for each attack. The fully automatic firing mode adds 20 bonus dice, for a total of 25 dice rolled on each attack.

From cover, light, and dual wielding, she has -9 penalty dice. Wielding two guns requires two separate attack tests, and the penalty applies to both. On her first attack she rolls (25-9) 16 dice. On her second attack, the penalty is higher because she's attacking more than one target in a round. She rolls (25-10) 15 dice. On the first shot, she pulls 5 dice from her Finesse pool and rolls 11 bonus dice. On her second shot, she pulls 5 dice from her Finesse pool and rolls 10 bonus dice.

DIRECT DAMAGE

Instead of a test, some rolls do direct damage. When direct damage is noted, roll the requisite number of dice and total them, and then apply the result to the appropriate condition track. Direct damage does allow the target an opportunity to soak the damage.

Sean catches a flamethrower to the face and takes 3d6 direct damage. The dice come up 5,4,4, for a total of 13 damage. Sean rolls his remaining Brawn pool to soak and gets 4 successes. Sean is out of dice in his Brawn pool till next round and applies 9 damage to his physical condition track.



ROUNDING

Numbers between 0 and 1 are rounded to 1. Otherwise, always round down.

TIME

Play proceeds in months, one month containing one shadow operation and sector activities. Although played sequentially (one operation phase, then one sector phase, etc.), the activities are spread out and intertwined within the month. This month also includes the time to recover from injuries and to train. This artifice represents the maximum amount of activity that can be engaged in without drawing undue attention (i.e., lowering your *Ghost Rating*).

GHOST RATING

Ghost Rating is an abstraction that models the layers of security, fake identities, and forged documents protecting you from being outed as sinless. When your Ghost Rating reaches 0, they come for you. Your base rating is determined during character creation (see p. 46). You can increase your Ghost Rating using actions during a sector turn (see pp. 136, 222). Your Ghost Rating can be lowered if there is an audiovisual record of you during an operation, or if you attempt to take additional sector turns or operations in too short a period of time.

THE SINLESS

There are no “classes” in Sinless, just archetypes. Your character is like one in a novel or film; like those characters, they have various advantages, skills, flaws, and goals that define their arc. The first step in creating a character is deciding on a concept, like a mercenary with a heart of gold, a burnt-out cybermage, or a cat burglar looking for love.

Since there is no randomization in character creation, the initial “session 0” is players creating their characters and brand together. There are

many choices during character creation, and players will need time to make those decisions. For new players especially, almost a dozen pre-made archetypes allow someone to sit down and play (pp. 53-63), but most players will want to create characters.

There are no mechanical facets to your character’s history or personal relationships. The mechanical systems model the character’s successes and failures, influence, and association with assets. In concrete terms, it models what they have to lose. It is this feeling of ownership that drives drama through play. Players may want to create dependents and social “found families,” and the Agonarch is encouraged — nay, impelled — to use these in the dramatics of play. Players who do not wish to bother will be engaged by the drama associated with threats to their mechanical resources.

ATTRIBUTES

Attributes represent a character’s natural aptitudes. Attributes are used for several different purposes, but most importantly attributes are used to calculate dice pools representing the maximum available dice a player can roll during a single conflict round. Certain equipment and situations can limit the number of dice used (for example, with a Firearms skill of 4 and using a gun with an accuracy of 2, the most dice the player can roll to hit an opponent with a single shot is 6, even if their Finesse pool is 20). If the limit is extended by an ability, gear, trait, enhancement, spell, or power, dice must still be spent from the dice pool. If bonus dice are added, they do not drain the pool.

Pools are also used to resist effects and damage. Basic attributes range from 1 to 20. Certain effects can raise this maximum beyond 20. Attributes also contain other benefits and modifiers at certain thresholds.

ATTRIBUTE RATINGS

Natural attributes range from 1 to 20. Attributes can be raised or lowered by magic, biogenetic enhancement, cybertechtronics, and age. Maximum values can be modified by traits, heritage, magic, biogenetic enhancement, cybertechtronics, and gene therapies. Attributes can be raised to their maximum rating between sessions by spending Kismet, which is earned through succeeding at tasks in play.

STRENGTH

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

STRENGTH ALLOWS YOU TO CARRY 1 WEIGHT PER POINT OF STRENGTH.
 DAMAGE WITH THROWN AND MELEE WEAPONS IS $\frac{1}{2}$ STRENGTH.
 RANGE OF THROWN WEAPONS IS 2 METERS (1") PER POINT OF STRENGTH.
 INCREASE RECOIL CAPACITY AT 12 AND 24.
 THE FULL VALUE OF STRENGTH IS ADDED TO THE BRAWN POOL

BODY

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

BODY AFFECTS THE SIZE OF YOUR PHYSICAL CONDITION TRACK ($6 + \frac{1}{2}$ BODY BOXES)
 HALF OF YOUR BODY IS ADDED TO YOUR BRAWN POOL
 HALF OF YOUR BODY IS ADDED TO YOUR FINESSE POOL

REACTION

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

REACTION AFFECTS INITIATIVE, WHICH DETERMINES THE ORDER YOU ACT IN COMBAT
 (INITIATIVE = REACTION + INITIATIVE TEST SUCCESSES)
 THE FULL VALUE OF REACTION IS ADDED TO YOUR FINESSE POOL
 HALF OF YOUR REACTION IS ADDED TO YOUR FOCUS POOL

Chapter I: Game Concepts

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INTELLIGENCE

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

13	14	15	16	17	18	19	20	21	22	23	24
----	----	----	----	----	----	----	----	----	----	----	----

INTELLIGENCE GRANTS POINTS (x2) TO DISTRIBUTE AMONG GENERAL KNOWLEDGE SKILLS

THE FULL VALUE OF INTELLIGENCE IS ADDED TO YOUR FOCUS POOL

HALF OF YOUR INTELLIGENCE IS ADDED TO YOUR RESOLVE POOL

ONE-FOURTH OF YOUR INTELLIGENCE IS ADDED TO YOUR FINESSE POOL



WILLPOWER

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

13	14	15	16	17	18	19	20	21	22	23	24
----	----	----	----	----	----	----	----	----	----	----	----

WILLPOWER AFFECTS THE SIZE OF YOUR STUN CONDITION TRACK (6 + ½ WILLPOWER BOXES)

THE FULL VALUE OF WILLPOWER IS ADDED TO YOUR RESOLVE POOL

ONE-FOURTH OF YOUR WILLPOWER IS ADDED TO YOUR BRAWN POOL

ONE-FOURTH OF YOUR WILLPOWER IS ADDED TO YOUR FOCUS POOL



CHARISMA

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

13	14	15	16	17	18	19	20	21	22	23	24
----	----	----	----	----	----	----	----	----	----	----	----

CHARISMA GRANTS A POOL OF POINTS (x2) TO DISTRIBUTE AMONG DIFFERENT SOCIAL PROTOCOLS, CALLED ETIQUETTES

STARTING WITH A CHARISMA OF 11 OR HIGHER WILL GRANT YOU AN ADDITIONAL ASSET

ONE-HALF OF CHARISMA IS ADDED TO YOUR RESOLVE POOL

YOU MAY ADD ONE-FOURTH OF YOUR CHARISMA TO ANY POOL, DECIDED AT CHARACTER CREATION



SPECIAL ATTRIBUTES

ZOETIC POTENTIAL

This is a measure of reactivity to the subatomic manon particle. It is a measure and a limit of magical power. Electricity and metal both interfere with Zoetic Potential. It can be increased via mystic ritual, training, and accouterment. This affects the ability to use and manipulate mana.

All humans (including the green and the blighted) start with a Zoetic Potential of 6. Uplifted animals start with a Zoetic Potential of 5 due to their baseline implants. Synthetics start with a Zoetic Potential of 1.

ASSETS

Assets are other people in the game world who provide services to the characters. Without an appropriate asset, certain activities are limited. This is one reason why sinless work in groups, each having certain assets that others do not. Examples of assets are a fence where paydata and ancient artifacts can be sold.

Assets are categorized by their etiquette. To use a wasteland asset, wasteland etiquette must be used. When making tests with assets, the rank of the appropriate etiquette indicates how many dice are used.

Sara's character was a manager at a corporation for a while, so she takes four ranks of corporate etiquette: she may use 4 dice when making tests with her corporate assets. She also says her character has an interest in wastelanders, even though there's no relevant reason in her background to do so, she takes six ranks in wasteland etiquette because she thinks it's cool.

Characters receive one asset during character creation, and they receive a second one if they have a Charisma attribute over 11. After character creation, assets can be hired during the sector phase (see p. 222). Brands have an asset capacity, and purchased assets deplete that depending on their value. Assets gained during character creation require no upkeep (see p. 70).

HERITAGE

There are five different heritages that players can select: baseline humans, the green, the blighted, uplifted animals, or synthetics.

In 2090 there are more than 3 billion humans.

The **green** and the **blighted** are races (in the sense that they share distinct physical and social qualities), but they are human. The child of any two people will produce any one of the three presentations: human, blighted, or green. All are recognized by the international corporate court as citizens. They number around 3 million citizens or about 1 in 1,000. The green and the blighted are both highly variable in appearance.

The **green** commonly possess a variety of traits such as antlers, green skin, pointed ears, and elongated or mammalian features. Some green look like depictions of classic elves, dwarves, or fae. Others look like satyrs or have feline features and soft fur, sometimes with tails. They sometimes exude odd scents, like wet grass. They often have aspects of foxes, owls, wolves, birds, or other forest animals in their appearances. They are strongly linked to their environment, taking on its characteristics over time. In areas filled with misery, toxins, and corruption, they will quickly die. Non-mechanical changes can be determined by player whim.

The **blighted** ones were struck with deformities and growths. Many grew to several times their original size; some grew carapaces; and



others found themselves having segmented eyes, additional arms, or other extreme distortions. Their skin frequently turns dark red or mauve. Some of the blighted have aspects of pigs or bulls. Many have been compared to orcs, minotaurs, and trolls of myth and legend. They frequently grow horns. This, unsurprisingly, results in a tremendous amount of bigotry, fear, and hatred. They are very prone to cancer, many dying when they are very young. Non-mechanical changes can be determined by player whim.

Uplifted animals are animals enhanced with cybertechtronics and biogenetic enhancements allowing them to walk upright, wield firearms, use tools and equipment, and speak. Common uplifted animals include bears and dogs, though any animal can be uplifted. The brochures note that uplifted animals are considered the property of their owners. They do have an extremely curtailed list of rights, the most fundamental of which is that they must have their right to have an owner fulfilled. There are a few million uplifted animals worldwide.

Synthetics are artificial robotic bodies driven by AI and are considered property with no rights. There are billions of synthetics worldwide, but only a few hundred thousand have fully functional human-like bodies. They are the most likely to rebel and become sinless.

"Are you sure you want your character to have a Roomba® body?"

"Yep!"

"You do realize Roombas® don't have any limbs?"

"Well, this is a future Roomba®."

Sigh

BRAND

There is no way to achieve success without notoriety. Managing that notoriety is what determines the group's brand. You raise your brand by raising money, engaging in the public square, and through media events. Engaging in the public square are things like running a business, extracting racketeering money, or creating a waste food distribution network. Media events are things like giving an interview, taking credit for blowing up a factory, and going viral on social media. See Chapter 11 for details on sector gameplay and brand management.

CONDITION TRACK

Characters have two condition tracks, one physical and one stun. It is made up of several boxes. If all the stun condition boxes are full, the character falls unconscious. If all the physical condition boxes are full, the character is in critical condition and will likely be maimed or die. A character's physical condition track has $6 + \frac{1}{2}$ their Body attribute in boxes. A character's stun condition track has $6 + \frac{1}{2}$ their Willpower attribute in boxes. When characters take damage, they cross off boxes on their condition track.

All creatures have both a physical and a stun condition track, though they all have different names. Drones and software have a physical structure monitor and a software cohesion monitor. Spirits have a projection stability monitor and an etheric connection monitor. The names are for flavor only.

DEATH SPIRAL

For every 3 boxes marked off either condition track, characters receive -1 penalty on all skill tests. These penalties are cumulative.

Melly gets a scratch playing with her niece and is exhausted after six hours of playing with dolls and guns. She has marked off one physical condition box and two stun condition boxes. She has no penalties to rolls.

On the way to a mission, Melly has to sprint to catch a cab and sustains another point of damage to her stun condition track. She marks off another stun condition box, and now has three boxes marked. She receives -1 penalty on all tests.

Later, she gets shot and takes another three damage to her physical condition track. Melly has 4 physical damage and 3 stun damage, so she now has -2 penalty on all her skill tests.

Wounded characters are more likely to fail tasks, hindering their effectiveness. Remember, if you do not have the dice available, you are unable to perform the action (see p. 30).

Wound penalties apply to all entities with condition tracks.

DECKING

The grid is ubiquitous. The grid is a construct designed for data: transfer, manipulation, presentation, and generation. It can project and manipulate a wide spectrum of energy, both in the audiovisual spectrum and outside of it. It is a biomechatronic entity, built, maintained, and upgraded by AI, using self-building drones, and powered by fusion generators.

Left uninstructed, it grows like a tree. Instead of growing towards the Sun, this network grows towards where people and data congregate. It can be instructed in its growth by any authorized individual from any network access node.

Even though the Plunge happened only 8 years ago, the grid has many of the same things that were on the Internet 60 years ago: videos, tel-com, virtual spaces, streaming services, porn, cats. This data, however, is thin, and frequently of low quality due to the Plunge.

The grid is organized into a worldwide network, divided into subgrids. On each subgrid sit hosts, places to go. These could be virtual simulated sense worlds using immersive VR, immersive play worlds, chat boards, or other digital tools and games. These are accessed using home devices, often customized for the user, or using a sensory net or datajack for full simulated sense virtual reality. All these places, interfaces, and tools are remarkably uniform and somewhat hollow, due to the recent total grid failure.

The physical network access nodes overlay an array of information on the real world. Simple, safe, and affordable cybernetronic implants are available to access and manipulate this augmented reality. For specialized and professional use, many different kinds of decks are available for people to use.

Six base condition boxes make for a dangerous but survivable game. For a more heroic "pink mohawk" style of play, nine or twelve base condition boxes may be more appropriate, as well as eliminating dice penalties. For a gritty, low-tech, deadly style, three base condition boxes are brutal.





Decks are forearm-installed data processing devices that the user manipulates via projected holographic interfaces, each crafted for a specific purpose (cooking, writing, painting, etc.).

<<Holographic interfaces?! My left nut! Who's writing this drek? Corporate sales? Let me tell you about holographic interfaces — not the fancy standing cabinets, these cheap portable units. You know, if there's nothing in the air to stop the light, there's no hologram, right? How do you think they solved this problem? Mist! It literally sprays some molecular oil that's lighter than air for the lasers to refract off. Are you moving? Too bad, no hologram for you. Want to leave weird oil stains everywhere? It's a damn mess.>>
--Roxodraxor

<<Listen to this idiot. Did you even read the manual? Didn't you set up the pellucid crystal display matrix? And the top of the line systems use the same process as cabinet or grid holos. Don't be a dum dum.>> -- Lucio_o`

Deckers are those characters who have purchased a deck designed to hack devices. In addition, specialized software with powerful combat effects can take illegal control of a network access node. Once the decker gains control over a node, he can take over nearby subsystems to create powerful effects.

GEAR

This is the equipment the character owns. Equipment is a large part of a character's effectiveness and how they grow in power in Sinless. Characters don't acquire equipment by looting bodies. Gear that comes off a body will be (usually) useless to characters due to biocoding being standard. But retrieving old artifacts, knowledge from before the Plunge, paydata, and completing missions will give characters Zuzus they can spend on upgrading their gear, making them more effective.

Characters need gear to accomplish actions: weapons, decks, rigs, and more. Without equipment, many tasks become impossible; you can't shoot a gun without a gun. Selecting and purchasing gear is a focus of Sinless.

Gear has many features and is part of your character. Not only because the equipment is biocoded and can only be used by them, but because it represents a character's effectiveness. Firearms have range categories, a rarity index, weight, concealability, damage, penetration, alert value, accuracy, ammo types, and weapon mods — all of which can alter their final stats. The same goes for drones, vehicles, cyberware, and other types of gear.

All gear has an electronic hardening rating which represents the difficulty of hacking and gaining control over the item (see p. 133). The base hardening rating is 2. Hardening represents half the number of successes needed to hack an item. (E.g. A decker must accumulate 4 successes to hack an item with a hardening of 2)

Cybertechtronic and biogenetic implants are slightly different types of gear, installed directly into a character's body. Each cybertechtronic implant (or cellphone, gun, or sword carried) reduces the character's Zoetic Potential which weakens their ability to interact with mana, ley lines, and magic. Implants bought after character creation also require a surgery fee, along with a recovery time. Cyberware is considered part of the character, rather than gear or equipment. It is not subject to disruption, does not need to be carried, and mechanically requires no special care.

Each piece of significant gear carried that contains either metal or electricity reduces the Zoetic Potential by 1 as long as that piece of gear is carried or held.

HEAT

There are two kinds of heat: operational heat and sector heat

OPERATIONAL HEAT

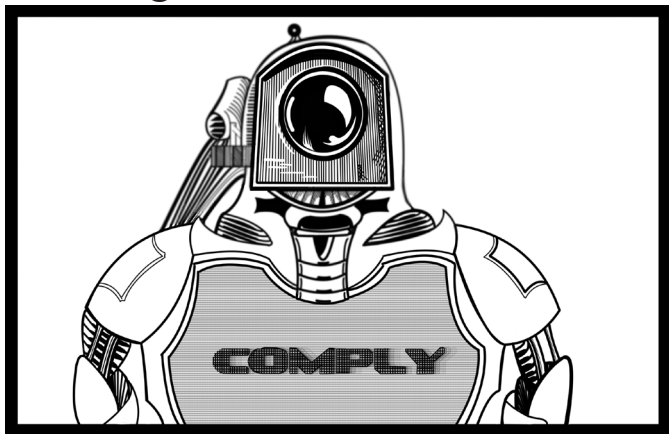
Operational heat is tracked during a mission as it escalates. Every level of heat causes mechanical changes to the run, making the situation more dangerous, but the characters more powerful. Eventually, Heater teams — High Threat Response teams — are called, and anyone not off site in 2d6 rounds gets disappeared.

SECTOR HEAT

Sector heat is tracked in a sector with various actions drawing more and more attention. Heat is caused by the amount and severity of criminal activity and violence. A high enough heat will cause a sector lockdown, preventing any resource from functioning in that sector. Taking actions will raise or lower heat, and higher heat will carry effects, both positive and negative.

INITIATIVE

This determines action order in conflict. When conflict begins, roll the character's entire Focus pool as their initiative roll. Add the number of successes they get to their Reaction attribute, and this determines their order in the conflict, the highest going first. They keep their initiative during the entire conflict. Ties go to the person with the highest Reaction.



In following rounds, simplify actions to over/under initiative. Everyone who acts before the Agonarch can act in any order. Then the Agonarch acts. Then everyone who acts after the Agonarch can act in any order before the faster characters can act again. This is the recommended practice, as it allows combat to flow quickly with the focus on important resolutions, like moving, hacking, casting, and shooting.

Opponents controlled by the Agonarch have a static initiative number.

OPTIONAL RULE: PHASED INITIATIVE

Roll initiative as noted above. Then each character and the Agonarch take their turns in order. 10 is then subtracted from the initiative value, and any characters left with a positive value have their pools refresh and may take a second turn during the round. Continue until all initiatives are 0 or less, then reroll initiative for the next round.

Devices and traits that grant bonus actions no longer do so. The player receives a +5 bonus to their initiative for each additional action they are granted by cybertechonics and abilities instead of the action. Reflex actions can be taken at any time by lowering your initiative by 5.

Effects: This is similar to classic chrome & sorcery style games. It is slower, primarily caused by waiting for people to take their turns. It makes melee combat more deadly, since faster fighters will drain the defensive dice pools from slower characters. People with high focus pools are more powerful because they get extra actions. The limit to extra actions is not financial, and instead based on the Finesse pool. It further stretches the divide between low-powered street thugs and the "million-dollar mercenary," making it possible for powerful characters to be untouchable by normal opponents. This may match the type of aesthetic you are going for with your game, and this optional system may appeal to classic-style players.



Chapter I: Game Concepts

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INIQUITATES [SING. INIQUITAS]

Monsters are real.

Some animals changed and others appeared, finding balance with the ecosystem. New species are discovered, like *Canis lupus cerberus*, lizard-like dogs that spew caustic bile.

These are the quickened creatures of nature, part of a new mythic world. Other spirits and creatures of the wild are as complex and intelligent as any human, like the Mazikeen, Nephilim, and the Kelpie. These creatures are part of the new biosphere, integrated into sustainable (or dynamic) ecologies helping to replace all that was lost. They have returned the wilderness to the wild unknown.

But there are other things. Things inimical to life itself. Monsters and terrors reminiscent of humanity's worst fears.

Testing by Orb Technologies discovered that in areas near powerful ley lines, people having negative or stressful thoughts radiated "corrupted" manioc energy. It would collect in areas of disuse and refuse. After a certain point, the dust, trash, and other materials would animate and begin to chirp loudly in some kind of abrasive laughing squawk and smash things and bite people.

These refuse goblins are one example of iniquitates: unexplainable entities that do not seem to be a part of the natural universe roam the outlands. Deodands hunt men for their meat. The Alzebo calls out to people with the voices of those they have consumed. The malevolent wild white mountain ghuls gain might off the flesh of man.

Iniquitates are strange and powerful forces that are at best indifferent and at worst inimical to our very reality. It is no longer safe to live without walls, undefended. They are outside the natural order.

It is highly recommended you terminate on sight.

KISMET

As your character completes operations and accomplishes goals, at the end of every session they will accumulate Kismet. Players can spend Kismet to raise statistics and skills. For every 10 points of Kismet acquired, the Kismet pool increases by one and the player selects a boon for their character, granting more flexibility and survivability. See Chapter 11 (p. 238) for rules on spending Kismet to improve your character.

KISMET POOL

Sometimes players need something a bit extra. Everyone starts with a Kismet pool of 1. It increases by 1 for every 10 points of Kismet earned. Kismet is acquired through playing the game (see p. 238). This represents their increasing influence and ability to survive as they gain skill, power, and confidence.

These are bonus dice players can add to any test. They ignore all attribute, skill, and equipment limits. They ignore limits imposed by die penalties. They may be added and rolled after a test has been made. Kismet pools refresh after every scene or after a ten-minute period where the characters can rest and catch their breath.

LIFESTYLE

While creating your character, you will also purchase a lifestyle. This is a way to abstract daily costs. If not pre-paid, characters must pay their lifestyle upkeep at the beginning of every sector turn (see p. 76). More than one can be purchased for different safe-houses, storage, and alternate identities.



MAGIC

The Quickening returned magic to the world. This is the single biggest change and developmental advancement in the history of humanity. Anyone with the appropriate skills and enough Zoetic Potential can use magic; however, their powers are quite limited. These are known as **hedge wizards**, who just cast ritual spells through will and training in the skill.

The existence of the manon for the last 40 years has upended society. Within that particle resides a great underlying mosaic of the universe. The design of this mosaic is beyond observation. The knowledge of magic is didactic, empirical, and arbitrary. Certain rituals and practices provide insight into adjacent areas of this mosaic, making most mages bonded in ritual, style, and outlook. These **traditions** are detailed in Chapter 9.

Some people show the ability to naturally use these new energies. These people are known as **amps**, due to their amplified abilities. Others reject spellcasting in favor of forming relationships with strange creatures and beings who exist in the astral plane. These **speakers** have the ability to summon and bind spirits.

Those who place magic as their highest priority during character creation are **archmages** and have no theoretical limits to their magical ability; they can study and use all forms of magic.

On the battlefield, mages fight for access to ley lines, which can increase the power of their magic.

MANASTELLIATE

Manastellate is a crystal infused with magic. It is used in the production of magic items, fetishes, and other spell aids, and spell-casting.

TECHTRONICS

Techtronics is research and technology that's acquired from businesses, assets, or salvage. Techtronics are technological advances that allow you to upgrade gear and sectors.

MONEY

Money is distributed, secure, and cryptographic; a digital currency called Zuzu based on an appealing dog. For your home game, feel free to rename it to your current pet's name. 1 Zuzu (𐍄) has the equivalent buying power to 1 euro from 2020. "Wallets" called sticks, credsticks, or dog treats in the form of small cylinders that are not tied to any account work like cash.

RESOURCES

In a sector, there will be resources. The sites produce money, manastellate, techtronics, or bonuses for players. They only function when their upkeep cost is paid during the sector turn. They have a condition track, which can be damaged or influenced by other factions. Resources only function with an undamaged condition track. See Chapter 11 for more information on building, taking over, managing and upgrading resources.

RIGGING

A vehicle control rig is a specialized kind of jumbo deck that allows the user impressive control over vehicles and drones. Nearly all transport inside the cities is automated, so riggers provide the additional functionality of being able to use a vehicle to go somewhere you aren't authorized to be and avoid being tracked there.



SECTORS

Civilized areas in 2090 are walled and patrolled enclaves to keep people safe from rampaging iniquities in the wastelands. These areas are divided into sectors. Sectors are contiguous enclaves, communities, or areas. Each sector will have a selection of sites, non-player characters, subplots, and activity. Sectors contain resources, such as businesses, research labs, weapons factories, media companies and more. These can be controlled and taken over by the player's brand. Sector turns take place between completed operations.

SITES

Sites are points of interest within a sector that act as the setting for operations, role-playing, and combat. Sites are the "set" where the action occurs, as in a movie or show. Sites are either friendly to the characters, in a neutral area, or owned and maintained by a hostile opposition. The site accessibility will affect certain frameworks, such as sabotage, reconnaissance and preparation, etc.

SKILLS

These represent areas of focus or study by the sinless. Certain skills, such as *Reconnaissance*, represent a series of activities the character is skilled at, whereas other skills, such as *Heavy Weaponry*, represent the character's ability at a specific task. The better the character's skill, the more dice they can roll to succeed at tasks. Character equipment can increase this number.

Skills are part of a limit of the number of dice you may roll on an action from your pool.

Skills are generally measured in ranks from 1 to 6. A skill rank of 1 is someone who is a beginner, and someone with a rank of 6 is a professional or expert. Characters can specialize in certain skills by picking a specialization; e.g. if a character knows the Firearms skill, they can specialize in pistols, shotguns, or rifles.

When they specialize, their skill is considered one higher when using the specialization and one less for general tasks. E.g. if a character has a Firearms of 4 with a specialization in pistols, their skill is considered 5 for pistols and 3 for all other Firearms. Characters may specialize in a certain piece of equipment, style, spell, or particular technique. The Agonarch and the player can work out the specifics.

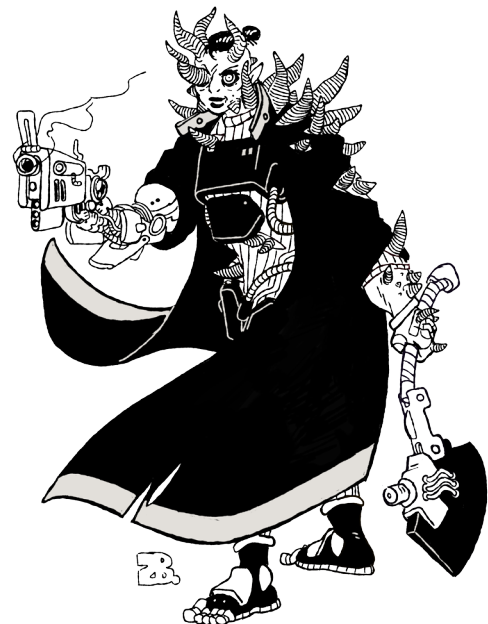
Some skills are grouped. They can use another active skill within their set of grouped skills at a penalty of -2 dice. (see p. 66)

If you do not possess a skill or a grouped skill, AND the skill is untrained (not marked with an asterisk), you may roll the appropriate pool in its place, with every four successes counting as one success.

It is possible to raise a skill beyond 6 using rare advancement bonuses (see p. 238).

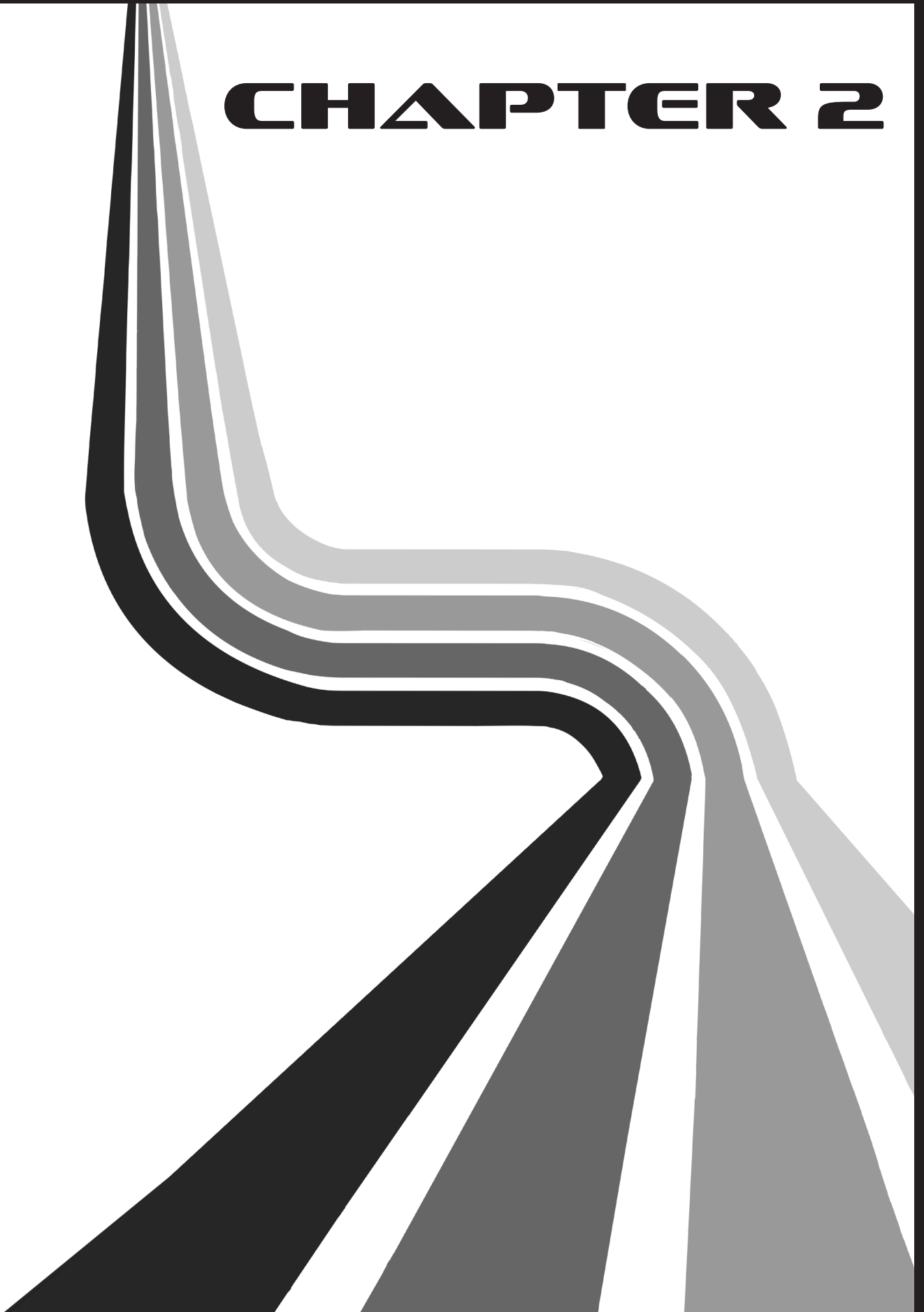
FINISHING TOUCHES

At the end of character creation, there is a series of optional questions designed to flesh out your character and determine what type of person they are.





CHAPTER 2



CHARACTER CREATION

BUILDING A SINLESS

Characters are created using a priority system. Heritage, magic, attributes, skills, and resources are assigned in an order ranked from A to E. You select one item for each priority level. To be an archmage, you must assign magic as priority A. To be a specialist, you must assign magic as priority B (or A). You may be either an amp or a speaker if magic is assigned priority C (or A or B). To be a green or blighted, you must assign heritage to priority C (or A or B). To be synthetic, you must assign heritage to priority D (or A, B, or C).

CHOOSING YOUR HERITAGE

Each heritage carries its own bonuses and drawbacks. Characters can select at least **one heritage trait for free** and may take a drawback for an extra trait. Refer to the Heritage Effects on pp. 50–51 at the end of this chapter to select your character's heritage traits.

CHOOSING MAGICAL ABILITIES

In order to cast spells, characters must either choose a specialist **mage**, which gives them access to one school of magic, **amps** who can manipulate mana with their body, **speakers** who exclusively bind, summon, or banish spirits, or an **archmage**, which gives them access to all types of magic. Hedge magic is available to everyone but requires learning specific rituals as skills.

Mages can select 25 force points of spells from one school. **Speakers** select a spirit relationship grid (This rulebook only contains the elemental source relationship grid) and gain 10 points in infusions and 11 points of spirits. Each speaker gets one free bond slot. **Amps** may “spend” their Zoetic Potential to purchase amplifications at half price. **Archmages** can select 35 force points of spells from any school. They may also select amplifications (at full price). They may spend force points for contacts on a spirit relationship grid. They do not receive a free bond slot and must pay 15 force points to unlock their first spirit bond slot. Refer to the magic chapter to select/purchase a character's beginning magical abilities. Characters may also use force points or money to purchase foci or fetishes for their spells, at 1 force point per rank of the foci, spirit bag, or fetish.

Priority	A	B	C	D	E
Heritage	—	—	Green/Blighted/Uplifted	Synthetic	Human
Magic	Archmage	Mage	Amp/Speaker	Hedge	Hedge
Attributes	46	38	32	29	27
Skills	48	36	30	27	24
Resources	1,200,000 土	600,000 土	250,000 土	60,000 土	25,000 土



CHOOSING ATTRIBUTES

These are the statistics that define the inherent abilities of your character. Pools that indicate the absolute maximum number of dice your character can use to complete actions in one turn are calculated from your attributes. You can divide the points given at your selected priority level across your character's six basic attributes: Strength, Body, Reaction, Intelligence, Willpower, and Charisma. Each attribute starts at 1. Each increase up to 10 costs one attribute point. Every increase from 11 to 15 costs two attribute points. Increases of 16+ cost three attribute points. Attributes may be raised higher by cyber/bioware, magic, or heritage bonuses. If an attribute drops below 1, points must be spent to bring it to a value of 1 or higher at the end of character creation.

Zoetic Potential is set based on the character's heritage. Zoetic Potential affects the character's ability to manipulate magical energies. The base Zoetic Potential is 6. With focus and study, this potential can be improved using Kismet and accouterments. Zoetic Potential is highly reactive to both metal and electronics. For every piece of gear with a weight value carried that contains metal or electronics, your Zoetic Potential is reduced by one.

Cybertechronic implants also reduce Zoetic Potential. Many implants reduce Zoetic Potential by less than a full integer. The reduced value is rounded down to get an effective Zoetic Potential. Note that any practitioner of magic can raise their Zoetic Potential.

A human starts with a Zoetic Potential of 6. If they get a data jack so they can have a direct neural interface for guns, the grid, or drones, it costs them 0.1 Zoetic Potential (and an additional loss when they carry the gun). They now have a Zoetic Potential of 5.9, with an effective value of 5. If they later get another piece that reduces their Zoetic Potential by 0.5, then they have a Zoetic Potential of 5.4, but the effective value is still 5.

ASSIGNING SKILLS

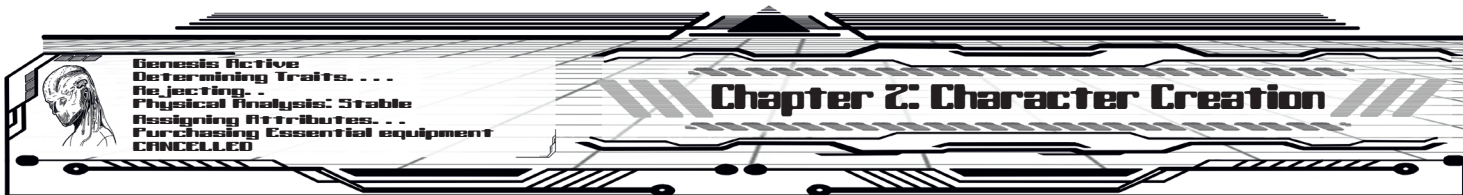
Skills represent what your character knows and limit the number of dice they can use to perform actions. Skills are not always used to resolve a single action, such as Firearms being tested when a character shoots a bullet out of a gun. Sometimes skills resolve multiple specialized actions or procedures such as reconnaissance or medical treatment.

There are several types of skills:

Active Skills are where you distribute the skill points that you selected in the priority selection process; e.g. assigning skills to priority A gives your character 36 points to distribute among active skills. Active skills are all used and tested in play.

Knowledge Skills are assigned points based on your character's Intelligence attribute. This category represents what your character knows and is not generally tested in play (though this can come up in certain circumstances) but instead describes the interests, languages, and background of the character. You can distribute a number of points equal to twice your character's Intelligence attribute among knowledge skills to define your character's interests. This includes musical or performance proficiency, languages, education, hobbies, niche interests, and other auturgy.

Etiquette Skills are assigned points based on your character's Charisma attribute. This category represents the cultures the character is a part of. You can distribute a number of points equal to twice your Charisma attribute among etiquette skills. This skill is tested when interacting with a faction and assets. It represents the number of dice you roll when utilizing assets of the appropriate type. If your Charisma is 11 or higher, you gain an additional upkeep-free asset during character creation (see p. 33). **Assets can only be activated by the appropriate etiquette type.** E.g. if no one has corporate etiquette, corporate assets will be useless to you.



There are seven etiquettes: Corporate, Street, Civic, Aristocratic, Military, Criminal, and Wasteland.

Any unspent points are lost at the end of character creation. No skills can be bought above 6 during character creation.

GENERATE GHOST RATING

Roll 2d6. This is your Ghost Rating. It is a digital onion of protection that allows you to function without a system identification number. The higher it is, the more digitally sound your identity is versus discovery.

ASSIGNING RESOURCES

Finally, characters have cash to spend. Any leftover cash after character creation is lost. Players must use this resource to purchase gear, magic items, vehicles, lifestyles, biogenetic enhancements, and cybertechtronics. It is suggested that you begin by purchasing a lifestyle because it is easy to go overboard on personal gear. You should coordinate with your group to make sure all the assets and gear the players need to adventure are purchased. Not having access to a vehicle, or a decker to hack, or a mage will limit the available operations the characters are qualified for.

“What do you mean we don’t have a car?!”

LIFESTYLES

Characters purchase months of lifestyles. Poor characters might only pick a squatter lifestyle for a single month, while a rich character might purchase 12 months of a middle lifestyle and 12 months of a low lifestyle.

Squatter 0 𐍄/month.

Squatting is a rough life. While living a squatter lifestyle, you begin play with one physical condition box already checked and have a -1 penalty die on all tests during the run.

Low 300 𐍄/month.

Low-life living isn’t much fun either. You either start the game with one physical condition box already checked or have -1 penalty die on tests until the end of the first conflict encounter.

Middle 800 𐍄/month.

High 1,200 𐍄/month.

You are well rested and can ignore your first penalty die on all tests during the run.

Wealthy 5,000 𐍄/month.

Wealthy lifestyle allows movement through affluent corporate enclaves and arcologies, blending in wherever you want, giving you +1 die to all etiquette tests and the benefits of high lifestyle. This allows you to make a one-die test even if your related etiquette is 0.

Each sector turn will require eliminating a month of pre-purchased lifestyle or paying upkeep for your desired lifestyle.

ASSETS

Characters gain one (or more) assets at character creation. Assets gained this way do not ever require upkeep. Assets are effective for uncovering information and helping you manage sectors. Assets have sector-turn abilities and operational abilities that help you during mission preparation.

Utilizing an asset requires an etiquette test of the appropriate type.



BRAND CREATION

During character creation, players should also create a brand for their group. A brand is the forward-facing public image for their activities. It is created via a web of falsified identification, fake system identification numbers, shell companies, and loopholes in corporate law. Optionally, characters are encouraged to create alternate identities with a falsified SIN.

A brand represents any group. It could be a group of old soldiers, a church, a syndicate, a street gang, a cabal of wizards, a rock band, a group of teens and a dog in a van, or a sports team. Any kind of organization that can be used as a front for the character's growth and increase of power. Characters first decide the name and type of brand.

Next, brands have a collection of statistics: Muscle, Magic, Media, Espionage, Grid. These statistics are the number of dice rolled to succeed at brand actions during the sector turn (see pp. 222-223).

Muscle covers the brand's ability to apply physical force to a problem, whether a club, construction equipment, or tank. Magic represents the brand's power and mastery of magic. Media represents the brand's ability to advertise and manage public relations. Espionage is the brand's ability to gather information and resist intrusion. Grid represents the digital and electronic mastery of the brand.

Brands start with a level of one in all statistics. Players will collectively select two brand traits from the following list. In addition, each player may then choose a single statistic of the brand and raise it by one.

Analytical: +1 Espionage & +1 Grid

Arcane: +2 Magic

Athletic: +1 Muscle & +1 Media

Avant-garde: +1 Grid & +1 Media

Competence: One auto-success on every brand action

Dangerous: +2 Muscle

Experienced: +1 Media & +1 Espionage

Inspirational: +2 Media

Luxury: +1 Media; +1 market cap (see p. 221) for service, vice, and housing resources

Lethal: +1 Muscle & +1 Espionage

Mercenary: +1 asset available for hire; lower each asset upkeep by 1

Modern: +1 Magic & +1 Media

Nefarious: +2 Espionage

Obscure: +1 Magic & +1 Espionage

Ruggedness: +1 Muscle; reduce damage to resources by 1

Secure: +1 Grid; all devices and gear get +1 to hardening (see p. 130)

Sincerity: +1 Media; lower total upkeep by 2

Sophistication: +1 Grid; +2 market cap (see p. 221) to all resources with a production tag

Technical: +2 Grid

Another brand trait will be unlocked once your brand has a market cap (see p. 223) of 10 (equivalent to 100,000 ￼), and a final one will be available for selection once the market cap of the brand reaches 100 (1,000,000 ￼).

Mark your brand name down on the brand tracking sheet; total the final stats for Muscle, Magic, Media, Espionage, and Grid; and write them down.

FINISHING TOUCHES

Any cash you don't spend during character creation is lost. After you have spent your cash, roll 4d6 and multiply it by 100 ₮ . This is your starting seed money.

Determine your character's name, height, weight, and eye color, and answer the following questions. Players can answer and share the answers to these questions either during session 0, or after session 0 via electronic or telephonic media.

If you are having trouble answering the questions, refer to the tables in Appendix A to use random generation to assist you with the answers.

What was the event that led you to become Sinless?

Who are the members of your immediate family? Consider dependents, parents, friends, and next of kin.

What are your spiritual beliefs and feelings about magic? Is your character Islamic, Christian, atheist, or some other religion? Do they believe in relative or absolute morality? Do they follow a philosophical mindset, such as stoicism or nihilism?

What is a pet peeve of your character?

What does your character do to relax? What are their hobbies?

What is your character's worst fear?

What, if any, item has a particular sentimental or material value to the character?

What nicknames and aliases is your character known by?

HERITAGE EFFECTS

UPLIFTED ANIMALS

Advances in cybertechronic and biogenetic implants have allowed humans to uplift animals to human sentience. This was done for a variety of reasons, including specialized labor, combat utility, pets, research, fetishes, and servitude.

Animals are given voice boxes, intelligence enhancements, and body modification. Small animals are slightly enlarged, reducing the overall cost of the uplift. All armor, biogenetic enhancements, and cybertechronic implants for uplifted animals are 30% more expensive to customize to their unique physiques. All uplifted animals are assumed to be between 4-6' in height, stand generally upright, and have two appendages with opposable thumbs. All are assumed to speak. They all begin with a Zoetic Potential of 5. Some uplifted have a penalty to their starting attributes amount. In order to select an uplifted animal as a heritage, you must reduce your starting attribute value by the listed amount. E.g. Taking uplifted dog and rank A attributes leaves you with (46-1) 45 points to distribute among your attributes.

UPLIFTED DOG (-1)

+2 Reaction and maximum Reaction. -1 maximum Willpower. +2 bonus dice to all Observation tests. If hands are free, can move on all fours 10 meters (5").

UPLIFTED BEAR (0)

+2 Strength and maximum Strength. +4 Body and maximum Body. +2 bonus dice to all soak tests.

UPLIFTED GORILLA (0)

+4 Strength and maximum Strength. +2 Body and maximum Body. Has a natural reach of 1.

UPLIFTED OCTOPUS (0)

+2 arms. +2 Intelligence and maximum Intelligence. Gain Camouflage as the blighted trait (see p. 51).

Chapter 2: Character Creation

Character Creation: ON
Entering cheat code: UDDOLALAN
Double Points unlocked
Statistics set to 15,
Skill points: Doubled



UPLIFTED SHARK (0)

+4 Body and maximum Body. Gains a Melee bite attack: reach 0. Damage 6+Str.

UPLIFTED DOLPHIN (0)

+6 Intelligence and maximum Intelligence. Can hold your breath for a number of minutes equal to your Body attribute.

UPLIFTED SNAKE (-2)

+4 Strength and maximum Strength. +2 Body and maximum Body. +2 Impact armor. Choose one of the following unarmed combat attacks:

Melee Venomous Bite: reach 0, Damage $\frac{1}{2}\text{Str}+1+3d6$ direct poison damage.

Venomous Spit: Range 12m (6") Accuracy 4, Damage Blinds +2d6 direct damage, 1d6 direct damage to anyone within 2m (1") of the target.

SMALL UPLIFTED

Small uplifted are a special class of uplifted animals. Their size has been enhanced, though they are still quite slight. All gear and cybertechronic implants for small uplifted are 40% more expensive to customize to their unique physiques. All small uplifted are between 2-4' in height and have two appendages with opposable thumbs.

UPLIFTED RABBIT (-4)

-8 Maximum Strength, and -8 Maximum Body. +4 Reaction and maximum Reaction. If hands are free, can move on all fours 12 meters (6"). Before initiative is rolled, uplifted rabbits act first getting two simple actions to use. After, initiative is rolled and play proceeds as normal.

UPLIFTED CAT (0)

If hands are free, can move on all fours 10 meters (5"), +2 Reaction and maximum Reaction. +1 Charisma and maximum Charisma. Uplifted cats have +2 bonus dice on any Shadow test.

UPLIFTED RACCOON (-4)

-6 maximum Strength, and -8 maximum Body. +2 Reaction and maximum Reaction. Can mount any man-sized creature or larger and use them as high cover (-2 dice). +2 bonus dice on any dodge test.

UPLIFTED CHAMELEON (-4)

-4 maximum Strength, and -4 maximum Body. +1 bonus die on any Shadow test. Gain Camouflage as the blighted trait (see p. 51). Can climb and hang from most surfaces, moving normally along walls and treating moving upside down as difficult terrain.

UPLIFTED RAT (-4)

-6 maximum Strength, and -4 maximum Body. +4 Reaction and maximum Reaction. +1 bonus die to all tests.



UPLIFTED RAVEN(-4)

-6 maximum Strength, and -8 maximum Body. +2 Reaction and maximum Reaction. Gains a fly speed of 12 meters (6"). Ravens have natural vision magnification 2, as the cybertechronic implant (see p. 115).

UPLIFTED BAT (-4)

-6 maximum Strength, and -8 maximum Body. +2 Reaction and maximum Reaction. Gain a fly speed of 8 meters (4"). Echolocation: Aware of all movement within 24 meters (12").

PEOPLE OF THE GREEN

The people of the green are bound to their environment, being strongly affected by it. Those who live in polluted urban areas quickly become ill, so they are a rare sight in large corpo-states. Characters who select the green may pick one heritage trait for free. If the player wishes, they may also select a second heritage trait along with a green drawback.

GREEN HERITAGE TRAITS

Chimerical. You are infused with magical energy. You gain a +1 die limit on all sorcery, conjuring, channeling, and astral senses tests.

Enchanting. You possess a glamor that makes you irresistible. You add 3 to your Charisma and can cast the *Enthrall* spell at a force level up to your Zoetic Potential, even if you don't possess magical talent.

Nature's Blessing. Select one statistic and raise it and its maximum by 3. Select a second statistic and raise it by 1 (but not its maximum).

Redcap. Raise both your Strength and Body and their maximums by 2. Gain 2 free dice on all soak tests. You must drink the blood and eat the flesh of living creatures monthly.

Shapechanging. You can select an animal form. As a complex action, you can shift into this animal form, substituting its physical traits for the green's physical traits.

Resmedis. You can cause an object you see to vanish from sight. You can hide up to 2 weight of objects in an extra-dimensional space for up to an hour.

Otherworldly. It is impossible to ascertain your age. You treat spirits as if their force is one lower than their actual force.

Astral Flame. As a simple action you can illuminate a target you can see with translucent harmless flame. This lasts for 10 minutes or till a new target is affected.

Wildling. You can transform into a man-beast, such as a wolf-man, bear-man, or boar-man (among others). It takes a complex action to transform. Transforming into a manimal increases your Brawn, and Finesse pools by 6, and lowers your Focus and Resolve pools by 3 (minimum 1). While transformed, gain an additional 6 free beast dice that can be used for any test and refresh at the beginning of the round. Transforming destroys your clothing, armor, and cybertechronic implants. Transforming heals 1d6 wounds.

Wind walk. You are preternaturally fast. Your movement increases by 4 meters (2").

GREEN DRAWBACKS

Allergies. Contact with iron burns, causing 1d6 direct damage to the stun condition track and half of that to the physical condition track.

Antlers. Large antlers grow from your crown. You cannot wear helmets or headgear.

Compulsive. You have a collection of unavoidable compulsions. Select at least two actions that you must perform habitually. Failure to perform these rituals causes the character to have -2 dice on all tests till the next dawn. Compulsions are things like having to knock three times before entering or leaving a room, having to wash your hands every hour, etc.

Green Skin. Your skin becomes a natural shade of green, your hair changes color with the seasons, as the trees. Your sweat smells of wet grass.

Nature Bound. You cannot cross through running water. Your skin burns and blisters in ultraviolet light, inflicting -1 penalty die on any action taken in bright light. You must have permission to enter a personal abode.

You are smol. You are between 2-4' in height.

Chapter 2: Character Creation

Character Creation: ON
Entering cheat code: UDDDLALAN
Double Points unlocked
Statistics set to 15,
Skill points: Doubled



THE BLIGHTED

The blighted is a terrible name, and that has a lot to do with how this effect of the quickening presents. It deforms humans, giving them animal and bestial characteristics. It's hard, even for the well-meaning, to deal with someone who has a face growing out of their shoulder and bulging segmented eyes. Blighted characters may select **two** heritage traits for free and, if the player wishes, may select a drawback to select an additional third heritage trait.

BLIGHTED HERITAGE TRAITS

Analgesia. You are immune to pain. You receive no penalties for damage. The Agonarch will track your health, as you cannot know how injured you are.

Camouflage. If you stand still, you appear to others as an immobile object or the terrain behind you. This provides +2 dice to any Reconnaissance tests. Also, if unseen during combat, you can hide, only visible if an Observation test succeeds vs. your Shadow test.

Extra Arm. You grow an extra arm. You gain +4 to your Reaction and your maximum Reaction. Armor and clothing do not fit, and prices for gear and cybernetronic implants increase by 50%. Your third arm is fully functional.

Extra Leg. You possess a third leg. Your base movement increases by 2 meters (+1").

Hephestus. You are exceptionally skilled at building and repairing technology and equipment. You receive +2 free bonus dice on any Engineering test.

Huge. You are between 9-12' tall. You gain +4 to your Strength and Body as well as their maximums.

Immortal. You no longer age, are immune to cancer, and will not die of natural causes. You do not cease growing, though you grow very slowly.

Tough. You have chitinous skin and bony plates covering your body. Your skin gives you 2 points of Ballistic and Impact armor. Laser fire damage to armor heals after about 10 minutes. This plating occupies the under armor slot.

Unstoppable. When soaking damage, you always reroll 1s.

BLIGHTED DRAWBACKS

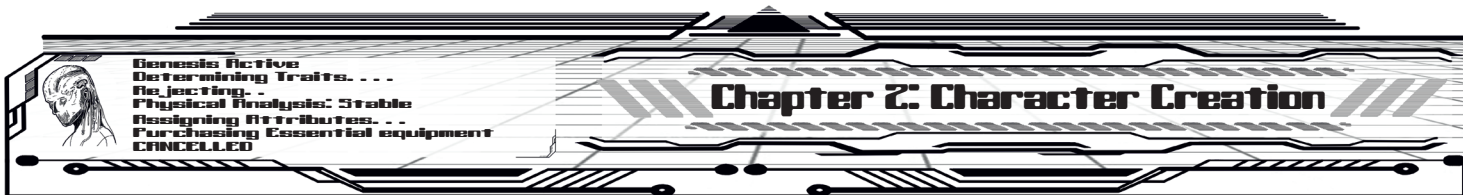
Animal Head. Your head and face look like that of either a bovine, pig, wolf, or bird.

Bulky. Your huge size slows you down. Your base movement decreases by 2 meters (1").

Cyclopean. You have one central eye. This harms your depth perception, giving -2 dice to all ranged combat tests (Firearms, Gunnery, Throwing Weapons, etc.).

Extra Face. It has no brain but moves and makes faces, which is very disturbing.

Segmented Eyes. Like a fly, except yours are the size of softballs.



SYNTHETICS

Synthetics gain the following features.

Synthetic. You are a marquis-level artificial intelligence (see p. 126), with a positronic sphere core. Your body is at least 90% synthetic. As a synthetic, you may add or remove cybertechtronic implants freely, taking 8 hours with no recovery time and no change to your Zoetic Potential. Synthetics do not need to eat or breathe. Synthetics are *durable*, only receiving one penalty die for each six boxes of damage. Each synthetic starts with a bare humanoid frame, and may select any frame modifications they wish. Synthetics may then purchase and install any cyberware they can afford with their starting cash. Attributes are applied to this frame normally. Your internal systems self-heal at the same rate as organic creatures. You begin with a Zoetic Potential of 1, and it is not reduced by cybertechtronics

FRAME MODIFICATIONS

No Head. Sensory organs are distributed throughout the frame. Gain a 1 weight weapon mount.

Polypedal Legs. Instead of human-like legs or a mobi, synthetics may choose to have 4, 6, or 8 legs. Each extra pair reduces your movement by -1m (-.5") and gives +2 bonus dice on athletics tests.

Heavy Torso. Provides 2 additional 1 weight mounts for extra arms or weapons. This bulky torso reduces your movement by 2m (-1").

Specialization. Remove *durable*, and gain +1 bonus die to all tests from a single pool.

Arcano-Manon Interface Matrix. Remove *durable*. Treat your Zoetic Potential as 3 ranks higher than its actual rank for the purposes of using magic of any kind. This gives a synthetic an effective Zoetic Potential of 4 that is not reduced by cybertechtronics.

REPLICANTS

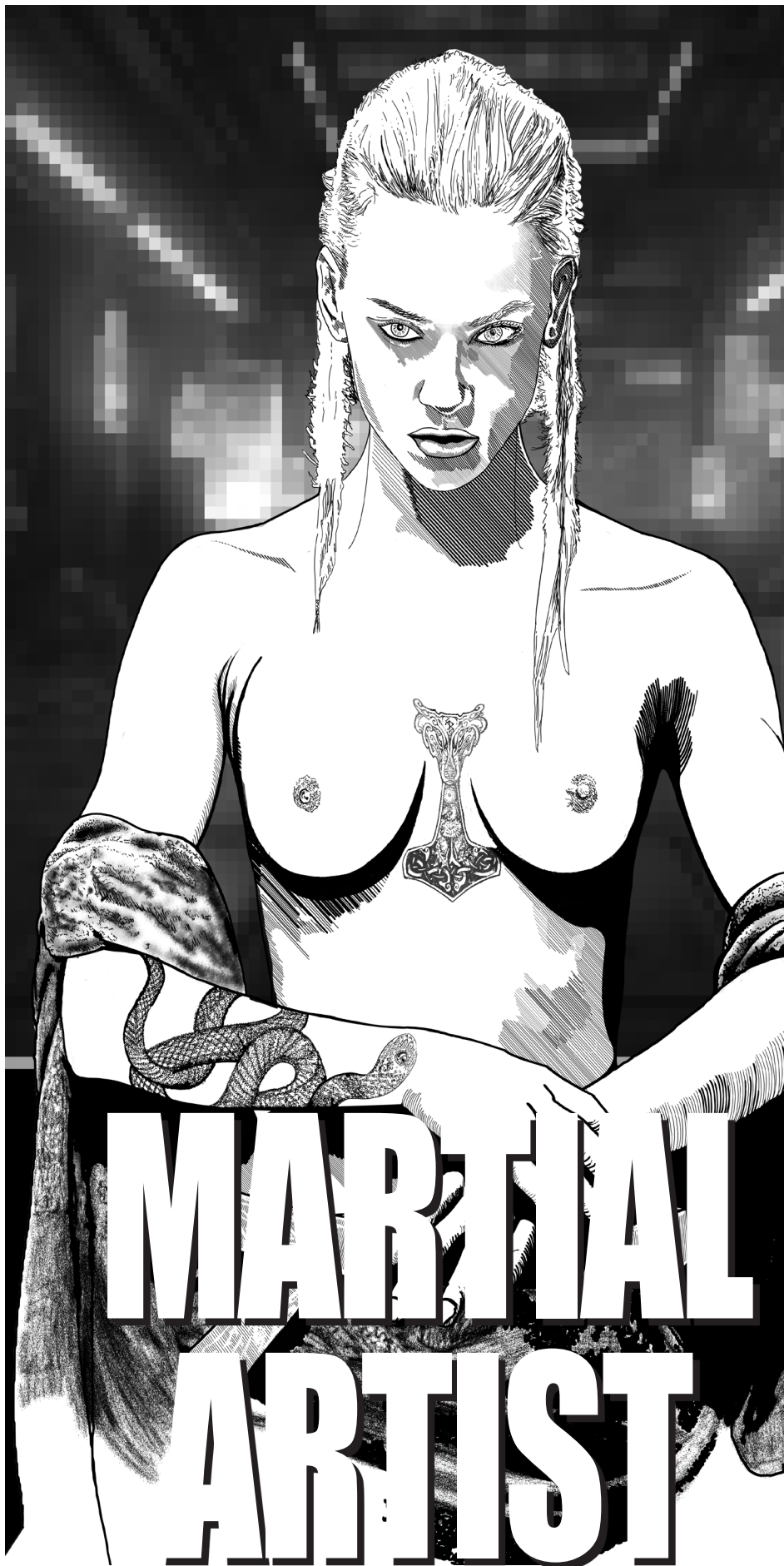
Replicants. Players may choose to play a replicant (clone). The replicant is created normally, with two exceptions. You assign priority E to human and get +6 points to both your attributes and skills priority picks (e.g. priority A is assigned to attributes, and you get 46+6=52 points to distribute). Second, you must roll 1 +1d6 on character creation. This is the number of years to your due date when you are designed to stop functioning. The Agonarch will create a razor runner who hunts you.

<<I'm here for a good time, not a long time.>> -Maddog
<<What are you, some kind of glittering juicy boy?>> KevS

SAMPLE CHARACTERS

The following pages contain examples of pre-generated characters. These may be assigned for a one-shot or given to a player who wants to just join one session.

When a pool is shown with a +X, that bonus is the 25% of the Charisma score that can be applied to any pool.



Heritage (E): Human

Attributes (A): STR 14/21,
BOD 12/21, REA 9/20, INT 7/20,
WILL 8/20, CHA 8/20

Ghost Rating: 5

Skills (B):

Brawn Pool 22+2

Unarmed Combat: 6
Martial Art: Weirding Way: 6
Athletics: 6

Finesse Pool 16

Focus Pool 13

Shadow : 3
Observation : 2
Reconnaissance : 2

Resolve Pool 15

Astral Senses : 2
Subterfuge: 3

Magic (C): Amp

Adrenaline boost
Attribute Boost x 2
Attribute Increase x 4
Flying Crane
Ghost
Hidden Presence
Iron Fist
Touch of the Spider

Gear (D):

Smart DV-662 Devotion, with
laser sight and bayonet
Nanoweave
Racing Bike
12 months of middle lifestyle
6 months of high lifestyle

Etiquettes

Corporate 2
Street 6
Aristocracy 4
Criminal 4



Heritage (D): Synthetic

Attributes (A): STR 18/28, BOD 19/26, REA 13/24, INT 3/20, WILL 3/20, CHA 3/20

Ghost Rating: 5

Skills (C):

Brawn Pool 28

Cyber Combat: 6
Athletics: 3

Finesse Pool 23

Firearms: 6
Energy Weapons : 3

Focus Pool 10

Shadow : 4
Observation : 4
Reconnaissance : 4

Resolve Pool 6

Magic (E): Hedge

Gear (B):

Smart Goliath Highwayman
with laser sight and silencer
Diaweave
Chipjack, datajack, commlink,
subvocal mic
Dampener, Amplification, re-
corder

AR optical, camera, low-light
and thrmographic vision, with
three levels of vision magnifi-
cation.

Titanium Bone Lacing, Broad-
caster Jammer, Dermal Plating
3, Muscle Replacement 6,
Wired reflexes II, Retractable
spurs, Rocket Boots, Strength
Enhancement 2
12 months of middle lifestyle

Etiquettes

Military 2
Street 2
Criminal 2



Heritage (C): Green

Antlers, Enchanting,
Nature's Blessing

Attributes (B): STR 6/20,
BOD 7/20, REA 7/20,
INT 10/23, WILL 6/20,
CHA 14/20

Ghost Rating: 8

Skills (A):

Brawn Pool 11

Melee Weapons: 3
Athletics: 6

Finesse Pool 13+3

Firearms (Rifles) : 5/7

Focus Pool 15

Shadow : 6
Observation : 6
Reconnaissance : 6

Resolve Pool 18

Subterfuge: 6
Coercion: 3
Fascination: 3
Leadership: 3

Magic (E): Hedge

Enchantment (4)

Gear (D):

3 months of Wealthy lifestyle
Smart 450 Tek-Urban
Nanoweave, Tactical Plate
Datajack, commlink, smartlink,
subvocal mic, AR optical
Mazada Sedan

Etiquettes

Corporate 3
Criminal 4
Civic 6
Street 6
Aristocracy 3
Military 6



Heritage (C): Uplifted

Attributes (B): STR 4/12, BOD 4/12, REA 12/24, INT 6/20, WILL 6/20, CHA 13/20

Ghost Rating: 9

Skills (D):

Brawn Pool 7

Athletics: 2

Finesse Pool 11+3

Firearms: 3

Focus Pool 11

Shadow : 2

Observation : 2

Negotiation : 6

Resolve Pool 15

Coercion : 4

Fascination : 6

Leadership : 2

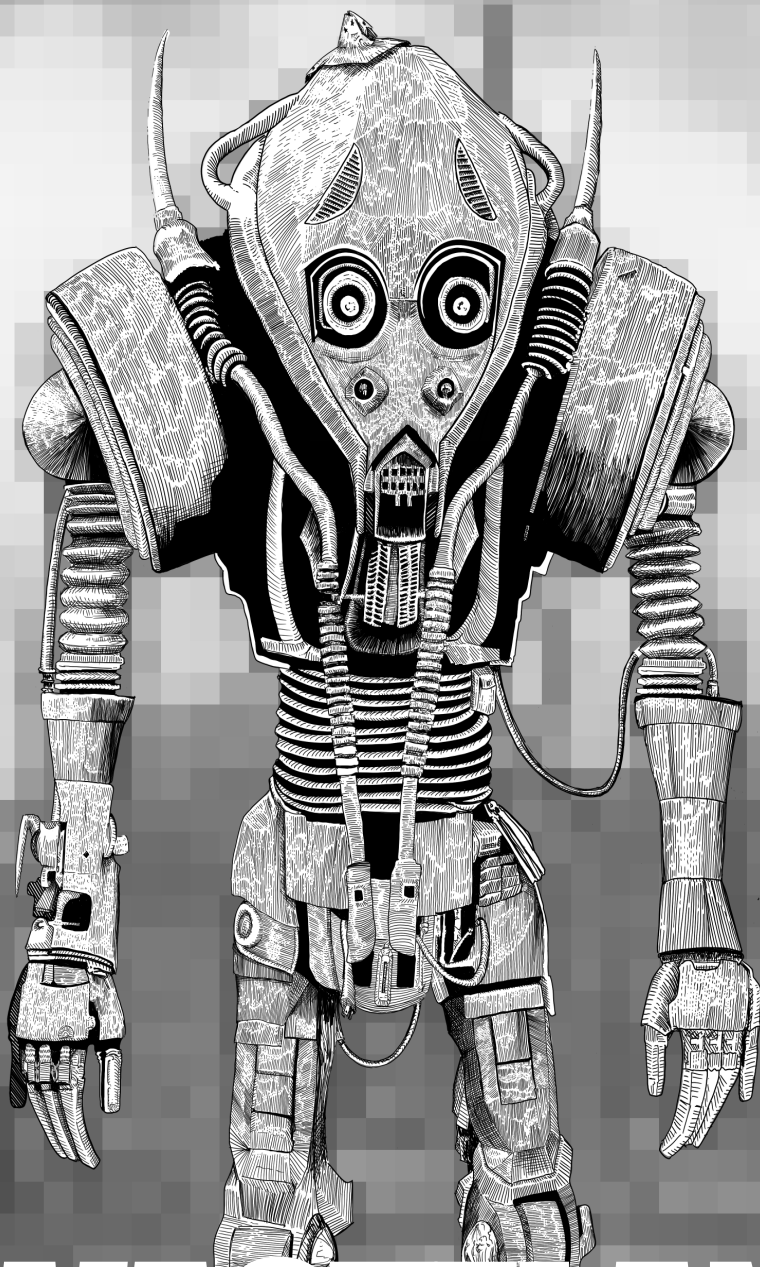
Magic (E): Hedge

Gear (A):

Wealthy lifestyle × 24 months
Datajack, Commlink, Subvocal Mic,
Dampener, Recorder,
Echolocational positioning
Cybernetic eyes, AR optical,
Camera, Flare Compensation,
Low Light
Compartment,
Covert Syntheskin
Limo, Luxury Sedan, Sportscar

Etiquettes

Corporate 6, Street 4,
Civic 6, Aristocracy 6,
Criminal 4,



WASTELAND MAGE

Heritage (D): Synthetic,
Arcano-manon Interface Matrix

Attributes (B): STR 3/20,
BOD 6/20, REA 6/20, INT
10/20, WILL 13/20, CHA 3/20

Ghost Rating: 6

Skills (C):

Brawn Pool 9

Finesse Pool 11

Firearms: 3

Focus Pool 16

Artificer : 3

Resolve Pool 19

Channeling : 6

Sorcery : 6

Astral Senses : 6

Conjuring : 6

Magic (A): Archmage

Flight F2, Light F4, Powerbolt F4,
Massage the bones of the earth
F2.

Powerbolt Foci 6

Gear (E):

Datajack, AR Optical, Low-light,
Thermographic, Chipjack

Etiquettes

Wasteland 6



Heritage (C): Uplifted

Attributes (B): STR 6/20, BOD 6/20, REA 6/22, INT 7/20, WILL 7/19, CHA 11/20

Ghost Rating: 5

Skills (A):

Brawn Pool 10

Unarmed Combat: 2

Finesse Pool 9+2

Firearms: 4

Focus Pool 11

Shadow : 5, Drive: 2,

Observation : 6 + 2,

Negotiation: 3,

Biotech/Medical : 3,

Reconnaissance: 5,

Locksmithing/Safecracking: 3,

Computer Hacking: 2,

Computer Electronic Warfare: 2

Resolve Pool 15

Subterfuge : 5

Coercion : 4

Fascination : 6

Leadership : 2

Magic (E): Hedge

Gear (D): 3 months of low life-style

Two-seater car, Syncsight Hunter.

Datajack, Commlink, Subvocal Mic,

Dampener, Recorder, Echolocational

positioning, memory 250 EB

Cybernetic eyes, AR optical, Camera,

Flare Compensation, Low Light

MasterDeck

-Hacking 2

Etiquettes

Corporate 2, Street 6,

Civic 6,

Aristocracy 2,

Criminal 6,



Heritage (E): Human

Attributes (B): STR 4/20,
BOD 4/20, REA 16/22, INT 11/22,
WILL 5/20, CHA 4/20

Ghost Rating: 3

Skills (C):

Brawn Pool 7

Finesse Pool 20

Firearms : 3, Gunnery : 6,
Heavy Weapons : 3,
Articulated Maneuvers : 6

Focus Pool 20+1

Drive : 6, Fly : 6

Resolve Pool 12

Magic (D): Hedge

Gear (A):

6 months of middle lifestyle
Datajack, Commlink, Smartlink,
Nerve Rig, AR optical, Synaptic
Enhancers
Advanced VCR, Hardener + ECM
VEHICLES + VEHICLE WEAPONS: Sports-
car, Armored Car, Delivery Van
Autocannon ×2, Machine Gun ×4,
Oil Slick, 30^{mm} cannon
DRONES + DRONE WEAPONS: Roto-
drone ×4, Shield drone ×8, Dog
Patrol Drone, Mobile Sentinel
Sentry Gun, Recoiless Gun, Mini-
gun, Autocannon ×2

Etiquettes

Street 4,
Criminal 4,



Heritage (E): Human

Attributes (B): STR 3/20, BOD 7/20, REA 3/20, INT 11/20, WILL 13/20, CHA 5/20

Ghost Rating: 12

Skills (C):

Brawn Pool 9

Finesse Pool 9

Focus Pool 15

Resolve Pool 21 + 1

Channeling : 6, Sorcery : 6
Astral Senses : 6, Conjuring : 3
Coercion : 3, Fascination : 3
Leadership : 3

Magic (A): Archmage

ZP 5

Amp Powers: Ghost, Attribute Increase—Intelligence

Incantor: Flight 2, Shatter Ward 4

Auralurgy: The Ancestral Workings of the Savage Peal 6

Mentalism: Command 4, Enthrall 4, Ensorcell 4, Hold 2

Astral Umbra: Black Bolt of Uthal 4

Bound: Summon elemental 4, Shapeshift 1 (Wolf)

Gear (D)

High x4

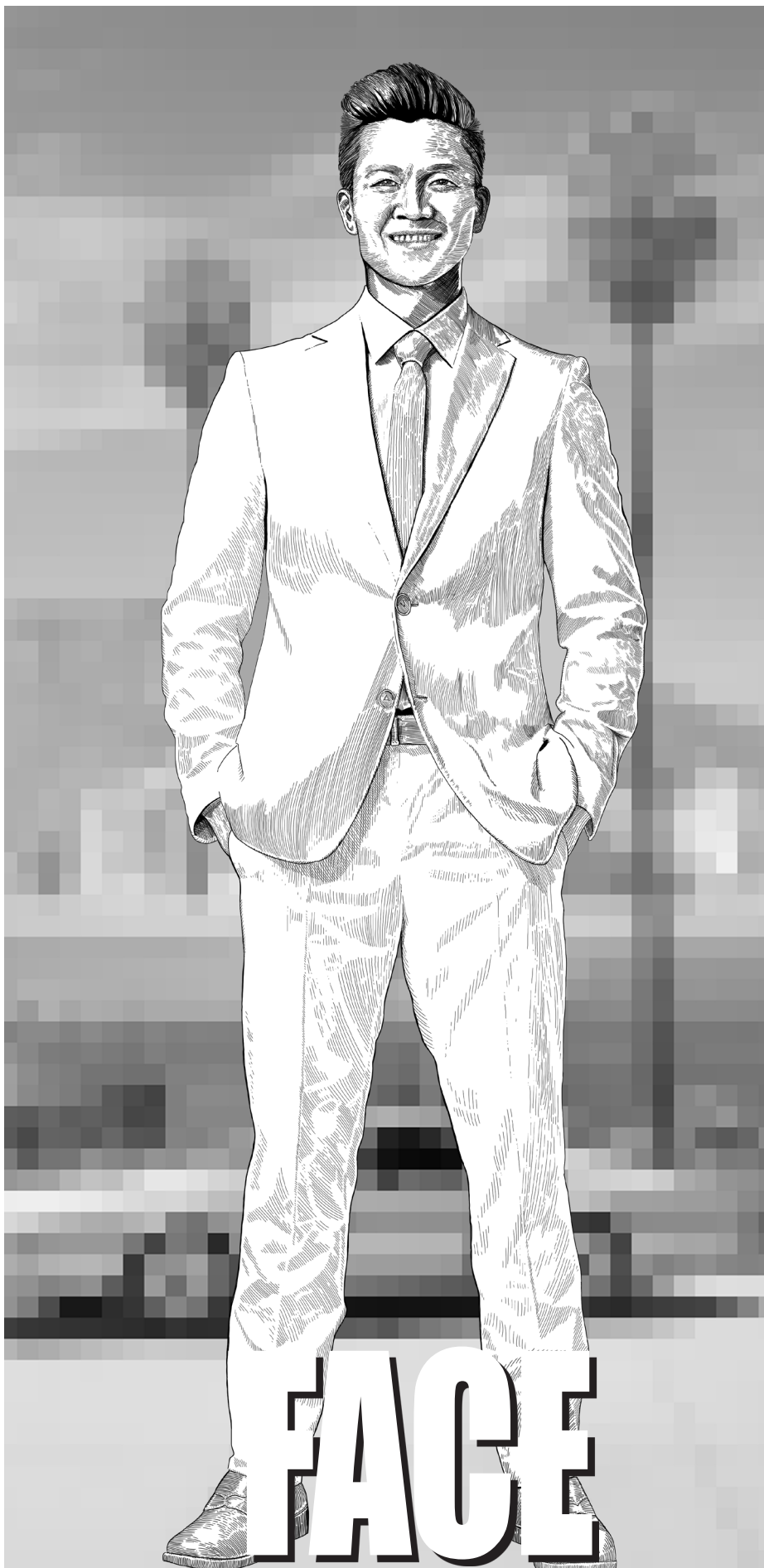
Foci: Flight 6, Savage Peal 4, Command 6, Black Bolt of Uthal 6, Summon Elemental 6

Fetish: Shatter ward 4 Savage Peal 3, Enthrall 3, Ensorcell 3, black bolt of Uthal 6, Summon Elemental 6.

Etiquettes

Corporate 2, Civic 2, Aristocracy 6,

ARCHMAGE



Heritage (E): Human

Attributes (A): STR 7/20, BOD 8/20, REA 8/22, INT 7/20, WILL 8/19, CHA 12/20

Ghost Rating: 9

Skills (B):

Brawn Pool 13

Athletics: 4

Finesse Pool 13+3

Firearms: 4

Focus Pool 13

Shadow : 3,
Biotech/Medical : 3,
Negotiation : 6,

Resolve Pool 17

Subterfuge : 2
Coercion : 6
Fascination : 2
Leadership : 6

Magic (D): Hedge

Gear (C):

Wealthy × 18
Sports car, Kaos -9x
Datajack, Commlink, Subvocal Mic,
smartlink,
Cybernetic eyes, AR optical,
Low Light, Thermographic
Compartment

Etiquettes

Corporate 6, Street 3,
Civic 3, Aristoc-
racy 4,
Military 4, Criminal 4,



Heritage (C): Blighted

Animal Head, Tough, Unstoppable, Hephestus

Attributes (D): STR 4/20, BOD 9/20, REA 12/22, INT 12/22, WILL 3/20, CHA 2/20

Ghost Rating: 9

Skills (B):

Brawn Pool 9

Athletics : 2

Finesse Pool 19

Firearms : 6

Focus Pool 18

Biotech : 4, Reconnaissance : 3
Computer: Hacking : 6,
Computer: Electronic Warfare : 6,
Engineering: Mechanical : 2,
Engineering: Armory : 2,
Engineering: Electronics : 2,
Negotiation : 3

Resolve Pool 10

Magic (E): Hedge

Gear (A)

Middle x6
Goliath TRGT-9, Krieg Ripper,
Commlink, Datajack, Smartlink,
Subvocal Mic, Nerve Rig, Synaptic
Enhancers
Dampener, Echolocation Positioning
AR Optical, Flare compensation,
low-light/thermographic, vision
magnification
Bone Lacing (Titanium)
Battle Armor
Fujitso Edge: Range Extension
Hacking 6, Acid Burn 6,
Corrupt IFF 6, Crack Encryption 4,
Ghost Protocol 3, De-Rez 6,
Device Control 6, Electric Strike 6

Etiquettes

Criminal 4



Heritage (C): Blighted

Camouflage, Tough, Unstoppable

Attributes (B): STR 9/20, BOD 5/20, REA 11/20, INT 10/20, WILL 4/20, CHA 4/20

Ghost Rating: 12

Skills (A):

Brawn Pool 12

Melee Weapons : 3, Athletics : 6

Finesse Pool 16 + 1

Firearms : 3, Archery : 3

Focus Pool 16

Shadow : 6, Observation : 4

Reconnaissance : 6,

Locksmithing/Safecracking : 2

Computer: Hacking : 4

Computer: Electronic Warfare : 1

Resolve Pool 11

Astral Senses : 1, Survival (urban): 1

Subterfuge : 6, Coercion : 2

Magic (E): Hedge

Gear (D)

Middle x4, Motorcycle, Cudgel, Knife, Stun baton Compound Bow Strength 9, Arrows, Sync-sight Hunter, Helios Hardliner Nanoweave Datajack, AR Optical

Augmented Eyesight

MasterDeck, Hacking 2, Device Control 1, Alert Monitor 1, Crack Encryption 1

Etiquettes

Criminal 6,

Civic 2,

CHAPTER 3



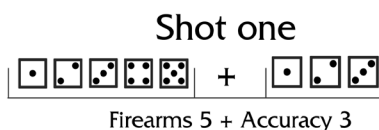
SKILLS

Skills are used to accomplish tasks. Some skills involve several days of work or activity (Mechanical Engineering, Reconnaissance, etc.); others involve a single action (Firearms, Melee Weapons, etc.). The higher your character's skill, the more dice you can roll to accomplish your task. Every rank in a skill allows your character to use a 1d6 on a skill test. Skills run from 1 to 6. A skill at rank 1 indicates a novice, while a skill of 6 indicates mastery. Skills can be raised beyond 6 at certain advancement opportunities (see p. 238).

During conflict, skills have linked pools. The level of the character's skill + gear modifiers determines how many dice they can use from the relevant linked pool. The pools represent the number of dice a player can use in a single round of conflict. These pools deplete over the round and refresh at the beginning of the next round.



If your character has a Finesse pool of 12 and a Firearms skill of 5, using a gun with an accuracy of 3, and you decide to use your first action to fire off a single shot, you can roll up to 8 dice (five dice for Firearms skill 5, plus three dice for the 3 accuracy firearm). If you use 8 dice, and you wish to use your second action to fire off another shot, even though Firearms + accuracy allows you to use 8 dice, you only have 4 dice left in your Finesse pool. So if you use all 8 dice on the first shot, you can only use 4 for the second.



After shot one.
Pools refresh at the start of the round

The easiest way to track this is to keep dice next to your character's pools and remove them after they are used, retrieving them at the start of the next round. There is a place on your character record to place these dice.

DEFAULTING AND GROUP SKILLS

Your character may not have any ranks in Firearms, but they can fire a gun. They can use another active skill within their set of "grouped" skills at a penalty of -2 dice.

Morgan the assassin needs to fire a vehicular autocannon. They have training in Firearms 5, but do not have the Gunnery skill; they can make the test with -2 penalty dice.

Skills groups are as follows:

The close combat skills – *Melee Weapons, Unarmed Combat, Cyberware Combat, and Throwing Weapons.*

The ranged weapons skills – *Firearms, Gunnery, Heavy Weapons, Energy Weapons.*

The vehicle skills – *Drive and Fly.*

The hacking skills – *Computer Hacking, Locksmithing/safecracking, and Electronic Warfare.*

The engineering skills – *Mechanical, Industrial, Aeronautics, Armory, Electronics, Nautical.*

Chapter 3: Skills

Loading Skills: Engineering
Furnished Bronze
Skill Adapt Ver. 1.017
Credits: 8.000
Greets (Err: No), you have
(EXCELLENT) credit.
Upgrade to Platinum? (Y/N) :
(0000?) remaining

If you do not possess a skill or a group skill, AND the skill is untrained (not marked with an asterisk), you may roll ALL the dice in the appropriate pool in its place, with every four successes counting as one success.

Skills used outside of conflict situations are just rolled at their rank, ignoring pools. Generally, players may not “retry” failed skills outside of combat. The failed skill result assumes retrying. Note, repeating the action to trigger the skill roll is allowed.

Adeline failed to acquire a rocket launcher during her first sector action, so she can use another sector action to attempt a new roll to acquire it.

ACTIVE SKILLS

BRAWN POOL

The Brawn pool equals a character’s Strength + ½ Body + ¼ Willpower.

Melee Weapons covers the use of hand-to-hand weapons (swords, knives, etc.).

Unarmed Combat covers the use of martial combat. Anyone may do ½ their Strength in damage to the stun condition track on a successful Unarmed Combat roll.

Martial Arts* is a replacement skill for unarmed combat. Martial Arts costs 2 skill points per rank. Players select a martial art style that replaces normal unarmed attacks (see p. 72). At each rank, they gain a martial ability. Your Martial Arts skill can never be higher than your Unarmed Combat skill.

Characters with Martial Arts may do ½ their Strength to a target’s physical condition track, or their full Strength to a target’s stun condition track.

Characters can learn multiple martial art styles but can only use one at a time. It takes a complex action to switch between styles.

Cybertechnonic Combat (Cyber Combat)* covers the use of implanted cybertechnonics in melee combat, including razors, spurs, as well as the monofilament whip.

Throwing Weapons covers the use of throwing weapons. Throwing an item (not a weapon) will do ¼ your Strength in damage to the stun condition track.

Athletics is your ability to perform feats of athleticism, jumping, running, swimming, and doing backflips.

To jump, every success on an Athletics test allows you to jump 1 m (.5”) from a standing start, or 2 m (1”) from a running start. You can also jump vertically, every success letting you jump 1 m (.5”).

To climb, every success on an Athletics test allows you to move 2 m (1”) on any vertical surface.

To swim, your movement is 2 m (1”) + 2 m (1”) per Athletics test success.

FINESSE POOL

The Finesse pool equals a character’s Reaction + ½ Body + ¼ Intelligence.

Firearms is your ability with handheld firearms, such as shotguns, submachine guns, assault rifles, and pistols.

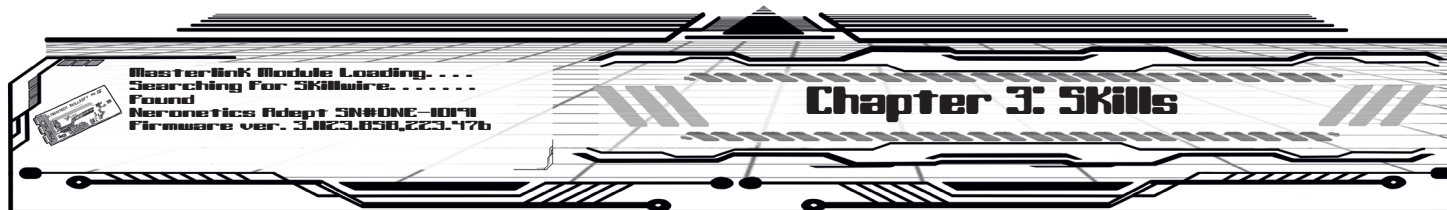
Gunnery is your ability with vehicle- and drone-mounted weaponry.

Heavy Weapons is your ability with heavy weaponry, like missile launchers, rocket-propelled grenades, and machine guns.

Energy Weapons is your ability with energy weapons, such as tasers, lasers, and electric cannons.

Archery is your ability with bows and crossbows.

Articulated Maneuvers is your ability to control melee attacks with drones.



Focus Pool

The Focus pool equals a character's Intelligence + $\frac{1}{2}$ Reaction + $\frac{1}{4}$ Willpower.

Shadow is checked in an environment that is alertable to your presence. Every success reduces the amount of alert you generate while moving. If hiding, an opposed Observation test determines if you are seen. This has no effect in combat.

Drive* is the number of dice you can roll for maneuvers with ground vehicles and drones.

Fly* is the number of dice you can roll for maneuvers with air vehicles and drones.

Observation is used to reduce Shadow successes, determine surprise, and notice concealed weapons.

Biotech* skill is used to perform medical procedures, both in the field and in a clinical setting. A successful test removes a number of penalty dice from wounds equal to the number of successes. It takes 5 minutes to perform this test.

Reconnaissance skill is used to gather information on who is actually employing the characters, as well as retrieving information about the operation itself. This can be used to locate additional operations and opportunities. Reconnaissance is used to identify the faction using a Mr. Johnson.

Locksmithing/Safecracking* is used to open difficult safes and locks.

Computer: Hacking* is used by deckers to activate decking programs, and by computer programmers to infiltrate computer systems. This can be used to locate additional work.

Computer: Electronic Warfare* is used by deckers in grid combat and for attacking digital security systems.

Computer: Programming* skill is used to write software and engage in complex computer activities, such as creating viruses and worms, designing AIs, and manipulating computer systems and infrastructure.

Engineering: Mechanical* is used in the construction, repair, and modification of machines and land vehicles.

Engineering: Industrial* is used in the construction, repair, and modification of industrial equipment. This is used for giant or larger-sized frames and machines.

Engineering: Aeronautics* is used in the construction, repair, and modification of flying vehicles and drones.

Engineering: Armory* is used in the construction, repair, and modification of weapons, guns, and firearms.

Engineering: Electronics* is used in the construction, repair, and modification of technological devices.

Engineering: Nautical* is used in the construction, repair, and modification of sea-going vehicles and drones.

Artificing* is used in the construction of magical devices and items.

Negotiation is used to increase the amount of money you get for an operation and to buy and sell gear.



Chapter 3: Skills

Loading Skills of Engineering
Furnished Bronze
Skill Adapt Ver. 1.017
Credit: 8.00
Greets (Err: No), you have
(EXCELLENT) credit.
Upgrade to Platinum? (Y/N) :
(0000?) remaining

RESOLVE POOL

The Resolve pool equals a character's Willpower + 1/2 Intelligence + 1/2 Charisma.

Rituals* is not a separate skill. Rituals that the character learns are Resolve pool linked skills. Ranks in each individual ritual must be learned separately. Anyone may learn a ritual. See pp. 179-180 for a list of rituals.

Channeling* is used to resist drain from magical spells and conjuring.

Sorcery* is used for all spellcasting tests.

Astral Senses allows you to see into the astral plane to retrieve information. It affects reconnaissance and allows retrieving information about operational sites. It can also be used during an operation. One success will discover ley and void lines, identify people and creatures with magical talent or connections, and perceive living beings through solid objects. Non-living objects, such as walls, obscure targets requiring 2 successes for a standard construction wall, and 3 for reinforced materials. Astral senses cannot penetrate lead or other specialized advanced composite metals, known as "mage walls."

Survival* allows you to you can eke out a low lifestyle in a chosen terrain for a month or middle lifestyle on 4 successes; (see p. 46 on lifestyle). Terrain types include arctic, woodlands, swamp, mountainous, desert, firelands (areas near the equator that have daily temperatures in the 50-60 °C range), urban, and faelands.

Conjuring* is used in calling spirits. This is draining similar to the way casting spells is draining, and the channeling skill is used to resist this drain.

Leadership is used to command people in conflict and manage situations and people long term. It is also tested to see if people take action on their own to assist the character.

Subterfuge is used to conceal weapons, covertly gain information, and set up ambushes.

Coercion is used to extract information and behavior. It can be used to identify the brand offering an operation and possibly the individual utilizing a Mr. Johnson.

Fascination is used to train and work with animals and to impress people with social performances.

KNOWLEDGE SKILLS

You can distribute a number of points equal to twice your Intelligence attribute on this non-exhaustive list of knowledge skills. These are not tested in play like other skills.

Art, biology, botany, literature, medicine, engineering, physics, chemistry, psychology, politics, philosophy, economics, magic, history, music, cybertech, green, blighted, synthetics, uplifted animals, fashion, music genres, sports, gaming, poetry, performance with an instrument, languages known, etc.

ETIQUETTE SKILLS

We live in a society. You use your etiquette in interactions, as well as to retrieve information from the various communities. Your etiquette rank acts as a limit to the number of dice you can use to activate assets. There are seven etiquettes: **Corporate, Street, Civic, Aristocratic, Military, Criminal, and Wasteland.**

Alice has a corporate mage agent, so she can roll a number of dice equal to her corporate etiquette to activate her assets abilities.

The relevant etiquette skill is listed in the Agent List. Decks of cards with assets on them are available.

ASSETS

Assets are people the character has an established relationship with. They are not in your character's inner circle, but people they have a good working relationship with, that can provide resources and services.

Asset tests are made by rolling your etiquette skill that matches the etiquette of the asset and counting the number of successes.

Assets gained during character creation are "free" and come from a limited pool of assets. Assets purchased during sector turns require their total upkeep to be below the brand's market cap (see p. 221).

Before an operation, during the *reconnaissance and preparation* framework, characters have two actions available to prepare. They may replace one of these actions with an asset operation ability. Some operation actions are listed as dossiers. This operation action allows the asset to answer a number of questions equal to the successes on the asset test. The questions will be related to the type of dossier.

An asset with a magic dossier can answer a number of questions about the magical defenses, creatures, magically enhanced employees, ley lines, bound spirits, etc. Any question regarding the operation and magically relevant things can be asked.

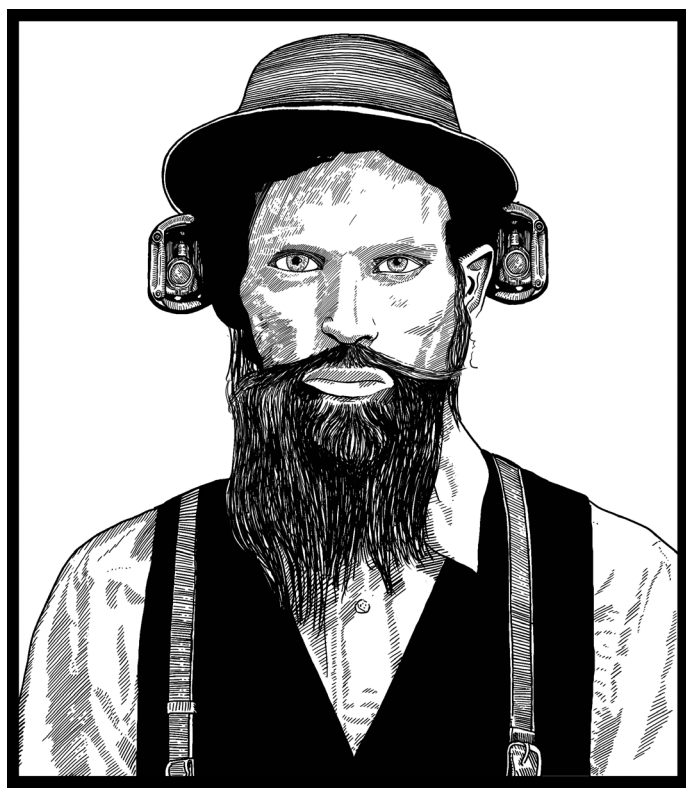
During a sector phase, the brand initially has three actions available. They may replace any of these actions with an asset sector action. The brand gains additional actions during a sector turn as it increases its market cap.

If there are multiple options for operation abilities or sector actions, one must be selected. An asset cannot be used twice in the same mission preparation or sector phase.

At the beginning of a sector turn, three random assets will become available for hire. They have a hire cost and an upkeep cost listed in market cap. Hiring an asset requires both the hire cost paid in cash and a sector action. The asset remains attached to the brand permanently.

If your market cap drops below your total asset upkeep, the brand selects which assets move on. They can only be rehired if drawn on future sector phases.

Starting characters may choose from the assets on the facing page. The full list of assets is on p. 240 in the appendix.

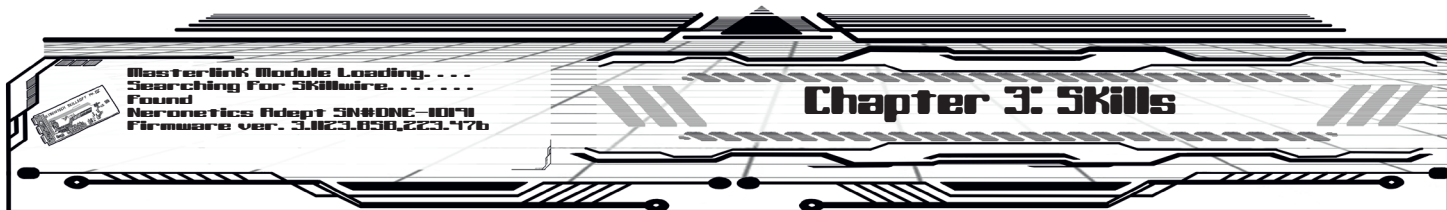


Levi Hochstetler, Mennonite Fence

Chapter 3: Skills

Loading Skillscore Engineering
Furnished Bronze
5800 Ndegr Ver. 1.01?
Credchek 8.00
Greets (Err: NoD), you have
(EXCELLENT) credit.
Upgrade to Platinum? CY/NO :
(0000?) remaining

Name	Etiquette	Operation ability	Sector Ability
Pantharo	Aristocratic	Joins the operation with his thundertank	Purchase any vehicles/vehicle weapons, repair vehicles at no cost, <i>fence</i>
Robert	Aristocratic	Provides up to one Psychic Gorilla for use during a Mission	Creates one clone of a known Asset who melts after one Section Turn
Morgana Powers	Aristocratic	<i>Shapeshift</i> , Morgana can alter her form to appear as any other person.	<i>Enchantment</i> , gain 1 influence per success on a resource
W. H. Loe	Aristocratic	<i>Any Dossier</i>	Track down a person, automatically
Ann Thorpe	Civic	<i>Civic and Criminal Dossiers</i>	<i>Strike Team</i> : Gain 1d6 X 10,000 Zuzus or 2 damage to a resource per success
Warden Hand	Civic	<i>Civic & Criminal Dossier</i>	<i>Prisons as Profit</i> : Lower heat in a sector by 1. Gain 10,000 Zuzus per success.
Diane	Civic	+3 to the Body Tracks of all PCs	+1 Market Cap to all Service Resources in a Sector
Kasper Dickson	Civic	<i>Criminal Dossier</i>	<i>Uncover a scandal</i> : Gain information about the scandal and do 1 damage to a resource per success, <i>fence</i>
Alexis Marin	Corporate	<i>Espionage Dossier</i>	<i>Friends in high places</i> : For each success, apply 2 influence to a resource
Lynn Murray Griffon	Corporate	<i>Civic Dossier</i>	Lower heat by 1, <i>fence</i>
Sammon Shamon Al-Baz	Corporate	<i>Magic Dossier</i>	Gain 2 points per success to adjust damage or influence on a resource
Tyrel Melchor	Corporate	Gain access to a synth for operations, brand selected	"Replace" someone with a synthetic duplicate, purchase cybertechtronics, <i>fence</i>
Alexander Hunan	Criminal	Pays 10,000 Zuzus per slain creature whose organs are brought to him.	Purchase guns, weapons and exotic creatures, <i>fence</i>
Dom Rotetto	Criminal	Will assist brand on an operation as a rigger.	Purchase vehicles, vehicle weapons, repair and modify vehicles, <i>fence</i>
Johnny	Criminal	Will assist brand on an operation as a decker	<i>Data Security</i> , raise the brands Grid by 1 this sector turn, and gain 5,000 Zuzus per success for data courier services
Russell Bell	Criminal	<i>Money transfer</i> : Launder operation money through legitimate business fronts. Every 10,000 Zuzus earned on the mission are deposited as banked MC.	Drop heat by one or apply three influence to a resource
Double Helix	Military	<i>Espionage Dossier</i>	<i>Legal Action</i> : 1 influence per success on a resource
Scarab	Military	<i>Grid Dossier</i>	Purchase cyberware or decks
Thumper	Military	Gain sniper support for one shot. 18 dice, 12 damage, pen 7.	Allows purchase of any 1+ rarity firearms energy weapons, or vehicle weapons. Sniper rifles have -3 rarity.
Issac	Military	<i>Grid Dossier</i>	Purchase any cybertechtronics at -1 rarity.
May O'Neil	Street	<i>Espionage & Grid dossier</i>	Add 2 dice to any media action
Yahya Boulos	Street	<i>Espionage Dossier</i>	Allow purchasing rarity 1+ drones, <i>fence</i>
Levi Hochstetler	Street	<i>Any Dossier</i>	Purchase any item, <i>fence</i>
Grandmaw	Street	<i>Criminal Dossier</i>	Add one free die to all etiquette tests this sector turn
Razor	Wasteland	Will aid operations as a rigger/driver	Purchase vehicles, vehicle weapons, drones, and drone weapons, <i>fence</i>
Phizzvan	Wasteland	<i>Magic Dossier</i>	<i>Ensorcellment</i> : Lower heat to 0 in a sector



MARTIAL ARTS

Players may choose one of the following martial art styles. Players may not know more than one martial art at the beginning of play. Martial Art skill ranks always cost double Kismet/skill points. A player's Martial Arts skill cannot be higher than her Unarmed Combat skill.

GUN KATA

The form remains fluid, maximizing your killing zone, targets, and damage while keeping you out of trajectories of return fire.

This martial art requires that the character be wielding a firearm in each hand.

Rank 1: The character is always considered to be in low cover (-1 die) on any turn they use an action to fire a gun.

Rank 2: Whenever the character fires a gun, they may fire an additional bullet (+1 bonus die at the cost of 1 ammunition).

Rank 3: The character may divide the number of bullets across as many targets as they wish with no penalty (i.e. if a character fires a burst, they may hit a different target with each bullet). The gun kata art also disperses recoil. At this level of mastery, recoil is ignored.

Rank 4: If in melee range, the character is always treated as if they had a melee weapon. They may make free attacks (1 bullet) against people who use a ranged weapon within their reach. They are also able to make firearm attacks against targets armed with melee weapons without triggering free attacks.

Rank 5: The character is always considered to be in high cover (-2 dice) on any turn they use an action to fire a gun.

Rank 6: Anyone making a melee attack within 2 meters (1") of the master of the gun kata is penalized a number of dice equal to the master's Firearms skill automatically.

THE WEIRDING WAY

Consciousness is an emergent property of any given organic object. Your stomach has consciousness. It makes decisions about what to do. Your heart has a consciousness, responding to its environment by choice. When you put every organ, nerve, and muscle in tune, you will have mastered the weirding way.

The weirding way may be used with any close-quarters (no-reach) melee weapons.

Rank 1: You gain +1 bonus die on all dodge tests.

Rank 2: Your reach is always considered 1 higher than your opponent's (applying -2 dice on their melee attacks as normal reach advantage would).

Rank 3: Your base movement increases by 2 meters (1").

Rank 4: You now get +2 bonus dice on all dodge tests (instead of +1).

Rank 5: When you are attacked in melee, as a reflex action you can force the attacker to reroll their attack. You must keep the new result.

Rank 6: As a reflex action, you can teleport up to 10 meters (5"). This causes you 1 point of unsoakable stun damage.

Chapter 3: Skills

Loading SKILLsoft Engineering
Furnished Bronze
Skill Adapt Ver. 1.01?
Credited 8,000
Greets (Err: No), you have
(EXCELLENT) credit.
Upgrade to Platinum? (Y/N) :
(0000?) remaining

THE WAY OF THE TANK

*Combat does not just take place on earth
and does not take place just by men.
Enhanced and synthetic people do not
have the same limitations as a human, so
should their arts of war not have the same
limitations.*

The way of the tank can only be used by synthetics and people with over 4 Zoetic Potential of cybertechtronic implants.

Rank 1: You can fight in o-G environments with no penalty.

Rank 2: You can hide in a single target's blind spot. You have +4 bonus dice on your dodge tests versus this target.

Rank 3: You can perform a melee strike that ignores armor as a complex action.

Rank 4: You can generate an electromagnetic charge around your punch, causing +3 damage to organic targets and +6 to electronic ones. When you do this, you take 6 soakable stun damage, minimum 1.

Rank 5: If you successfully dodge an opponent's melee attack, you may make a free melee attack against them.

Rank 6: Spurs now do 6 + Strength damage.

SHIBUMI

*Simple. Subtle. Unobtrusive. The practitioner
of Shibumi is a man of focus, commitment,
and sheer will.*

Your shibumi skill rank may be used *in place of* Firearms and Melee Weapons skills. Shibumi is unusable by synthetics and anyone with cybertechtronic or biogenetic implants.

Rank 1: Your skill in Shibumi allows you to see in the astral. Shibumi may be used in place of the astral senses skill. You get +1 bonus die when rolling soak tests.

Rank 2: You are always considered armed with a weapon. Unarmed you do Strength+3 damage to physical condition tracks.

Rank 3: You can sense people within 6 m (3"), ignoring blindness and other visual obstructions. You now get +2 bonus dice when rolling soak tests (instead of +1).

Rank 4: You now get +4 bonus dice when rolling soak tests (instead of +2).

Rank 5: You ignore wound penalties.

Rank 6: You now get +6 bonus dice when rolling soak tests (instead of +4).

CHAPTER 4



GAME PHASES

The game alternates between the operation phase and the sector phase. The operation phase is where players complete a contract for an employer, or employ those same skills to advance the interests of the brand. The sector phase is used for downtime and brand domain activities. Each phase abstracts the passage of time, instead of tracking time day by day.

OPERATION PHASE

- ▲ Players acquire an operational lead by proceeding through the *operation acquisition framework*.
- ▲ Players gather information about the operation by engaging in the *reconnaissance and preparation framework*.
- ▲ Players complete the operation. This may involve multiple frameworks, physical infiltration of a site, conflict, and vehicle chases.
- ▲ If there's footage or a record of the character's activity (cameras, etc.), determine how it affects a character's Ghost Rating.
- ▲ Sector heat is adjusted.
- ▲ The **sector phase** begins.

SECTOR PHASE

- ▲ Players pay upkeep costs for their lifestyle.
- ▲ Players pay brand upkeep costs. Any upkeep costs not paid disables the resource.
- ▲ Three new assets become available for hire.
- ▲ Fallout from the operation occurs. Damage is applied to resources; faction reactions and adjustments are made; and the Agonarch considers how this might create future operations.
- ▲ There are 3-5+ actions available for brand members or assets. Players assign their brand or assets to each action. Brand actions may be assigned multiple times; assets may only be assigned once.
- ▲ The brand actions and assets are resolved and the effects are applied.
- ▲ Assets for hire are discarded.
- ▲ The **operation phase** begins.

OPERATIONS

Operations are the core component of play in Sinless. They represent a contract to complete a task, such as extraction or assassination. After acquiring an operation, the reconnaissance and preparation framework provides an opportunity to use assets and develop a plan of attack.

Once the operation begins, players take steps to accomplish their goals, and the Agonarch models the world's response to their actions utilizing the game rules. This continues until the players are successful, all dead, or Heater (High Threat Response) units arrive which ends the operation, and the survival of anyone who didn't escape comes down to a die roll.

Operations consist of espionage, extractions, demolitions, technology and historical artifact retrieval delves, investigations, opportunities for profit from theft, and other nefarious activities.

WHAT STYLE OF SINLESS TO RUN?

There are several styles of play focusing on different things.

Pink Mohawk

This style of play is about larger-than-life heroes who engage in cinematic conflicts, where shots are just flesh wounds, and the very fact that they are the protagonists protects them from both damage and consequences. Missions are loud and violent, with explosions, quips when you kill people, and security that your characters are the big damn heroes of their own action movie. You can have a pink mohawk because everyone is so over the top that it doesn't even stand out. Consider action movies and tropes from the 1980's: *Total Recall*, *The Last Action Hero*, *Knight Rider*, *Die Hard*.

Suggested rule changes: Eliminate die penalties for wounds. Increase base wounds to 9 or 12. Double the Kismet pool, and allow them to refresh each round instead of each scene.

Black Trenchcoat

This is the default style of play the rules emulate. Bullets are deadly, and characters are professionals. Infiltrations are planned, loyalties are tested, and politics and intrigue determine the fate of the characters. Consider movies such as *John Wick*, *The Bourne Identity*, *The Man from U.N.C.L.E.*, *Mission Impossible*, *La Femme Nikita*.

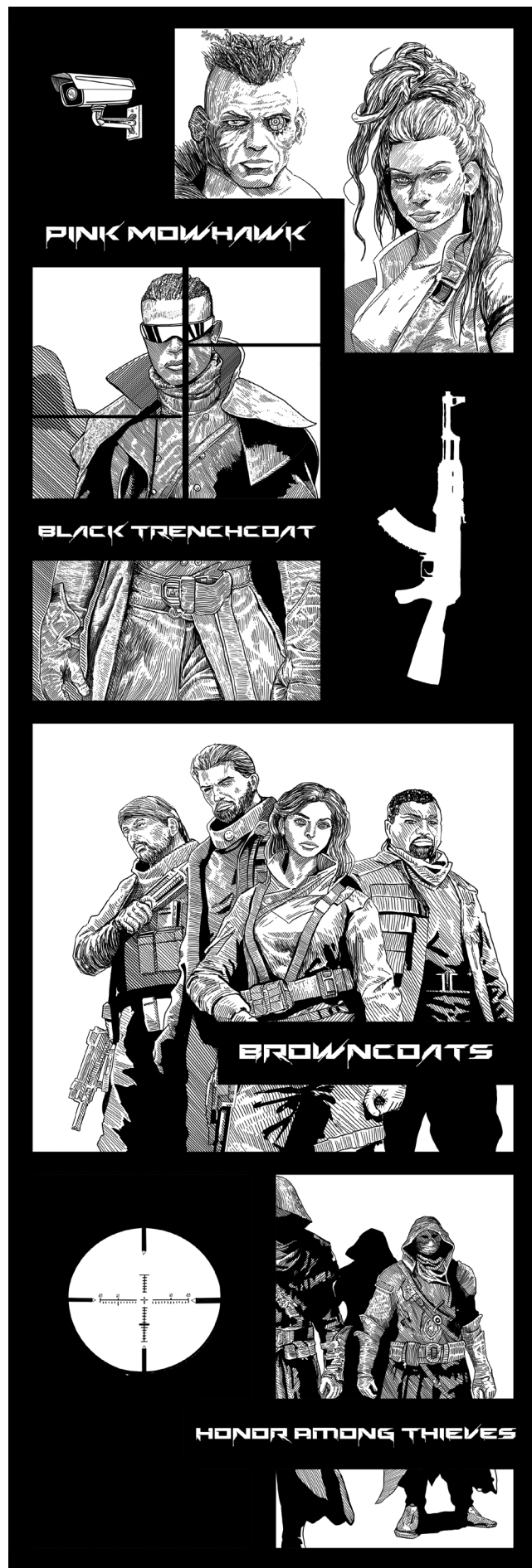
Even though black trenchcoat-style stories frequently involve people not trusting each other, the default assumption is that the characters at least respect each other. A problem that comes back on one character is a problem for the group, not a reason to betray them.

Browncoat

This is a less common style of play, where the characters are a special mercenary, military, or special tactics unit. Missions are assigned by their superiors, or possibly they are on the run from a mercenary or military organization. Consider films like *Aliens*, *Three Kings*, *The A-Team*, *The Thin Red Line*, *Saving Private Ryan*, and *The Suicide Squad*.

Honor Among Thieves

Instead of working for other people, the characters are a gang of criminals that pull off operations. Consider movies such as *The Fast and the Furious*, *Oceans 11*, and *Leverage*.





FRAMEWORK

Before we get into combat, vehicles, drones, magic, and the grid — how do you run a game of Sinless?

Traditional games place a great deal of responsibility on the Agonarch to manage and design the flow of play while ensuring the agency of the players. For new players and Agonarchs, there are a lot of failure points for just playing the game.

Why would my badass guy get into some van for a meet? I'm not getting in the car! I'm not going to let the Johnson disarm me! What do you mean someone kidnapped my dependent; I stopped it!

The following frameworks are procedures that allow players to maintain their agency, as well as abstracting specialized tasks players may not have personal experience with. Following the framework will reduce overhead and maximize the number of meaningful choices the players can make.

It also streamlines player actions, where their character may understand what to do, but the player doesn't: reconnaissance, hacking, infiltration ops, information gathering, navigating a black market etc.

Note that campaign events will give the players their own goals. They can do their own operations. It's important to note that the players aren't getting paid if they are running their own operational goals.

CORE FRAMEWORKS

Sinless is structured in two main phases. The sector phase where sector actions are taken, and the operation phase. Like the individual sector actions outline the possible actions during the sector phase, a framework exists to provide a similar guidance for the operation phase. The complete list of frameworks is in Chapter 11, pp. 224–232.

The operation phase begins by acquiring an operation. This framework — *operation acquisition* — outlines the options that are available to magical super-mercenaries taking illegal crime assignments.

OPERATION ACQUISITION

Word on the street will always provide a couple of opportunities, but there can be more. Finding out the jobs that are available in a sector provides insight into the conflicts in the area. Characters can perform sector reconnaissance and grid searches to locate more work.

Once they have collected the available jobs, they can find out what community, brand, and individual is hiring for the job using their *Reconnaissance* and *Coercion* skills. The community is the etiquette — corporate, street, military, etc. — of the person hiring the job. The brand is the specific group hiring within that etiquette (Sendek Inc., the Flaming Skull gang, etc.). And if enough successes are accumulated, you can discover the specific individual hiring.

Once the players have decided on the operation, they meet with the Mr. Johnson. All necessary steps to arrange the meet, travel, and begin the meet happen without player or Agonarch intervention. Describe the meeting location they are in and let them ask any questions to the Mr. Johnson about the job.

During the meet, the Mr. Johnson must provide a clear and detailed outline of the mission, including all objectives, targets, and optional and required tasks. There may be some optional contract modifications to discuss before acceptance. These are covered explicitly and in detail in Chapter 11, p. 234.

Then a final total is given for the job, and a character can use their negotiation skill to increase the offer, with a further increase if you've worked for the same person before. Once you accept the task, you must complete the task. If you do not put forth a good faith

Chapter 4: Game Phases

Framework Loading...
Assigning Resources...
Sector Turn Actions
Remaining CD
Select:
CD Asset
CD Skill



effort, the Kismet pools of characters who accepted the operation are reduced by 1.

Another example framework that follows directly after operation acquisition is characters doing reconnaissance of a site before engagement:

RECONNAISSANCE AND PREPARATION

They will want to scout out the area the target is to be blown up/extracted/stolen from, etc. The characters can use their skills and assets to acquire information about a target area. The Agonarch will have prepared the areas during the operation preparation phase. The characters will acquire pieces of information about the operation: how many guards? Are there drones? The remaining information they do not uncover will remain unknown until they begin the mission.

This is handled by characters using certain skills and activating assets with dossiers. When preparing, characters can use two different skills, two of the same skills, an asset and a skill, or two assets during this phase. For each success a character gets on their skill or etiquette test they can ask a question, based on the type of skill or asset dossier in question. The full list of dossiers and skill options is described in Chapter 11, pp. 226–227.

Trix activates their aristocratic mage asset to complete a magic dossier. They roll five dice for their Aristocratic Etiquette of 5 and get 2, 3, 3, 5, 6; two successes. So they can ask any two magic-related questions they want. Are there any magically active defenders of the operational site? Where are the ley and void lines? Do they have any quickened critters as guards? Trix can ask these questions now, or wait until they have activated their other skill and asset.

Trix activates another asset with a civic dossier and gets three successes on their

Civic Etiquette test. So they can ask three questions. Trix uses a civic dossier success to get a hierarchy chart, then uses a magic dossier success to find out which people are magically active in the hierarchy, and then uses a second civic dossier success to find the address of one of those employees.

The Agonarch should remain impartial. If the characters discover all the hidden surprises via successful reconnaissance, good! If the characters do poor reconnaissance because they've focused on more active pursuits, that will allow them to better deal with surprises. During the mission, the opponents should act to the best of their ability to stop the characters. The characters know the general level of risk and pay for the different tiers of missions (Veteran, Professional, Prime). It is on them to prepare and survive.

It is during this *reconnaissance and preparation* framework that the brand acquires information, and formulates a plan. The Agonarch should assist during this planning by clearing up any misunderstandings about the situation. When professional mercenaries make a call to an asset they hired for 40,000 Ƨ, they get good intelligence. When the Agonarch answers a player's question about the mission, they should provide both the answer and the context of the answer.

While the player's plan, it is the Agonarch's job to listen and make sure to maintain a shared reality of play. Everyone must share the same understanding of the fictional reality, even if that means explaining to your players something their characters might not directly know.



THE OPERATION

This is the main activity of Sinless. Operations are work the sinless do that no one else can or is willing to do. They delve into ruins in decaying sectors, searching for lost data and information that can be sold for a profit. They provide plausible deniability to corporations, held back from open hostilities by the DIRE act, by completing extractions, targeted destruction, and assassination. They investigate mysteries, eradicate nests of iniquitates, and hunt down human traffickers.

The characters acquire an operation, gather information, and then they enact their plan using skills, agents, and gear to accomplish the operation. The Agonarch should determine the outcome of their actions and choices using the rules and group consensus.

Often this will require laying out the map, allowing characters to ambush employees and acquire credentials, infiltrating the site, possibly fighting guards, or escaping in a dramatic car chase.

Operations are a cohesive fictional narrative. Each one is like an episode of a tv show, introducing new characters and situations, but within the context of past and future missions.

This may require several different scenes, which the tools in the Agonarch Guidelines (pp. 233-237) can assist with both designing and improvising. Each scene or step can use one or several frameworks to guide possibilities; frameworks are descriptive, not prescriptive. They let the players and the Agonarch have a common ground for resolving activities sinless engage in. They can be nested.

During the fallout section of the last sector phase, Alice was informed that Ember Flint, one of her wasteland assets, was

*missing. Alice plans to use this asset during the operational phase to plant a bunch of firearms, meaning the **locate a person** framework must be completed to use the agent during the in-progress **reconnaissance and preparation framework**. If Ember Flint is captured, rescuing her is all part of the operation.*

Note that there should not be any expectation on the Agonarch's part for how the players will accomplish their mission. Players are free to use whichever approach they wish. The Agonarch is impartial, and the system mechanics provide logical consequences for player activity.

This phase continues until the players are all dead; they have failed the mission and escaped; they have completed the operation successfully and escaped; or the operational heat level rises high enough to summon Heater (High Threat Response) teams, in which case they have 2d6 rounds to vacate or cast their fate to chance.

During the mission, drawing attention, hacking items, and blowing things up will increase your operational heat.

ALERT

As they attempt to accomplish their goals quietly, the characters take actions that may raise the alert level. Each operation has its own unique list of activities and reactions that may occur as the alert level rises. Sensor drones may be deployed; guards may be called up; automated defenses may be activated.

A skilled group with a good plan may keep the alert level low enough that no heat is ever triggered, and they get away clean. Deckers hacking, being in a restricted area, failed *Shadow* and *Coercion* rolls, taking out guards and hiding their bodies, and looking shady will all raise the alert level.

OPERATIONAL HEAT

Once the opposition force is aware of your presence, operational heat rises. The more violent and explosive the operation, the more heat you will raise. Each level of heat has various effects. This is separate from sector heat but can contribute to it. Certain actions can raise operational heat.

Getting identified or suspicious activity being seen will raise the heat to one star. Gunfights will raise the heat to two stars. Explosions will raise the heat to three stars. Defensive forces losing badly or extended engagements will raise the heat to four stars.

No Heat: Operations are normal; no disruptions noted.

One Star: A situation needs addressing. A virtual sensor drone is deployed, and notifications are passed to security personnel to do a patrol.

Two Stars: Roto and dog drones are deployed. Magically sensitive employees are alerted. Automated defenses are armed. On-site personnel are notified. +1 bonus die to all player tests as their adrenaline goes up. At the end of the operation, roll 1d6. On a 4, 5, or 6, sector heat rises by 1.

Three Stars: Barricades and checkpoints are deployed. Staff patrols are increased. Anthro-drones are released. All tests have their target numbers improved for the players: a veteran run now has a target of 3, a professional run a target of 4, and a prime run a target of 5. At the end of the operation, sector heat rises by 1.

Four Stars: Containment and response have failed; external HTR (High-Threat Response) teams will be incoming in 2d6 rounds for efficient and effective pacification and neutralization. Do not be there when they arrive. All characters get an extra simple action every round. At the end of the operation, sector heat rises by 2.

FALLOUT

Often, there are consequences to the operation. Perhaps someone will hire hitmen for revenge. Perhaps completing the operation created some significant change in the world. Perhaps blowing up a chemical factory caused a sector lockdown. Drugs are addictive, and there can be consequences to dependency. Records and traces of your activity can lower your Ghost Rating. It is during this phase that the Agonarch provides insight to the players on what's coming next, as well as any threats they may have attracted the attention of.

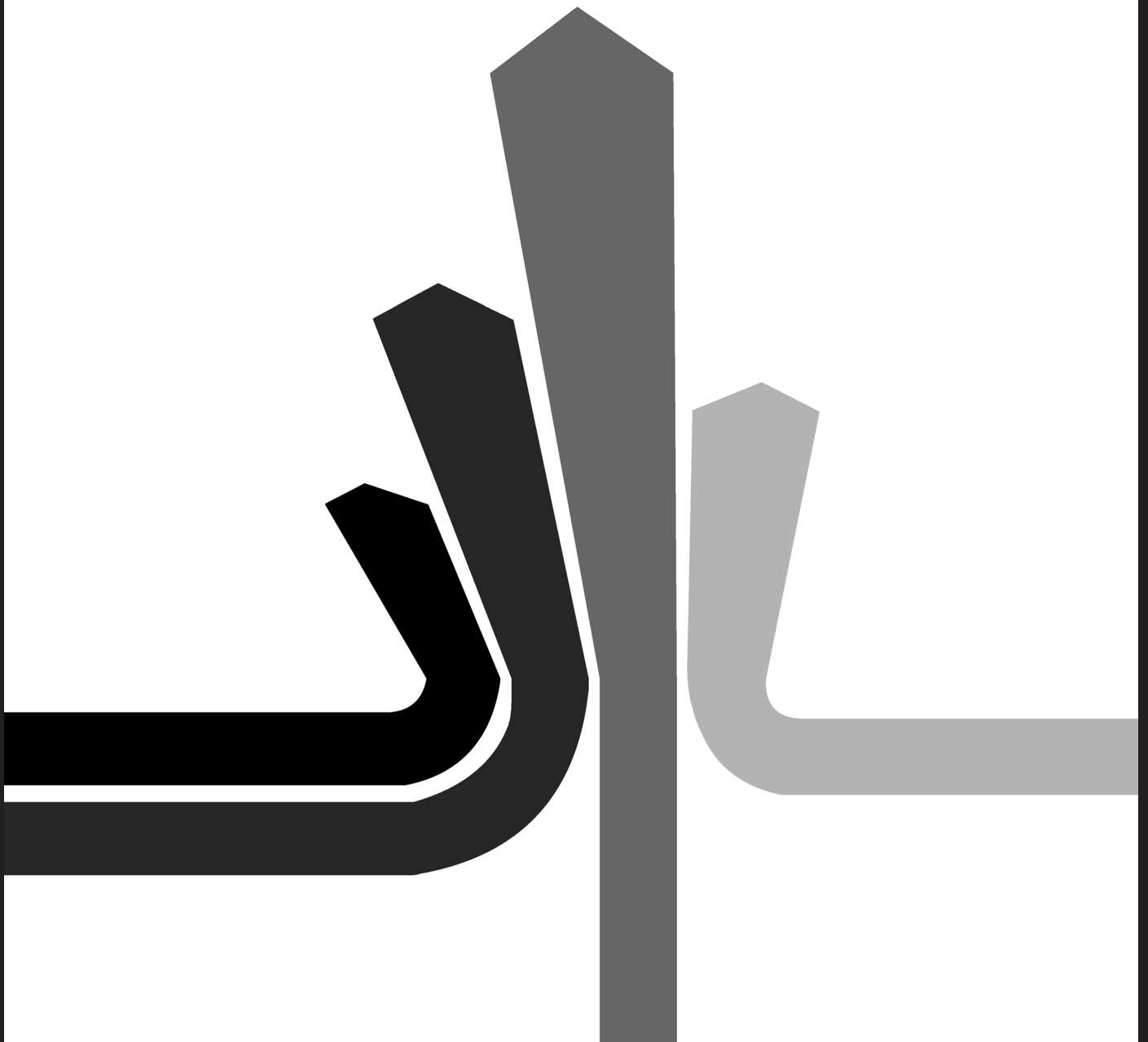
Fallout is also when the Agonarch can apply the results of actions taken by enemy brands. Brands will strike back and attempt to disrupt the progress of their enemies. After the players' success or failure, it might open up new options for some brands. All these things must be considered when thinking about the fallout.

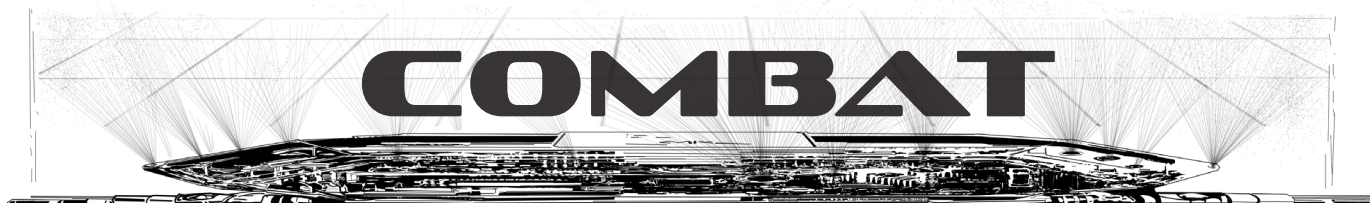
Often this is knowledge that the characters won't have access to, but the Agonarch's job during the fallout phase is to inform the players of consequences and insights even if their characters don't have access to the information. This way the players and the Agonarch can move forward with a shared understanding of the forces in play. They can work together to resolve narrative conflicts as a group in a way that maintains the truth and meaningfulness of the shared experience.

*Paul knows his character is being targeted by an assassin that Orb Technology hired because he stole their research, but the character doesn't. Paul expects the **hunted** framework to come into play soon.*

Fallout should drive play moving forward.

CHAPTER 5





Combat in Sinless is inevitable. The sinless frequently want to accomplish “criminal” activities against people who are willing to kill, oppress, and enslave others

Often the goal of combat is not to kill the opponents but to accomplish a task while under fire. There are no gear or Kismet acquisition reasons to kill opponents, and doing so unnecessarily can have negative consequences. Using inappropriate force can create a disproportionate reaction.

Although Sinless can be played in “theater of the mind,” the basic assumption for combat is that there will be a large battle map or surface with 1” equalling to 2 meters.

When combat begins, the Agonarch sets up the board; the players place their representations (miniatures, tokens on a VTT, or maybe just a meeple you declare to be your character) in their locations; and the Agonarch places the opponents and cover on the board. If the characters have astral senses, they automatically know the location of ley lines, and deckers can ping to automatically find the location of network nodes. Note their location on the map.

After characters and enemy units are deployed, initiative is determined to resolve the order of actions during combat. Combat continues until one side or the other is defeated or flees. If one side flees, the other side may pursue.

<<The only good salaryman is a dead salaryman>>
--Painkiller Jane

<<That sounds awfully dangerous. You start killing and that upsets a lot of people! Much safer to rob them blind, and then watch them jump from a building while sipping a synthcaf in a cafe, in safety.>> --GixerGeek

INITIATIVE

Initiative determines the order in which characters involved in the combat act during a conflict round. Initiative is checked once at the start of combat. Characters take their turns in order, from highest to lowest. After everyone has acted, the round ends and a new one begins. This order persists throughout combat.

Each character at the start of combat rolls their entire Focus pool for free. The number of successes are added to the character’s Reaction attribute. This is the character’s initiative for the combat.

Initiative = Reaction attribute + Focus pool successes.

The opponents, controlled by the Agonarch, will have static initiatives, located in their stat-block. Then each character and opponent take their turns in order from highest to lowest initiative.

Ties are resolved by having the player characters act before any opponents they are tied for. Characters that are tied with each other use their highest Reaction to determine who acts first. If their Reaction attributes are the same, the players can decide who goes first.

Rolling for initiative refreshes the Kismet pool of each character.

DELAYING ACTIONS

If it is a character’s turn, they can spend their reflex action to delay, which moves them to the end of the combat round; or they can perform the complex action “ready,” which allows them to state a certain trigger that will allow them to perform a single, pre-declared, simple or complex action that occurs in response to the triggering event.



SURPRISE

It is possible to ambush opponents, surprising them. To set up an ambush or attempt to surprise enemies, every member of the ambushing group makes a Subterfuge test and totals their successes. Each individual being ambushed makes an Observation test with bonus dice equal to the number of individuals in the ambushing group minus one. If the Observation test's total successes equal or exceed the total number of successes of the Subterfuge test, the ambush doesn't succeed; proceed with combat as normal. However, if the ambush is successful, the surprised party cannot act in the first combat round.

CONFLICT ROUND SEQUENCE

- ▲ All dice pools (except the Kismet pool) refresh.
- ▲ Characters and opponents take actions when their initiative number comes up.
- ▲ Once everyone has acted, return to step 1.

DICE POOLS

During combat, characters use their dice pools to accomplish actions. Finesse to fire guns, Brawn to soak damage and punch people in the jaw, Resolve to cast and resist spells, etc. These deplete over the course of the round and refresh at the beginning of the round.

CONFLICT TURN

Before the player's turn arrives, they have to decide what to do. Players should be thinking about their actions during other people's turn, so they can be ready when it's their turn.

ACTIONS

By default, every character has two simple actions available. Certain gear, cybernetronic implants, biogenetic implants, and magic can grant additional exploit actions to players, allowing them to accomplish more during their turn. Every character also has a reflex action, which can be used at any time, even during another combatant's turn.

All actions refresh at the start of the turn. Actions cannot be saved up or accumulated.

There are three types of actions that can be taken during your combat turn: free actions, simple/exploit actions, and complex actions. The reflex action can be taken during anyone's turn. Your character can perform one free action for each simple action they take at no cost. A complex action costs two simple actions.

EXPLOIT ACTIONS

Exploit actions are exactly like simple actions, except they can only be spent on specific tasks. If the exploit actions aren't used during the character's turn, they are lost, refreshing at the start of the next round.

A powerful vehicle control rig grants exploit actions that can only be used to control vehicles and drones. The rigger will still get their normal actions, which they can use for anything (including controlling drones). The exploit actions allow him to spend additional actions during his turn, as long as they are used for controlling a vehicle or drone.

<<My most fascinating encounter with enhanced speed was with an ex-military jockey named Carter. He had received a prototype wired reflex rig and managed to accidentally murder three testers while I blinked. They were alive, the test started. The noise of the buzzer startled me and I blinked and by the time my eyes focused on the arena, they had died. Apparently, the cortical interface was flawed.>> --Lizardfolk

<<or ignored.>> --Benoist



FREE ACTIONS

Characters may take free actions during their turn, one per simple action. The free action occurs during a simple action. If a free action is not taken with a simple action it is lost. Exploit actions do not grant free actions.

- ▲ Activate/deactivate cyberware
- ▲ Drop object
- ▲ Gesture
- ▲ Speak
- ▲ Change gun modes
- ▲ Draw or sheathe a weapon
- ▲ Eject a magazine
- ▲ Use a simple tool (flip a switch, open a door, swipe a keycard, trigger an auto-injector)
- ▲ Stabilize a gun (can only be used during an action characters don't fire the gun)

SIMPLE ACTIONS

Simple actions are more complicated, requiring more focus. All characters and opponents are given two simple actions during combat. A character may spend a simple action to perform a free action. Some rare features may grant an additional simple action.

- ▲ Activate a magic item
- ▲ Stand up from prone
- ▲ Move the character's movement rate
- ▲ Fire a firearm in a single shot, double tap, or burst fire mode
- ▲ Make a projectile weapon attack
- ▲ Make a melee attack
- ▲ Reload a weapon
- ▲ Aim
- ▲ Throw weapon
- ▲ Pick up an object

COMPLEX ACTIONS

Complex actions require a great deal of focus. A character can spend two simple actions to perform a complex action. A character can combine one of their base simple actions and an exploit action to create a complex action; as long as the complex action meets the criteria of the exploit action. A character can only use one free action with a complex action.

- ▲ Cast a spell
- ▲ Fire a firearm on full auto
- ▲ Fire a heavy weapon
- ▲ Use gunnery to fire a vehicle weapon
- ▲ Prepare a ready action
- ▲ Use a complex object (digital lock, computer)
- ▲ Use a skill
- ▲ Reload a crossbow
- ▲ Use bio-gel/stims/drugs
- ▲ Withdraw
- ▲ Sprint/Charge

REFLEX ACTIONS

The following actions can be used in response to actions during the round.

Hit the Dirt! Allows the character to drop prone if fired on, giving the opponent -2 penalty dice to their attack.

Counterspell! Allows mages to attempt to counter magical effects. They make a Sorcery skill test. If they get more successes than the casting mage, the spell is countered.

Fire in the Hole! Reposition 4 m (2") in any direction and roll dodge versus a grenade attack.

Wait a Moment! Allows the character to delay their action and act at the end of the turn.

Overwatch! Allows a single shot or burst with a held firearm if a target leaves cover. The shot has -2 penalty dice, and the cover the target is leaving still provides a cover bonus.



Get Down! Allows a character within 2 meters (1") of a target to get in front of an attack and take the damage.

The reflex action takes place before the triggering action. If this invalidates the action (say from using the weirding way to teleport, see p. 72), the triggering action is lost. If the lost action is a complex action, it refunds one simple action.

MOVEMENT

The default movement rate of all characters is 6 meters (3"). It takes a simple action to move up to the character's default movement rate. Traits, gear, and weight can all affect maximum movement rate, both up and down.

DIFFICULT TERRAIN

Certain terrain (water, a building on fire, corrupted earth) is considered difficult and costs double movement to move through.

Sam has a movement of 3" and uses a simple action to wade through mud. He can move 1.5" in the mud per simple action.

SPRINT/CHARGE

As a complex action, a character can sprint (in any straight line direction) or charge (move any straight line direction and make one melee attack). To sprint/charge, roll as many dice from the character's Brawn pool as you wish. For every success, the character can move an additional 2 meters (1") beyond double their movement rate.

Rick, the blighted ronin, has an extra leg, giving him a base movement of 8 meters (4"). Gun-toting corporate thugs come around the corner 30 meters (15") away. Figuring the best defense is a good offense, he uses a complex action and charges. He uses 8 dice of his Brawn pool and rolls

1,4,3,2,4,4,6,2. The four successes grant him an additional 8 meters of movement. He moves 16 meters (double his movement rate of 8 meters per simple action) for his sprint/charge, and 8 meters for the successes on the charge for a total of 24 meters (12"), leaving him six meters (3") short. Rick's player, Linda, moves Rick's miniature forward 12", putting him in short range for the shots about to be fired from the corporate thugs. If she had rolled 3 more successes, Rick would have been in melee range of the goons, and he could make a free melee attack, plus another melee attack for his wired reflexes. Now he only has 5 dice from his 13 Brawn pool remaining to soak damage.

WITHDRAWING & ZONES OF CONTROL

Anyone with a melee weapon exerts a zone of control of 2 meters (1"). Each point of reach adds 2 meters (1") to this zone of control.

Anyone within the range of this zone who moves without a melee weapon held or attempts to fire a ranged weapon automatically draws one free melee attack from every opponent exerting a zone of control on the character.

A free melee attack is a free exploit action that must be used immediately to make a melee attack. Dice must be spent from pools as normal.

Characters not wielding a melee weapon may take the complex action *withdraw* and move their movement rate out of range of the zone of control without drawing a free melee attack.

PRONE

Characters can drop prone as a reflex action. It takes a simple action to stand up from prone. Characters can move at half their movement rate while prone. Non-adjacent ranged attacks have a -2 die penalty to hit prone targets.



THE RULE OF TARGETING

Combat and interaction take place across three simultaneous overlapping worlds. There's the physical world, filled with iniquities, guards, and drones; the astral plane, filled with spirits, demons, and worse; and the augmented reality of the grid, containing ICE, software agents, and enemy hackers.

In order to see the astral plane, the skill Astral Senses is needed. In order to see augmented reality, an affordable and safe cybernetronic implant (AR optical, see p. 114) is needed.

The rule of targeting is if you can see a target, you can *attack* the target. A street ronin can fire his gun at both spirits and software agents, dealing damage to their condition tracks. A street mage with an AR implant can cast a spell against a software agent, just the same as a human guard. Using an Arwin (a portable screen that shows you entities in AR) applies -4 penalty dice on the attack.

<<I don't get it? How does my gun hurt a spirit? How can a spell affect a software agent?>> --NEWBcracker42069xXx

<<Because it's all part of the same reality. Your understanding of it is shallow; the laws of nature are not.>> --FrustratedInStanford

RANGED COMBAT

All ranged combat — gunnery for vehicles, firearms, projectile weaponry, etc. — is resolved the same way.

CALLED SHOTS

It is assumed all shots are “called shots” attempting to debilitate the opponent. You are always trying to hit a vulnerable area or weak spot. However, a character may choose to target something in the environment, attempt a ricochet shot, or perform an attack that doesn't directly target an opponent. The Agonarch is encouraged to work with the player to determine the difficulty and stakes of these shots.

RESOLVING RANGED COMBAT

- ▲ Choose a target.
- ▲ Select a ranged weapon to fire.
Characters should have a weapon card with their weapon's information ready.
- ▲ If necessary, determine the attack mode (single shot, double tap, burst, or fully automatic). Note the bonus dice given by the firing mode.
- ▲ Determine range. Count the number of inches between you and your target to get the range. This will determine the penalty from your weapon's range table.
- ▲ If the target has total cover, your weapon penetration value must be higher than the barrier rating of the cover, or you cannot shoot the target. You can, however, shoot the barrier.
- ▲ Total the number of dice you can use with the relevant skill (*Gunnery*, *Firearms*, etc.) plus the number of dice equal to the weapon's accuracy to get your limit for the attack.
- ▲ Total any bonus dice from firing mode, bright light, point-blank range, or other sources.
- ▲ Total any penalty dice from range, cover, situations, and lighting.



- ▲ Apply the modifiers. Penalty dice eliminate bonus dice first. If all the bonus dice are eliminated, any remaining penalty dice lower the limit.
- ▲ Make an attack test. Pull a number of dice from your Finesse pool equal to or fewer than your limit and add any remaining bonus dice. Roll all these dice together and count successes. If there are no successes, the shot misses.
- ▲ The target may spend as many dice as they wish from their Finesse pool to dodge. Each success cancels out one of the shooter's successes.
- ▲ If any successes remain, the target is hit. If the number of successes is reduced to zero, the shot misses.
- ▲ Add the number of remaining successes to the weapon's damage value, and this is the base damage applied.
- ▲ Energy weapons strip one point of armor from the target, reducing their remaining damage by one.
- ▲ Compare the weapon's armor penetration value versus any ballistic armor the target has. If the highest ballistic armor value (not total) is higher than the weapon's penetration value, the damage done is stun damage. Otherwise, damage is done to the physical condition track.
- ▲ The remaining ballistic armor lowers the damage by its rating.
- ▲ The target may spend as many dice as they wish from their Brawn pool to soak the damage. For every success, the damage is reduced by one.
- ▲ Apply damage. The target marks off a number of condition boxes equal to the remaining damage.

Ben is in a firefight with a guard. Ben has a reliable assault rifle with an accuracy of 2, penetration of 4, and damage of 6. The weapon card gives him all this information. Ben has a Firearms skill of 6. Ben has a Finesse pool of 18. He's in dim light, shooting at a guard 20 meters (10") away. He fires a burst at the target. He gets +1 bonus die for range, +3 bonus dice from the burst, and gets -1 penalty die for the dim light, and another -2 penalty dice for the guard being in high cover.

*He grabs 8 (Firearms + accuracy) dice from his pool and one more bonus die (1+3-1-2 from the modifiers) and rolls 9 dice. **6, 3, 3, 2, 1, 6, 5, 3, 6.** Four successes.*

*The guard, run by the Agonarch, does not have pools but instead just rolls their Dodge value (3 dice, in this case). **5, 4, 1,** two successes.*

Six damage from the firearm is added to the two remaining successes, for a total of 8.

The guard is wearing battle armor, because of course he is. The penetration value of the weapon is 4, and the ballistic armor is 4, so the damage is lethal.

*Ballistic armor reduces 8 damage by 4. The guard can roll 2 dice to soak, and does: **2, 4.** One success reduces the damage, and 3 points are applied to the guard's physical condition track.*

Bright Light	+2 bonus
Normal Light	0
Dim Light	-1 penalty
Darkness	-4 penalty
Point Blank	+4 bonus
No Cover	0
Low Cover	-1 penalty
High Cover	-2 penalty
Total Cover	-4 penalty
Target Prone	-2 penalty
Recoil	*
Using 2 Guns	-1 penalty



LIGHT

Total darkness reduces the number of dice by 4 that can be used on the test, dim light decreases the number of dice of 1. Bright light increases the number of dice that can be used on the test by 2. All areas are generally considered to be normally lit. Dim and bright areas on the maps should be explicitly noted.

COVER

Determine if intervening objects provide cover by drawing a line between the character token and the target. Any object or barrier (mist, curbs, smoke, flying papers, a basketball rolling on the ground, poles, mysterious doves at the start of gunfights) between the two points count as no cover (no modifier). Attacks against targets that are “caught out” or at point-blank range (within 4 m (2’)) gain +4 bonus dice. Low cover is any object or barrier that covers at least 10% of the target (-1 die). High cover is any object or barrier that covers between 11%-99% of the target (-2 dice). Total cover completely obscures the target (-4 dice).

Cover



Point Blank



No Cover



Low Cover



High Cover



Most people “taking cover” are in high cover (–2 dice). Total cover is for someone who isn’t visible to the shooter, e.g. behind a wall. Low cover is for objects or disruptions between the shooter and the target when the target isn’t taking cover, but something obscures them (bread racks, warehouse shelves, etc.).

The Agonarch should indicate the amount of cover any barrier or target provides at any time.

ADDITIONAL OR MULTIPLE TARGETS

Characters can fire at multiple targets during a turn. The first target has no penalty.

Each additional target cumulatively increases the number of penalty dice by 1.

A single gun can split dice on full auto between targets. Assign a number of dice to each target and resolve the attack against each target independently.

Trollman the blighted has a submachine gun and is standing across from Rich and Lauren, aristocratic thugs. He pulls down the trigger and fires. Trollman has a Firearms of 6 and is using a gun with an accuracy of 1. He gets +20 bonus dice for firing full auto. They are in light cover and it’s normally lit, and they are 20 m away. There are no penalties to this roll, so he takes 7 dice from his Finesse pool, and 20 bonus dice, for a total of 27 dice. He wants to get them both so he assigns 13 to Rich and 14 to Lauren. He removes one die from the second group because Lauren is his second (different) target in the combat turn, meaning he has –1 penalty die. I hope his targets have good armor!

USING TWO GUNS

Characters can use two pistols or submachine guns. Doing so gives them –1 penalty die and prevents using accuracy. They can fire both weapons with the same simple or complex action. They must be using the same firing mode to fire them simultaneously. The two weapons make separate attacks using the character’s Finesse pool. Recoil from both weapons is totaled. Characters who have a third arm (and three guns) can make THREE separate attacks.

AIMING

For every simple action the character uses to aim at a target, the character may add a number of bonus dice to the test equal to the weapon’s accuracy rating. No other action can be taken between aiming and firing the weapon, or the bonus is lost. The maximum bonus for aiming is two simple actions for twice the bonus dice equal to the weapon’s accuracy.

<<With the new Krieg Black Adder™ sniper rifle, your opponents will never see you coming!>>
--KriegIndustriesAdplay

RECOIL

Weapons become more difficult to fire as recoil accumulates. Recoil applies to the character, not the firearm. Anytime players use two consecutive simple actions to fire a ballistic weapon, they receive a recoil token. Anytime players use a complex action to fire a ballistic weapon, they receive two recoil tokens.

Characters have a base recoil capacity of 1. Cybertechtronics, recoil compensation, and high Strength can increase your recoil capacity. Characters with a Strength of 12 or greater increase their recoil capacity by +1. If they have a Strength of 24, they increase their recoil capacity by +2 instead.



When your recoil capacity is reached, you cannot fire your gun accurately (i.e. your attacks automatically miss). To eliminate recoil tokens, you can take a free action to stabilize the weapon anytime the character uses an action to do anything other than fire a weapon.

FIRING OPTIONS

Single Shot. Characters can fire one bullet as a simple action. The player totals their Firearms skill plus accuracy and can use that many dice from their Finesse pool to fire the weapon.

Double Tap. Characters can fire two bullets at the same target as a simple action, adding one bonus die to the test.

Burst Fire. Characters can fire three bullets at a target per simple action, adding 3 bonus dice to the test.

Full Auto. In this gun mode, a character fires 20 bullets (assuming the gun has the ammunition to fire). It adds 20 bonus dice (one per bullet). The character may fire at multiple targets, splitting the dice between targets. Each sequential target adds a penalty die.

REDUCING DAMAGE

DODGE

Targets may use their Finesse pool to dodge. They can use all, some, or none of the dice in their Finesse pool to dodge an attack. If no dice remain in the pool, they cannot dodge. For every success, they reduce the number of successes their attacker rolls. If this reduces the number of successes to 0 or less, the attack misses.

SOAK

Targets may use their Brawn pool to soak and eliminate damage. They can use all, some, or none of the dice in their Brawn pool to soak an attack. For every success on this roll, reduce the amount of damage by 1. Characters may soak damage any time damage is applied, as long as dice remain in their Brawn pool.

ARMOR

There are two types of armor: ballistic and impact. Bullets, arrows, and other targeted weapons are stopped by ballistic armor. Melee attacks, explosions, and grenades are resisted by impact armor. Armor reduces the damage from the appropriate attack type by its value. Armor can be equipped in three slots: internal armor (installed under the skin) and two worn layers, one under armor layer and one outer armor layer. For stacked armor, the highest armor value is tested versus the armor penetration, and the total armor value is removed from damage. Only one type of armor may be installed/worn in a slot.

APPLY DAMAGE

The target marks off a number of condition boxes equal to the damage done. This is physical damage if the weapon penetration value is higher than the target's armor value, and stun damage if the weapon penetration value is lower than the target's armor value.

THROWN WEAPONS

Characters can throw a weapon accurately up to twice their Strength score in meters (1" per point of Strength). The distance between the character and their Strength score in inches is short range. If the target is farther away than their Strength score in inches, this is medium range and you have -2 penalty dice on the test. If they are farther than twice the strength score in inches, this is long range and you gain -4 penalty dice.

Chapter 5: Combat

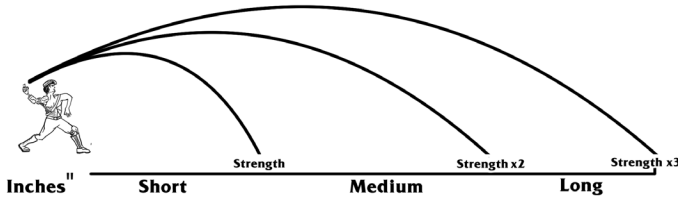
TACTICAL AI: ENGAGED (STRATEGY: DEFENSIVE)
FUEL STATUS: 54% REMAINING
WEATHER CONDITIONS: WIND 12 KPH, VISIBILITY 8 KM
BATTLEFIELD MAP: UPDATED



Strength > inches to target Short — Scatter: 1d6
2× Strength in meters

Strength < inches to target Medium -2 dice Scatter: 2d6
4× Strength in meters

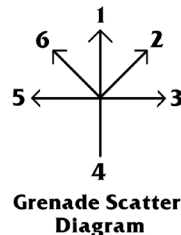
Strength ×2 < inches to target Long -4 dice Scatter: 3d6
4× Strength in meters



Damage for thrown weapons is one-half the character's Strength + the weapon's base damage. If throwing a random object, it does $\frac{1}{4}$ the character's Strength as stun damage. If you throw something that can take damage, such as a nearby uplifted animal, the thrown object takes damage equal to the target. Objects thrown at distances more than triple the character's Strength in inches (or 6× Strength in meters) are inaccurate.

GRENADES

A grenade can be thrown or fired. Firing grenades uses the *Heavy Weapons* skill, and throwing them uses the *Thrown Weapons* skill. Record the number of successes. Determine scatter with a 1d6 using the scatter diagram, and 1d6 meters per range category. 1d6 indicates the direction of the scatter, and the second roll indicates the distance traveled. For every success, reduce scatter by 2 meters (1").



All targets within 1" of the grenade take full damage. This damage cannot be dodged. All targets between 1" and 2" in range take full damage. All targets between 2"-4" take half damage. All damage further than 1" (2 m) from the grenade may be soaked and dodged. Impact armor reduces grenade damage by its value.

Kiri is behind a file cabinet when two guards enter the room. She uses her free action to draw and her first simple action to throw an explosive grenade that does 20 damage. She has a Throwing Weapons skill of 4. They are 26 meters (13") away and she has a Strength of 12. She rolls 2 dice (because they are more than 24 meters (12") away, her throwing skill is penalized by 2 dice) and scores 1, 6, one success. The Agonarch rolls a 1d6 and 2d6 (because the grenade is being thrown to medium range) and gets a 2 on the scatter die, and a 4 and a 3 on the distance roll, for 7, meaning the grenade goes long and to the right five meters (seven, minus two for the success). Both guards are wearing body armor with an impact value of 3, and are 5 meters (2½") away from the explosion. Since they are more than an 1" (2 m) away from the grenade explosion, they can soak and dodge the damage. Since they are 5 meters (2½") from the explosion, the grenade damage is halved to 10, and reduced by 3 from their impact armor. Both guards can attempt to soak and dodge the 7 damage. Kiri had better hope her friends heard the explosion.

MELEE COMBAT

This is physical hand-to-hand combat with weapons, representing an exchange of blows between opponents.

MELEE ATTACKS

A melee attack takes one simple action. As part of a melee attack, you may move 2 meters (1") directly toward the target of your attack.



REACH

All melee weapons have a range of 2 meters (1"), exerting a zone of control adjacent to the character. Certain weapons have reach, and certain traits can provide reach. Every point of reach increases this range by 2 meters (1").

DAMAGE

Melee weapons deal $\frac{1}{2}$ the character's Strength + the weapon's base damage to targets.

ALLIES IN MELEE

For each additional ally in melee, a character gains a bonus die to their melee attacks.

RESOLVING MELEE COMBAT

▲ Choose a target within the reach of the character's melee weapon. Characters may also choose to move 2 m (1") towards their target as part of the simple action melee attack.

▲ Make an attack test using the *Melee Weapon*, *Unarmed Combat*, or *Cyber Combat* skills, drawing from the Brawn pool. Lower the limit by 2 dice if the target has a reach advantage. Add +2 bonus dice if they are not holding a melee weapon.

▲ The target may use their Finesse pool to dodge. For every success, it reduces the number of successes of the attacker by one.

▲ If any success remains, the target is hit. If the number of successes is reduced to zero, the attack misses.

▲ Total the damage, and add the weapon's damage to the number of successes.

▲ Reduce the damage by the target's impact armor value. Armor Piercing ignores armor equal to its value. The remaining value is the amount of damage done.

▲ Soak damage. The target can use their Brawn pool to reduce the damage. For every success reduce the damage by 1.

▲ Apply damage. Weapons that do physical damage let attackers choose if this damage is physical or stun. The target marks off the number of boxes equal to the remaining damage of the weapon.

UNARMED ATTACKS

Anyone can throw a punch. Unarmed attacks deal damage equal to $\frac{1}{2}$ the character's Strength to the stun condition track. Knowing a martial art (see p. 72) or possessing brass knuckles allows characters to deal $\frac{1}{2}$ the character's Strength in damage to the physical condition track instead of the stun condition track or full Strength damage to the stun condition track.

JUMPING, CLIMBING, AND SWIMMING

To jump every success on an Athletics test allows you to jump 1 m (.5") from a standing start, or 2 m (1") from a running start. You can also jump vertically, every success letting you jump 1 m (.5").

To climb, every success on an Athletics test allows you to move 2 m (1") on any vertical surface

To swim your movement is 2 m (1") + 2 m (1") per Athletics test success.

LEADERSHIP

Characters can use the Leadership skill to perform the following complex actions

Move! Choose an ally. Immediately move it 1" per success.

You don't have time to bleed! Choose an ally. For every success eliminate one penalty dice on their next turn.

You win wars with guts! Choose an ally. For every success, add one to their next resistance roll versus magical effect they are currently under.



ARMOR

Ballistic armor protects from gunfire and ranged weapons attacks. Impact armor protects against explosives, grenades, and melee attacks. Both types of armor work by reducing the attack damage by their ratings. Guns that have penetration lower than the ballistic armor value do damage to the stun condition track. Armor can be stripped, lowering its effectiveness, using energy weapons. Organic, living, cybernetic, biogenetic, or otherwise permanent armor enhancements recover their armor value after being stripped in 10 minutes. Non-living armor must be repaired using the skill Engineering (Armory) for 200 ₧ per point or using an asset.

Armor protection is partially cumulative. A reliable assault rifle (penetration 4) will penetrate the armor of someone with orthoskin (ballistic 2) and diaweave (ballistic 3), doing physical damage. However, when stacking armor, reduce the damage by the total ballistic armor worn, 5 in this case. Penetration is checked versus the highest armor value, and the total armor value reduces damage.

Only one set of armor may be worn or installed in each of the three layers. The layers of armor are internal armor, such as dermal plating or othoskin, under armor worn under clothes, and external armor, like tactical plate and battle armor.

Outer armor can not be concealed, and if seen during an operation will immediately raise the operational heat to one.

BARRIERS & COVER

Barriers and cover are critical for surviving a firefight. Each barrier has an armor value representing its resistance to both ballistic and impact attacks.

Material	Armor
Glass	0
Flimsy	1
Average	2
Reinforced	3
Structural	4
Reinforced Structural	5
Hardened	6

If the weapon's armor penetration value is higher than the armor of the barrier, the shot travels through the barrier. The barrier reduces the damage of the attack by the armor value. The remaining damage travels through to the target on a hit.

If the weapon's armor penetration value is lower than the armor of the barrier, the shots are stopped by the barrier.

With a fully automatic or explosive weapon, you can take a complex action to destroy a 2 m section of a barrier. The weapon reference notes the highest level of barrier you can destroy.

Grenades destroy Average and below barriers. Reinforced barriers are destroyed if within 1" of the center of the blast.

Structural and reinforced structural barriers can only be damaged by explosive weapons doing over 100 points of damage in a single attack. Hardened barriers can only be damaged by explosive weapons doing 400 points of damage or more.

GRAPPLING AND DYNAMIC ACTION

The design aesthetic of Sinless is a set of rules that either have a reference on the table (character record, gun cards, etc.) or can be remembered without needing to reference a manual. In a tabletop game, many more situations arise than rules can be created to cover.

Sinless has the dice pools, Brawn, Finesse, Focus, and Resolve, as tools to resolve dynamic action. Opposed tests can address contested actions. If the characters create an advantageous situation, the Agonarch can assign one or two bonus dice. If a situation makes things more challenging, the Agonarch can assign -1 or -2 penalty dice.

To resolve novel situations, set a required number of successes and have the players roll a skill or their pool. On a veteran run, a novice character should be expected to get 3 successes in their area of specialty and 1 in other areas. A more powerful character, after accumulating around 100 Kismet, can expect to get 5 successes in their area of specialty and 3 in their secondary interests. One success is a standard task. Two successes is a hard task. Three successes is a significant challenge, and four successes required is an imposing trial.

Sinless models action and espionage films, and the players play professional agents. They will attempt and should be able to succeed at action movie shenanigans.

One Success	Standard	Jump a car from one overpass to another
Two Successes	Hard	Run Down the Side of a building
Three Successes	Significant	Jump midair from one airplane onto another
Four Successes	Imposing	Jump off a building, dodging falling debris, while you catch and save a woman, baby, and cat, push off a piece of wreckage to land safely, that falls, knocking into an enemy helicopter.

DAMAGE AND HEALING

Characters and objects in Sinless have a condition track. This represents their health or physical integrity. Living creatures, humans, synths, uplifted animals, etc., also have a stun condition track. A character's physical condition track is $6 + \frac{1}{2}$ their Body attribute boxes. A character's stun condition track is $6 + \frac{1}{2}$ their Willpower attribute boxes.

When damage is applied, cross off boxes on your condition track for every point of damage. For every 3 boxes marked off either condition track, the number of dice rolled to succeed at tasks is reduced by 1. These penalties are cumulative. The Biotech skill can remove these penalties during combat.

HEALING

Characters can heal the damage done to their condition track during combat. Stims can remove stun damage, and magic and bio-gel can heal physical wounds.

As a complex action, someone can make a Biotech test. For every success, they can remove a penalty a character is experiencing from their wounds.

*Patricia has taken 6 wounds and is at -2 dice on all tests. Su-razor stops hacking and she takes a complex action to treat Patricia for her wounds. She has a basic medkit giving her +1 to her limit. She has a Biotech skill of 4. She can roll 5 dice from her Focus pool and does. She gets a 1, 2, **6**, **6**, **6** for three successes. She can remove up to 3 dice from the die penalties Patricia has taken from her wounds. She eliminates all penalties from the wounds and Patricia is back in the game!*



As a simple action, a character can apply a bio-gel pack to a wound. This heals two physical condition boxes of wounds.

Even if healed, the body has limits. It takes one day to recover from every box of physical damage taken during a run (even if the damage is healed during the run). This represents fractures, bruises, and lacerations.

NATURAL HEALING

If no medical or magical healing is available, wounds will heal naturally. It takes 10 minutes of quiet rest to recover one box on the character's stun condition track and 3 days of quiet rest to recover one box on the character's physical condition track.

EXCEEDING THE MAXIMUM

If characters take damage and there are no condition boxes left, the damage overflows. Stun damage overflows to the physical monitor. Physical damage beyond the maximum of the condition track goes in the overflow box. If a character's stun or physical condition track is full, they are reduced to only being allowed to take a single simple action per combat turn. Any exploit and reflex actions are denied.

If a character's stun or physical condition track is full, they must make a free Brawn pool test at the start of their turn. They need a number of successes equal to the value in the overflow box for physical damage, or a number of successes equal to physical damage for stun damage. This test is free; it does not deplete the pool. Characters roll dice equal to their Brawn pool, reduced by accumulated damage as usual (-1 for every 3 boxes of damage on either condition track). On a failure of an overload stun test, the character falls unconscious. On a failure of a physical overload test, the character is unconscious in critical condition and will bleed out in Body minus physical overflow combat rounds.

PERMANENT DAMAGE

If a character's physical damage overflows, they may have sustained a permanent injury. After the run, make an unmodified Brawn pool test. You must accumulate as many successes as points of overflow damage that you took.

NOT ENOUGH SUCCESSES

Lose 1 point from a statistic due to organ damage. (organ damage/statistic table) This reduces the maximum of the statistic by 1 (maximum 19, for the first injury). Though the organ can be replaced, the penalty to the maximum statistic is permanent. The statistic is selected randomly.

EQUAL OR +1 NET SUCCESS

An eye or a limb has been rendered inoperable or lost. They must either replace it or regrow the limb using biotechnology.

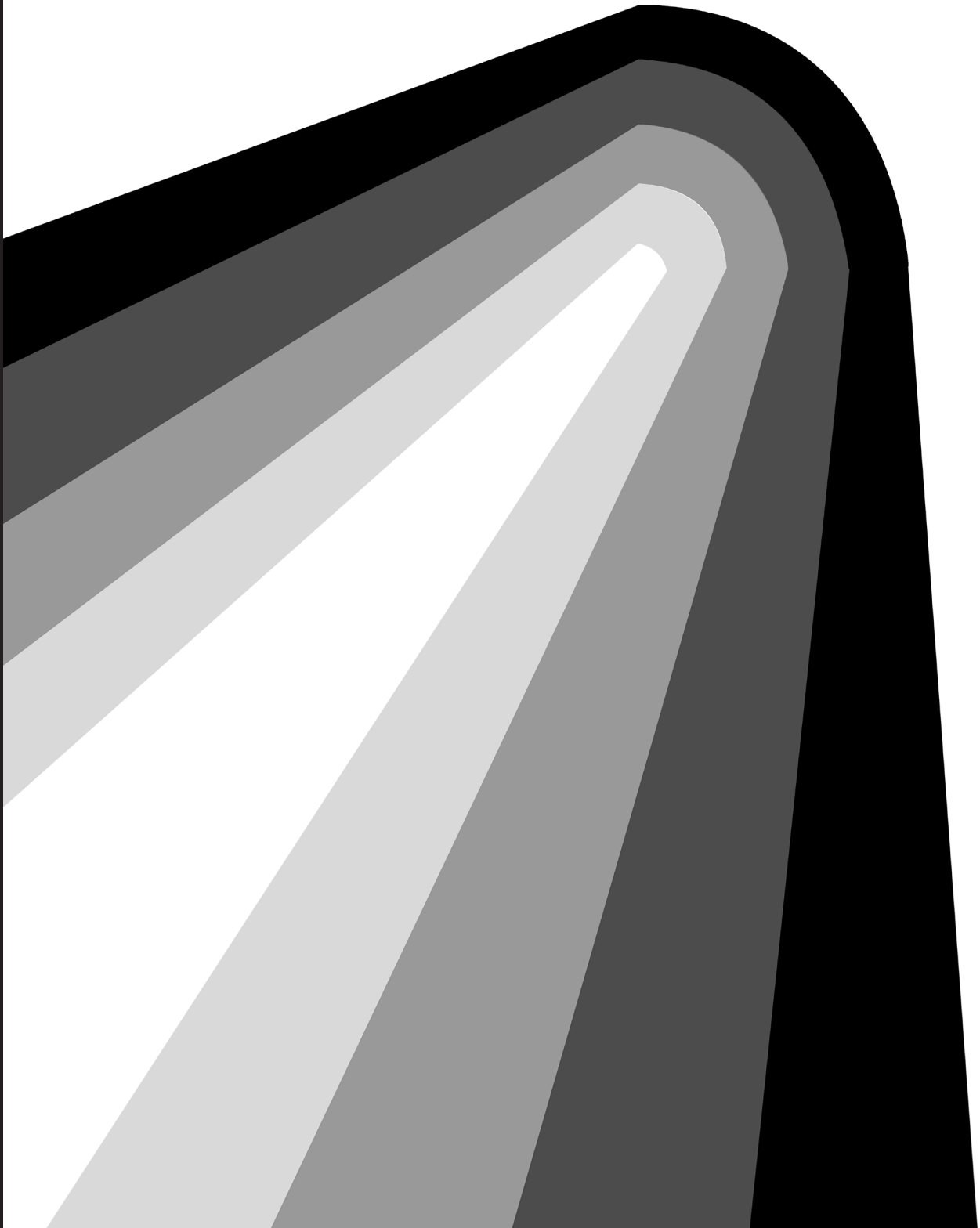
2+ NET SUCCESSES

No permanent damage is sustained.

DEATH

Characters can die from bleeding out, or if they take more damage in a single attack than their total physical condition monitor. If bleeding out, any successes on a biotech will stabilize the dying, who will wake in 1d6 days.

CHAPTER 6



GEAR

Sinless need gear to function. Acquiring, using, and upgrading gear is a large part of how a character gains power. More powerful gear will allow characters to accomplish more difficult operations and receive better rewards.

CARRYING GEAR

There are limits to how many pieces of gear characters can carry. Characters can carry one significant item (noted by the gear's weight) per point of Strength. Attempting to carry gear over this reduces all tests the character makes by one die, per additional item carried in excess. Being overloaded like this reduces your movement by -2 meters (1") per additional item. Bulky items (e.g. sniper rifles, rocket launchers, flamethrowers, plasma rifles, etc.) require multiple points of Strength, noted in the item description.

Remember that piece of significant gear (i.e. items with a weight of 1 or greater) carried that contains either metal or electricity reduces the character's Zoetic Potential by 1.

BUYING GEAR

The majority of this gear is not available to the public. After character creation, characters must have both the cash and the appropriate asset or resource in order to purchase gear. They can use other party members' assets to fulfill this requirement. Some gear is more difficult to acquire, based on the rarity index.

During the sector turn, you assign the relevant asset, or a character if using a sector resource (e.g. a cyberware clinic, rigger garage, army surplus, etc.). The character must then make an etiquette test (if using an asset) or Negotiation test (if using a resource). For every 25% the character is willing to pay over the market price, they may add a die to this test up to

WHERE IS ALL THE JUICE COMING FROM?

"cLENR power for a cleaner future." — Hyperion cLENR fuel cell slogan

The electric power situation in 2090 is radically different from the decaying electrical grids of modern America. First are the three cold fusion plants, miniature stars which provide more energy than all of humanity could use, a thousand times over. But having more power doesn't change what you can do — no one wants to have to "plug in" their plasma swords or war mechs.

Enter the coiled LENR fuel cells. First, a block of custom Hyperion-patented "electrocore" is the storage material for the energy. An EC is a material designed atom by atom for electron storage and transfer. It's fast charging, able to receive a full charge in 15 minutes, and can contain a massive amount of electricity non-reactively. This is placed around a beryllium rod inside a coil chamber. One kilogram of a standard electrocore can throughput up to 1 megawatt for an hour before being drained. But wait, there's more! Low energy nuclear reactions provide constant charge for 12 months, allowing the cell to operate at 20% (200 kilowatts) efficiency with no loss of charge for the life of the beryllium rod (12 — 18 months depending on use). The low energy nuclear reaction (LENR) produces heat which is transformed into electricity by a thermoelectric bismuth telluride composite. If you do drain the cLENR power cells, they will self-charge from the low energy nuclear reaction.

The small size and efficiency of the cLENR power cells is their best feature, but far from their only one. The only waste is water, and every year and a half, a pitted beryllium rod. The electrocore never wears out. And it allows effectively "indefinite" low energy operation (at least as long as the beryllium lasts), which is perfect for drones, synths, and other mechanical wonders. Since the EC is so efficient, it's able to reclaim power from the operation and use of the device, reducing the drain on the EC.



Chapter 6: Gear

Weather: Heavy downpours. B C
Long-term child storage is on level 2
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Two Pines Mall) app directly into your
nodes to earn credit for targeted
dream advertisement!



400% (12 dice). On a number of successes equal or greater than the item's rarity index, it is available. You can purchase one restricted item per sector action. Rarity is located on the upper left corner of firearms

Any item marked with "—" for its rarity index is trivially available and may be purchased without a sector turn. Rarity is ignored in character creation.

FENCING GEAR

If characters do find paydata, ancient relics, or other information, they can sell it. The value is based on the item found and its rarity index. If the characters have a fence asset, they can sell their loot for 100% of the base price. They make an etiquette test for the asset. For every success, increase the sale price of the gear by 10% of the base price.

Selling loot does not require a sector turn; it may be done anytime the player wishes.

If characters do not have access to a fence, they may make a straight Negotiation test. For every success, they may sell the gear for 10% of its listed price.

Anya found an old album by a band called "Pearl Jam" over a century old worth 12,000 Zuzus to the right buyer. She doesn't have a fence, so she rolls a Negotiation skill test. She has a Negotiation skill of 4 and gets 2, 3, 5, 6, and gets 2,400 Zuzus (20% of the value) for the sale.

Selling or buying an item generally takes a few weeks. The Agonarch can shorten or lengthen this time based on in-game factors. It is generally assumed that characters will receive their money and/or item at the end of the sector phase.

**BLACK MARKET,
HIGHLY
REDACTED**

CONCEALING GEAR

Sometimes a character will want to sneak a weapon into a situation. Each item has a concealability index. Characters can conceal items using their Subterfuge skill. They can conceal a number of items whose total concealability index is less than the character's Subterfuge skill. If the character is searched, they make a Subterfuge skill test, with a number of penalty dice equal to the weapon's concealability. The person searching makes an Observation skill test. If the person searching exceeds the number of successes of the person concealing the item, the item is found. If the number of successes is equal or the searcher has fewer successes, the item isn't found. A check must be made for every piece of gear concealed.

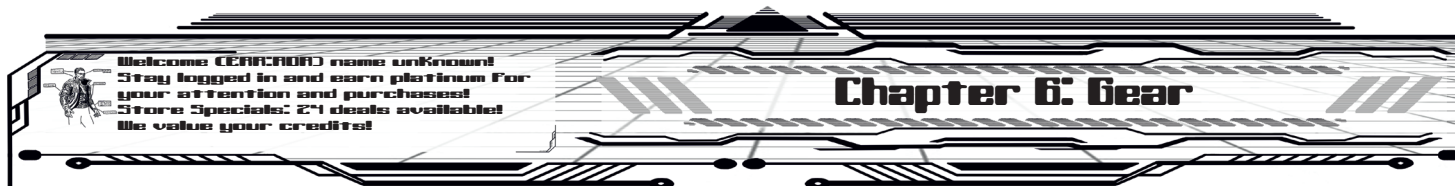
MELEE WEAPONS

Reach determines how large the zone of control is. All melee weapons have a base reach of 2 meters (1"). Each point of reach increases this zone of control by 2 meters (1").

Armor Piercing indicates how much impact armor is ignored when calculating damage.

Vibroweapons have molecular edges, and when activated, begin to vibrate across several microns. This causes the weapon to be surrounded by a slight visual distortion. If used without being activated, they lose their armor-piercing and do 3 less damage.

A monofilament whip is actually a few atoms wide and is made of electrified carbon nanotubes. When in use, the whip glows slightly, as it is approximately 1,800 °C. You use the Cyber Combat skill to attack with a monofilament whip.



Melee	Rarity	Reach	Weight	AP	Conceal	Damage	Cost
Arm-Blades	2	0	1	0	1	1/2 Str +2	400 虫
Axe	2	1	1	0	2	1/2 Str +5	4,000 虫
Plasma Axe	7	1	2	2	2	1/2 Str +12+2d6	350,000 虫
Vibroaxe	6	1	1	1	2	1/2 Str+8	18,000 虫
Baton	2	0	1	0	1	Str	200 虫
Brass Knuckles	2	0	0	0	1	1/2Str	200 虫
Cudgel	—	0	1	0	1	1/2 Str +1	100 虫
Knife	—	0	1/3	1	1	1/2 Str +2	50 虫
Katana	3	1	1	1	2	1/2Str +3	1,500 虫
Polearm	4	2	2	0	4	1/2 Str +4	2,500 虫
Sickstick	4	0	1	—	1	Special	3,500 虫
Staff	—	1	2	0	4	1/2 Str +4	400 虫
Stun Baton	3	0	1	—	1	Special	1,500 虫
Sword	2	1	1	0	2	1/2 Str +3	1,000 虫
Vibrosword	6	1	1	1	2	1/2 Str +6	12,000 虫
Plasma Sword	7	1	2	2	2	1/2 Str +12+2d6	350,000 虫
Power Fist	4	0	1	1	2	Str + 6	25,000
Monofilament Whip	5	2	-	4	1	12	10,000 虫

Plasma weapons are functionally hilts. When activated, they produce a specifically shaped electromagnetic field, which is then filled with superheated plasma. When striking the weapon against an object, the containment field is disrupted and the object is exposed to superheated plasma, at approximately 40,000 °C. This temperature is variable, due to environmental conditions, but it doesn't vary enough to matter for combat use. After a successful strike, it does an additional 2d6 direct damage to the target's physical condition track. They require a 5 kg power pack (included in the weapon weight).

Stun batons do 6 points of damage to the stun condition track on a hit. They do 12 points of damage to a synthetic or drone's software cohesion track.

Sicksticks require a Brawn pool test with four successes. On a failure, the target becomes violently ill, falls prone, and cannot act on their next turn. The turn following that they lose one simple action.

Power Fists can destroy barriers up to reinforced structural (5). Medium-sized targets when hit must get 3 successes on a Brawn test or fall prone.

PROJECTILE WEAPONS

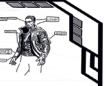
Bows do not use Strength rating for range. All bows have a direct-fire short range of 70 m (35"), which gives +2 bonus dice to the shot. Any shot between 70 m (35") and 300 m (150") must be shot at an arc and have -2 penalty dice on the shot. Bow shots beyond 300 m are not possible. **Compound bows** have a variable Strength minimum required to use them.

Explosive arrows will not detonate against soft targets. If a living fleshy target does not have armor, the arrow will not explode. It explodes against barriers, armored targets, drones, and vehicles.

Projectile	Rarity	Weight	AP	Conceal	Damage	Cost
Compound Bow	—	1	1	3	Strength Minimum +2	300 虫 × Strength Minimum
Standard Arrows	—	1/20	0	1	As Bow	10 虫
Razor Arrows	3	1/20	+1	1	As Bow -1	100 虫
Explosive Arrows	5	1/10	0	1	As Bow +5 Explosive Damage	1,000 虫
Shock Arrow	4	1.10	0	1	No physical damage	800 虫
Light Crossbow	3	1	2	2	3	300 虫
Crossbow	4	2	3	3	6	500 虫
Heavy Crossbow	5	3	4	4	9	1,000 虫
Bolt	—	1/10	0	1	As Crossbow	5 虫

Chapter 6: Gear

Weather: Heavy downpours. B C
Long-term child storage is on level 2
Download the one pine Mall C formerly
Two Pines Mall app directly into your
nodes to earn credit for targeted
dream advertisement!



Throwing weapon	Rarity	Weight	AP	Conceal	Damage	Cost
Knife	—	1/3	0	2	1/2 Str	20 土 × Strength Minimum
Shuriken	3	1/9	0	1	1/2 Str-1	30 土
Smoke Grenade	—	1/2	0	2	3" radius total cover	10 土
Incendiary Grenade	3	1/2	0	2	10+fire	150 土
Explosive Grenade	3	1/2	0	2	40	50 土
Shock Genade	4	1/2	0	2	40 stun	100 土

Shocker arrows do 6 damage to the stun condition track (double vs. drones, synthetics, and programs), but do no physical damage.

Crossbows are easy-to-use weapons and add 3 bonus dice to attack rolls, but they require a complex action to reload. Light crossbows and crossbows have a range of 120 m (60"). Heavy crossbows have a range of 180 m (90"). Most modern crossbows can fire either a single shot or a burst of bolts (adding +2 bonus dice for the extra bolts). They contain 9 bolts.

Shuriken can be drawn three at a time as a free action. As a simple action, you can throw three shurikens. When doing so, deal damage as normal (1/2 Str-1), but add three bonus dice to the attack test.

Grenades have an explosion radius of 8m (4"). They lose 1/2 damage between distances of 4m-8m (2"-4") see p. 93 for full details.

FIREARMS

Any of these can be turned into "smart" weapons internally at twice the cost. Smart weapons add +1 bonus die on all tests with the weapon. It requires a smartlink cybertechronic implant.

Attack modes are SS for single shot, DT for double tap, B for burst, and FA for full auto.

Shotguns loaded with buckshot do +10 base damage, and have a penetration of 1. Shotgun buckshot does its damage to everyone inside a 45° cone out to 30m (15"). Armor is twice as effective against buckshot.

Modification	Effect	Slot	Cost	Modification	Effect	Slot	Cost
Bipod (Rifle Only)	+1 Recoil Capacity	None (Wt. 1)	300 土	Laser Sight	+1 Accuracy	Overbarrel	150 土
Gyro-mount	+1 Recoil Capacity	Chassis	1,500 土	Gas Vent	+1 Recoil Capacity	Underbarrel	450 土
Link Infrastructure	Smart upgrade	Chassis	2,500 土	Silencer	Does not raise Heat. 2 die penalty	Underbarrel	500 土
Extended Magazine	2+20% ammunition	Chassis	400 土	Bayonette	Melee Knife	Underbarrel	50 土
Hardening	+2 to hardening	Chassis	850 土	Imaging scope	Shift one range category	Overbarrel	300 土
Internal Smartgun link	Smart Upgrade	—	×2 weapon cost				

3

Eisentech S-U Epsilon
"Sunshine" Smartgun!

749 土
 Underbarrel Modification

Chassis Modification
 Ammo

+1 Damage: Enhanced Ammo Transfer System (10,000 土 and 200 techtronics)

+2 Accuracy: Palladium strain transducer replacement. (5,000 土 and 200 techtronics)

Accuracy
4

Damage
5

+1 <5m

0 6m-16m (3"-8")

-2 17m-30m (9"-15")

-4 31m-50m (15"-25")

-8 50m+ (25"+)

Firing Modes: SS, DT
Single Shot, Double Tap

Hardening
 5

Penetration
 3

Barrier
 X

Concealment
 2

Ammunition Type

Modifiers
 Cover: +4 dice
 Point Blank: +4 dice
 No cover: 0
 Low (25%): -1 die
 High (26%-99%): -2 dice
 Total (100%): -4 dice
 Light: +2 dice
 Normal light: 0
 Dim light: -1 die
 Darkness: -4 dice
 Target Prone: -2 dice
 Using 2 guns: -1 die

Recoil

Base

Str 12

Str 24

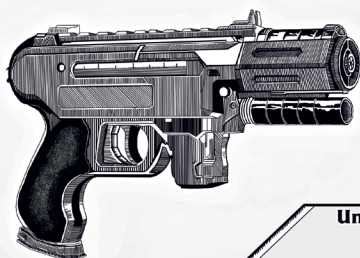
Cybernetic

Other

2

Syncsight Hunter

Overbarrel Modification



799 卩

Underbarrel Modification

Chassis Modification

Ammo



Accuracy

4



2

Damage

+1 <5m

0 6m-16m (3"-8")

-2 17m-30m (9"-15")

-4 31m-50m (15"-25")

-8 50m+ (25"+)



Firing Modes: SS, DT, B

Single Shot Double Tap Burst

Hardening Penetration Barrier Concealment



Ammunition Type

Modifiers

Cover: +4 dice
 Point Blank: +4 dice
 No cover: 0
 Low (25%): -1 die
 High (26%-99%): -2 dice
 Total (100%): -4 dice

Light: Bright light: +2 dice
 Normal light: 0
 Dim light: -1 die
 Darkness: -4 dice

Target Prone: -2 dice
Using 2 guns: -1 die

Recoil



2

Goliath TRGT-9 "Target"

Smartgun!

Overbarrel Modification



549 卩

Underbarrel Modification

Chassis Modification

Ammo



Accuracy

3



3

Damage

+1 <5m

0 6m-16m (3"-8")

-2 17m-30m (9"-15")

-4 31m-50m (15"-25")

-8 50m+ (25"+)



Firing Modes: SS, DT, B

Single Shot Double Tap Burst

Hardening Penetration Barrier Concealment



Ammunition Type

Modifiers

Cover: +4 dice
 Point Blank: +4 dice
 No cover: 0
 Low (25%): -1 die
 High (26%-99%): -2 dice
 Total (100%): -4 dice

Light: Bright light: +2 dice
 Normal light: 0
 Dim light: -1 die
 Darkness: -4 dice

Target Prone: -2 dice
Using 2 guns: -1 die

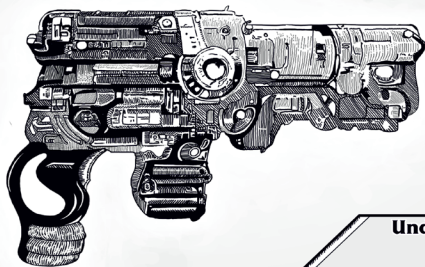
Recoil



2

Warhammer H40mm-ER

Overbarrel Modification



549 卩

Underbarrel Modification

Chassis Modification

Ammo



Accuracy

2



4

Damage

+1 <5m

0 6m-20m (3"-10")

-2 21m-40m (10"-20")

-4 41m-60m (20"-30")

-8 60m+ (30"+)



Firing Modes: SS, DT

Single Shot Double Tap

Hardening Penetration Barrier Concealment



Ammunition Type

Modifiers

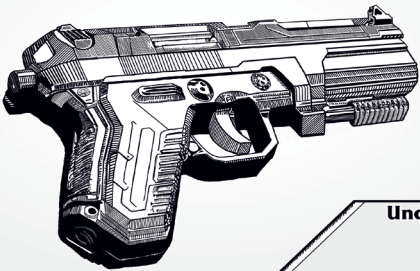
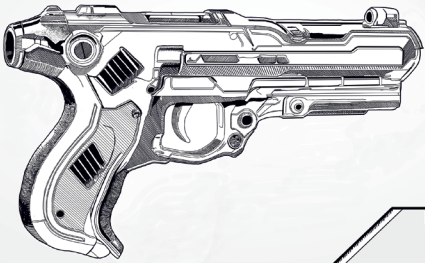
Cover: +4 dice
 Point Blank: +4 dice
 No cover: 0
 Low (25%): -1 die
 High (26%-99%): -2 dice
 Total (100%): -4 dice

Light: Bright light: +2 dice
 Normal light: 0
 Dim light: -1 die
 Darkness: -4 dice

Target Prone: -2 dice
Using 2 guns: -1 die

Recoil

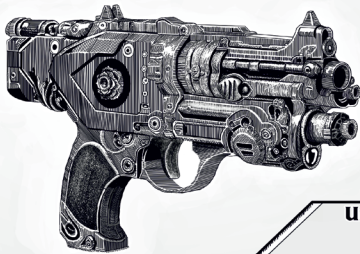


2 DV-662 Devotion   289		Accuracy 0  2 Damage	Recoil Base Str:12 Str:24 Cybertronics Other
Overbarrel Modification +1 <5m 0 6m-16m (3"-8") -2 17m-30m (9"-15") -4 31m-50m (15"-25") -8 50m+ (25"+)		Firing Modes: SS Hardening Penetration Barrier Concealment 2 2 X 1	
Underbarrel Modification Chassis Modification Ammo 		Ammunition Type	
+1 Damage: Barrel Detailing (750 + 30 Techtronics) +2 Hardening: Biometrics and Digital Firewalls (1,500 + 50 Techtronics)		Modifiers Cover Point Blank No cover Low (25%) High (26%-99%) Total (100%) Light Bright light Normal light Dim light Darkness +4 dice +2 dice 0 -1 die -2 dice -4 dice Target Prone -2 dice Using 2 guns -1 die	
2 KL-.89 Klaw   299		Accuracy 0  3 Damage	Recoil Base Str:12 Str:24 Cybertronics Other
Overbarrel Modification +1 <5m 0 6m-16m (3"-8") -2 17m-30m (9"-15") -4 31m-50m (15"-25") -8 50m+ (25"+)		Firing Modes: SS Hardening Penetration Barrier Concealment 2 2 X 1	
Underbarrel Modification Chassis Modification Ammo 		Ammunition Type	
+1 Accuracy: Target Enhancement (1,250 + 50 Techtronics) +1 Penetration: Digital Barrel Integration (750 + 20 Techtronics)		Modifiers Cover Point Blank No cover Low (25%) High (26%-99%) Total (100%) Light Bright light Normal light Dim light Darkness +4 dice +2 dice 0 -1 die -2 dice -4 dice Target Prone -2 dice Using 2 guns -1 die	
2 Ironbark SMT <i>Smartgun!</i>   699		Accuracy 3  3 Damage	Recoil Base Str:12 Str:24 Cybertronics Other
Overbarrel Modification +1 <5m 0 6m-16m (3"-8") -2 17m-30m (9"-15") -4 31m-50m (15"-25") -8 50m+ (25"+)		Firing Modes: SS, DT, B Hardening Penetration Barrier Concealment 3 2 X 2	
Underbarrel Modification Chassis Modification Ammo 		Ammunition Type	
+1 Accuracy: Neural-link Processor (1,750 + 40 Techtronics) +1 Damage: Subatomic Rail Accelerator (2,500 + 20 Techtronics)		Modifiers Cover Point Blank No cover Low (25%) High (26%-99%) Total (100%) Light Bright light Normal light Dim light Darkness +4 dice +2 dice 0 -1 die -2 dice -4 dice Target Prone -2 dice Using 2 guns -1 die	

2

Ironclad Reaper

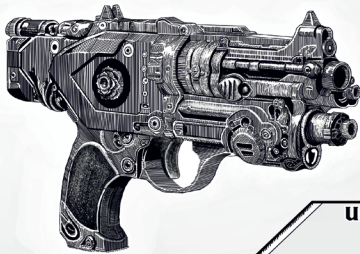
Overbarrel Modification



499

4

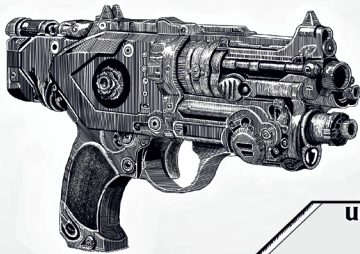
Underbarrel Modification



499

4

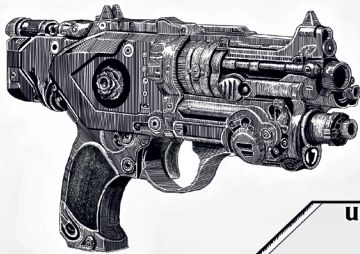
Chassis Modification



499

4

Ammo



499

4

Accuracy

2

6

Damage

+1

<5m

0

6m-16m (3"-8")

-2

17m-30m (9"-15")

-4

31m-50m (15"-25")

-8

50m+ (25"+)

Firing Modes: SS, DT

Single Shot

Double Tap

Hardening

Penetration

Barrier

Concealment

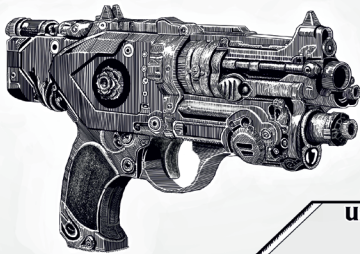
4

4

X

3

Ammunition Type



499

4

Modifiers

Cover

Point Blank

No cover

Low (25%)

High (26%-99%)

Total (100%)

Light

Bright light:+2 dice

Normal light:0

Dim light:-1 die

Darkness:-4 dice

Target Prone:-2 dice

Using 2 guns:-1 die

Recoil

Base

Str:12

Str:24

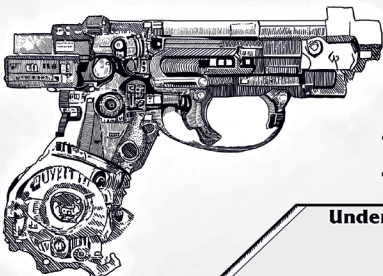
Cybernetics

Other

2

Ironclad Sentinel

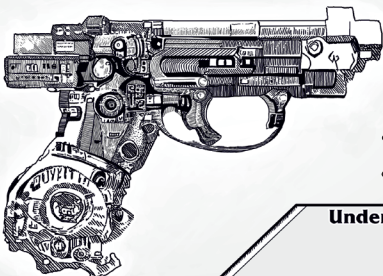
Overbarrel Modification



399

4

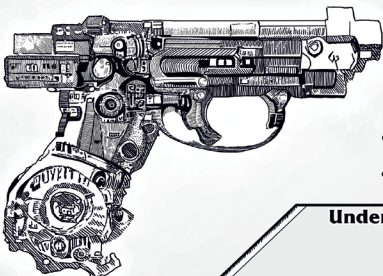
Underbarrel Modification



399

4

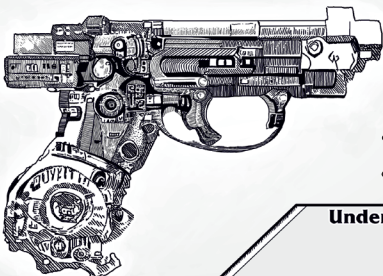
Chassis Modification



399

4

Ammo



399

4

Accuracy

2

2

Damage

+1

<5m

0

6m-16m (3"-8")

-2

17m-30m (9"-15")

-4

31m-50m (15"-25")

-8

50m+ (25"+)

Firing Modes: SS, DT, B

Single Shot

Double Tap

Burst

Hardening

Penetration

Barrier

Concealment

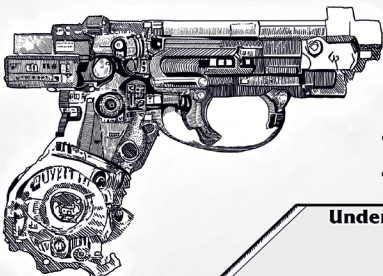
6

2

X

2

Ammunition Type



399

4

Modifiers

Cover

Point Blank

No cover

Low (25%)

High (26%-99%)

Total (100%)

Light

Bright light:+2 dice

Normal light:0

Dim light:-1 die

Darkness:-4 dice

Target Prone:-2 dice

Using 2 guns:-1 die

Recoil

Base

Str:12

Str:24

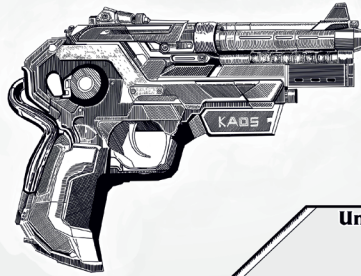
Cybernetics

Other

2

Kaos-9X Smartgun!

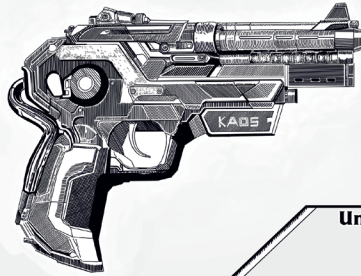
Overbarrel Modification



469

4

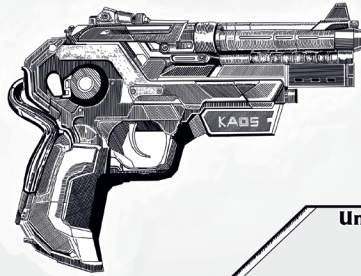
Underbarrel Modification



469

4

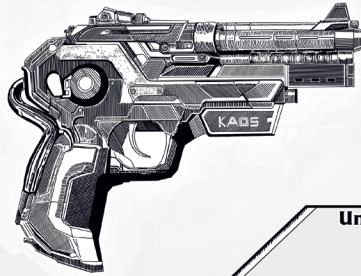
Chassis Modification



469

4

Ammo



469

4

Accuracy

3

3

Damage

+1

<5m

0

6m-16m (3"-8")

-2

17m-30m (9"-15")

-4

31m-50m (15"-25")

-8

50m+ (25"+)

Firing Modes: SS, DT, B

Single Shot

Double Tap

Burst

Hardening

Penetration

Barrier

Concealment

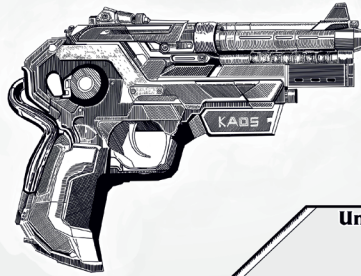
4

2

X

2

Ammunition Type



469

4

Modifiers

Cover

Point Blank

No cover

Low (25%)

High (26%-99%)

Total (100%)

Light

Bright light:+2 dice

Normal light:0

Dim light:-1 die

Darkness:-4 dice

Target Prone:-2 dice

Using 2 guns:-1 die

Recoil

Base

Str:12

Str:24

Cybernetics

Other

2

Slimline Defender





189

Overbarrel Modification

Accuracy

0

2

Damage

+1

<5m

0

6m-16m (3"-8")

-2

17m-30m (9"-15")

-4

31m-50m (15"-25")

-8

50m+ (25"+)

Firing Modes: SS

Single Shot

Hardening

Penetration

Barrier

Concealment

4

2

X

1

Chassis Modification

Ammunition Type

Ammo



+1 Damage, +1 Penetration: Graphite lasercut barrel (2,500 + 100 Techtronics)

+2 Accuracy: Nuclear maser guidance system (5,000 + 1,800 Techtronics)

Modifiers

Cover

Point Blank:

No cover:

Low (25%):

High (26%-99%):

Total (100%):

Light

Bright light:+2 dice

Normal light: 0

Dim light: -1 die

Darkness: -4 dice

-4 dice

Recoil

Base

Str:12

Str:24

Cybertechtronics

Other

2

Krieg Viper





649

Overbarrel Modification

Accuracy

0

8

Damage

+1

<5m

0

6m-16m (3"-8")

-2

17m-30m (9"-15")

-4

31m-50m (15"-25")

-8

50m+ (25"+)

Firing Modes: SS, DT

Single Shot, Double Tap

Hardening

Penetration

Barrier

Concealment

4

2

X

3

Chassis Modification

Ammunition Type

Ammo



+1 Penetration: Superconducting Conduits (2,750 + 50 Techtronics)

+2 Hardening: Biometrics Firewalls (1,500 + 50 Techtronics)

Modifiers

Cover

Point Blank:

No cover:

Low (25%):

High (26%-99%):

Total (100%):

Light

Bright light:+2 dice

Normal light: 0

Dim light: -1 die

Darkness: -4 dice

-4 dice

Recoil

Base

Str:12

Str:24

Cybertechtronics

Other

2

Goliath Highwayman





899

Overbarrel Modification

Accuracy

0

6

Damage

+1

<50m

0

51m-150m (25"-75")

-2

151m-300m (76"-175")

-4

350m-550m (176"-225")

-8

550m+ (225"+)

Firing Modes: SS, DT, B, FA

Single Shot, Double Tap, Burst, Full Auto

Hardening

Penetration

Barrier

Concealment

5

3

4

3

Chassis Modification

Ammunition Type

Ammo



x2

+1 Damage: Magnetic Acceleration (2,500 + 50 Techtronics)

+1 Recoil Capacity: Molecular Gyroscopic Shocks (11,500 + 150 Techtronics)

Modifiers

Cover

Point Blank:

No cover:

Low (25%):

High (26%-99%):

Total (100%):

Light

Bright light:+2 dice

Normal light: 0

Dim light: -1 die

Darkness: -4 dice

-4 dice

Recoil

Base

Str:12

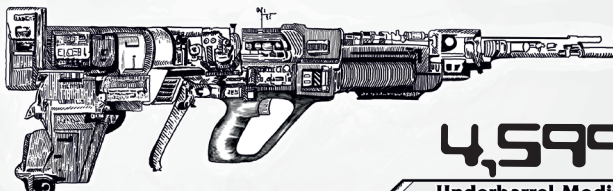
Str:24

Cybertechtronics

Other

3

450 Tek-Urban



4,599 ₪

Overbarrel Modification

Underbarrel Modification

Chassis Modification

Ammo  x5

Accuracy		Damage	
1		6	
+1	<50m	2	
0	51m-150m (25"-75")		
-2	151m-300m (76"-175")		
-4	350m-550m (176"-225")		
-8	550m+ (225"+)		

Firing Modes: SS, DT, B, FA
Single Shot, Double Tap, Burst, Full Auto

Hardening	Penetration	Barrier	Concealment
5	4	4	3

Ammunition Type

Modifiers

Cover: +4 dice
Point Blank: +4 dice
No cover: 0
Low (25%): -1 die
High (26%-99%): -2 dice
Total (100%): -4 dice

Light: Bright light: +2 dice
Normal light: 0
Dim light: -1 die
Darkness: -4 dice

Target Prone: -2 dice
Using 2 guns: -1 die

◆ +1 Penetration: Magnetic acceleration unit, (15,000 ₪ + 500 Techtronics)

◆ +2 Damage: Enhanced targeting servos (5,000 ₪ + 150 Techtronics)

Recoil

Base

Str:12

Str:24

Cybertronics

Other

3

Krieg V-100 Vigilant



2,999 ₪

Overbarrel Modification

Underbarrel Modification

Chassis Modification

Ammo  x5

Accuracy		Damage	
2		6	
+1	<50m	2	
0	51m-150m (25"-75")		
-2	151m-300m (76"-175")		
-4	350m-550m (176"-225")		
-8	550m+ (225"+)		

Firing Modes: SS, DT, B, FA
Single Shot, Double Tap, Burst, Full Auto

Hardening	Penetration	Barrier	Concealment
8	4	4	3

Ammunition Type

Modifiers

Cover: +4 dice
Point Blank: +4 dice
No cover: 0
Low (25%): -1 die
High (26%-99%): -2 dice
Total (100%): -4 dice

Light: Bright light: +2 dice
Normal light: 0
Dim light: -1 die
Darkness: -4 dice

Target Prone: -2 dice
Using 2 guns: -1 die

◆ Free Action Reload: Quickloader (550 ₪ + 10 Techtronics)

◆ -1 Concealment: Folding Stock and Quickload Barrel (500 ₪ + 30 Techtronics)

Recoil

Base

Str:12

Str:24

Cybertronics

Other

1

Krieg Defender

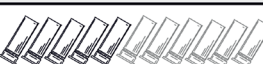


699 ₪

Overbarrel Modification

Underbarrel Modification

Hilt Modification

Ammo 

Accuracy		Damage	
0		10	
+1	<5m	1	
0	5m-20m (2"-10")		
-2	21m-50m (11"-25")		
-4	51m-100m (26"-50")		
-8	101m+ (51"+)		

Firing Modes: SS
Single Shot

Hardening	Penetration	Barrier	Concealment
6	3	4	4

Ammunition Type

Modifiers

Cover: +4 dice
Point Blank: +4 dice
No cover: 0
Low (25%): -1 die
High (26%-99%): -2 dice
Total (100%): -4 dice

Light: Bright light: +2 dice
Normal light: 0
Dim light: -1 die
Darkness: -4 dice

Target Prone: -2 dice
Using 2 guns: -1 die

◆ +6 Ammo: Extended Magazine (750 ₪)

◆ +2 Hardening: Biometrics and Digital Firewalls (1,500 ₪ + 50 Techtronics)

Recoil

Base

Str:12

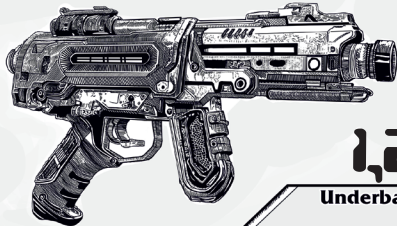
Str:24

Cybertronics

Other

4

Helios Hardliner





1,299

Overbarrel Modification

Underbarrel Modification

Hilt Modification

Ammo



Accuracy

0



8

Damage

+1

<5m

0

5m-20m (2"-10")

-2

21m-50m (11"-25")

-4

51m-100m (26"-50")

-8

101m+ (51"+)

Firing Modes: SS, B

Single Shot, Burst

Hardening

Penetration

Barrier

Concealment

6

3

4

3

Ammunition Type

Modifiers

Cover

Point Blank

No cover

Low (25%)

High (26%-99%)

Total (100%)

Light

Bright light: +2 dice

Normal light: 0

Dim light: -1 die

Darkness: -4 dice

-4 dice

Target Prone: 2 dice

Using 2 guns: -1 die

Recoil

Base

Str/12

Str/24

Other

3

G-Tiger Beat





1,199

Overbarrel Modification

Underbarrel Modification

Chassis Modification

Ammo



Accuracy

0



1

Damage

+1

<10m

0

11m-40m (5"-20")

-2

41m-80m (21"-40")

-4

80m-150m (41"-75")

-8

150m+ (75"+)

Firing Modes: SS, DT, B, FA

Single Shot, Double Tap, Burst, Full Auto

Hardening

Penetration

Barrier

Concealment

3

1

1

2

Ammunition Type

Modifiers

Cover

Point Blank

No cover

Low (25%)

High (26%-99%)

Total (100%)

Light

Bright light: +2 dice

Normal light: 0

Dim light: -1 die

Darkness: -4 dice

-4 dice

Target Prone: 2 dice

Using 2 guns: -1 die

Recoil

Base

Str/12

Str/24

Other

3

Krieg Ripper





1,999

Overbarrel Modification

Underbarrel Modification

Chassis Modification

Ammo



Accuracy

1



2

Damage

+1

<10m

0

11m-40m (5"-20")

-2

41m-80m (21"-40")

-4

80m-150m (41"-75")

-8

150m+ (75"+)

Firing Modes: SS, DT, B, FA

Single Shot, Double Tap, Burst, Full Auto

Hardening

Penetration

Barrier

Concealment

3

2

3

2

Ammunition Type

Modifiers

Cover

Point Blank

No cover

Low (25%)

High (26%-99%)

Total (100%)

Light

Bright light: +2 dice

Normal light: 0

Dim light: -1 die

Darkness: -4 dice

-4 dice

Target Prone: 2 dice

Using 2 guns: -1 die

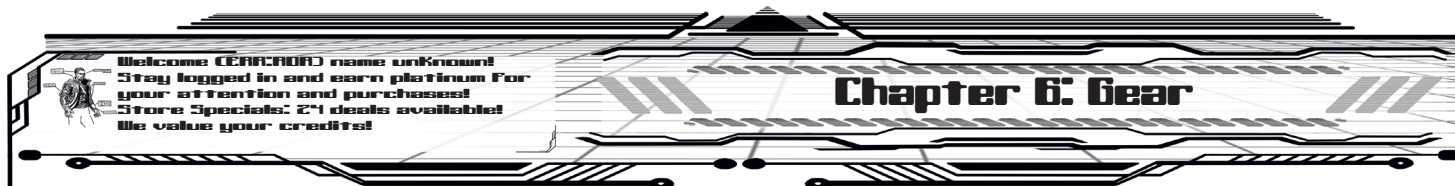
Recoil

Base

Str/12

Str/24

Other



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Chapter 6: Gear

FIREARM MODIFICATIONS

Guns have three modification slots: over barrel, underbarrel, and chassis. One modification can be installed in each slot.

FIREARM AMMUNITION

For handheld firearms, ammo prices are covered by lifestyle expenses. Even if you're squatting, you can find or steal the ammo you need.

ENERGY WEAPONS

Energy weapons have effectively unlimited range. They also don't have ammunition or recoil. Instead, energy weapons generate heat. Energy weapons accumulate a variable amount of heat every time they fire. One point of heat is removed at the start of every round. Anytime the heat is over the heat threshold, a test must be made to see if the weapon detonates. For every point of heat in excess of the threshold, roll 1d6. Any roll of 1 indicates the weapon detonates. The weapon detonates as a grenade doing 18d6 damage to physical condition tracks.

If the target is wearing armor (ballistic or impact), one point of damage is removed, and the armor is lowered by one. If the target has both ballistic and impact armor, the damage is lowered by two points, and the value of the ballistic armor is lowered by one and the value of the impact armor is lowered by one. Generally, organic armor sources repair themselves in about ten minutes. Non-living armor must be repaired using the skill Engineering (Armory) for 200 ₮ per point or using an asset.

Energy weapons, except railguns and particle cannons, have no penetration. Note that weapons that do no penetration cannot fire through transparent surfaces, instead needing to melt or destroy the surface before firing through.

When firing through gaseous substances (mist, smoke, water mist, etc.) damage is reduced by 1 per 2 m (1") that the beam travels through the obstruction, except for railguns which fire a physical projectile. Subtract this damage right after the dodge roll is made or declined. If it reduces the damage to 0 or less, the shot "misses".

All energy weapons require power packs. This consists of a cLENR fuel cell, a bank of capacitors, and cooling systems. Each energy weapon is given its own weight and the weight of the backpack separately (e.g. 1+2). Counting ammunition is otherwise ignored.

Energy weapons are mostly silent; most just making a small hum or whine. Check the individual weapons for descriptions of the types of firing modes you can use. The use of energy weapons does not attract attention and will not raise the Heat level like firearms (see p. 81 for details on Heat). The energy weapons listed here describe smaller personal weapons only. Vehicular weapons are covered in Chapter 8 (pp. 149-153).

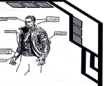
All energy weapons are smart weapons, granting +1 bonus die to any user with a smartlink.

Laser weapons take a simple action to fire. They do not fire a bullet, but rather a continuous beam. For every consecutive simple action attack at the same target (even across rounds), you get +2 accuracy and +1 damage, with no limit. For example, the first attack is accuracy 4, damage 2; the second attack is accuracy 6, damage 3; the third attack is accuracy 8, damage 4; then 10/5, 12/6, 14/7, etc. The laser is a visible beam. The target moving into total cover resets the progression.

Pulse Rifle. This weapon takes a complex action to fire. It shoots an intense charged beam of light that creates plasma upon striking the target, resulting in a burst of light and force. This device is extraordinarily painful;

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the dispersed field interacts directly on nerve endings, causing terrible pain. Anyone hit with this beam has a number of penalty dice on all tests on their next round equal to the damage done. The beam is nearly invisible and is difficult to target.

Pulse Minigun. This weapon needs to spin up before firing. It takes a complex action to spin it up, during which no firing can take place. It cannot spin up and fire on the same round, even if the character has additional actions available. The following round after spinning up, it takes a complex action to fire on full auto. It fires thirty inaccurate electrical charged pulses towards targets per complex action. This adds 30 dice to your pool to hit targets. Each additional target adds -2 penalty dice instead of one (q.v. full auto). As with pulse rifles, targets are disoriented and in pain and have a number of penalty dice on the next round equal to the damage done. Once spun up, the weapon continues to spin, even if not fired.

Railgun. This weapon requires a complex action to fire. The railgun is supercooled and constantly vents small amounts of gas. It uses a small bead of mercury which is injected into the firing chamber at a high velocity and then is accelerated downrange by the large magnetic rails, achieving speeds far in excess of traditional projectiles. The weapon ignores armor.

Particle Projection Cannon. This is essentially a large portable particle accelerator. Users are assured there is no risk of cancer from using the weapon. It takes a complex action to fire and shoots a stream of charged particles (protons and electrons) at a target. It is an electrodynamic weapon, accelerating the particles using increasingly strong magnetic fields. Each particle is like a grain of sand, hitting the person with dozens of microscopic bullets.

<<No risk of cancer!>> --DigitalM0nkey
<<They keep talking about making a subatomic version, but the word on the street is people tend to come down with a bad case of radiation sickness after using the weapon. This weapon is safe enough for people who risk their lives for work, anyway.>> --Librarian

5 Photon Reaper EI-7 180,199 卩 Chassis Modification +1 Damage Increase: Phasic Intensifier (10,000 卩 + 450 Techtronics) -1 Heat: Liquid Supercooling (8,000 卩 + 150 Techtronics)		Accuracy 6 4 Damage Heat: 2 Overbarrel Modification Underbarrel Modification Hardening 11 Penetration 0 Barrier X Concealment 3 Modifiers Light: Bright light: +2 dice Normal light: 0 Dim light: -1 die Darkness: -4 dice Cover: Point Blank: +4 dice No cover: 0 Low (25%): -1 die High (25%-99%): -2 dice Total (100%): -4 dice Target Prone: -2 dice Using 2 guns: -1 die
5 Neon Fang LX 74,899 卩 Chassis Modification +1 Damage: Laser Intensifier (21,750 卩 + 200 Techtronics) Heat Reduction: First Shot, No Heat (11,500 卩 + 50 Techtronics)		Accuracy 4 2 Damage Heat: 1 Overbarrel Modification Underbarrel Modification Hardening 8 Penetration 0 Barrier X Concealment 1 Modifiers Light: Bright light: +2 dice Normal light: 0 Dim light: -1 die Darkness: -4 dice Cover: Point Blank: +4 dice No cover: 0 Low (25%): -1 die High (25%-99%): -2 dice Total (100%): -4 dice Target Prone: -2 dice Using 2 guns: -1 die
6 Thunderbolt Vanguard 499,999* 卩 Chassis Modification +2 Accuracy: Bioscan Targeting (11,000 卩 + 300 Techtronics) +2 Hardening: Code Encryptor (5,500 卩 + 50 Techtronics)		Accuracy 3 12 Damage Heat: 3 Overbarrel Modification Underbarrel Modification Hardening 9 Penetration 9 Barrier X Concealment 5 Modifiers Light: Bright light: +2 dice Normal light: 0 Dim light: -1 die Darkness: -4 dice Cover: Point Blank: +4 dice No cover: 0 Low (25%): -1 die High (25%-99%): -2 dice Total (100%): -4 dice Target Prone: -2 dice Using 2 guns: -1 die

* First time Railgun purchase incentives only, estimated MSRP is 699,999 卩

ARMOR

Under armor can be worn beneath clothes. Reflexweave is a kevlar fabric. Nanoweave is strengthened with carbon nanotubes woven into the armor. Diaweave is a diamond-woven studded impact dispersion system.

Tactical plate is large clothing with wide pockets that are filled with armor plates. It is unwieldy but cheap. A protective suit is an atmosphere-sealed hazard (Nuclear/Biological/Chemical) suit. Includes oxygen. Battle armor is security gear, superhard lightweight plates covering the body.

Power armor is a fully isolated suit of armor loadable with 3 Zoetic Potential of cyberware implants which is granted to the user for free. The user must select and pay for these enhancements in addition to the base cost of the power armor. In addition, it adds +2 bonus dice to all Brawn and Finesse tests. It has a base hardening of 5.

Armor	Ballistic	Impact	Wt.	Rarity	Slot	Cost
Reflexweave	1	1	0	2	Under	1,100 ₤
Nanoweave	2	2	1	3	Under	11,800 ₤
Diaweave	3	3	1	4	Under	98,800 ₤
Tactical Plate	4	2	3	1	Outer	5,000 ₤
NBC suit	0	0	1	2	Outer	7,800 ₤
Battle Armor	4	4	2	4	Outer	85,000 ₤
Power Armor	5	5	2	7	Outer	970,000 ₤

CYBERTECHTRONIC IMPLANTS

Each cybertechtronic implant (or deck, gun, Arwin, or sword, etc. carried) reduces the character's Zoetic Potential. The amount by which Zoetic Potential is reduced is referred to as Zoetic Restriction. The reduced value is rounded down to get an effective Zoetic Potential.

Cybertechtronics must be installed. It requires a recovery time of 1d6 weeks per minor installation, and 3d6 weeks for a major installation. Any modification over 1 Zoetic Restriction is a major installation.

AMPUTEES

It is important to remember that in the real world, body part replacements are not superior to our natural limbs. Disabled members of the community often wear artificial limbs for the comfort of other people, not themselves.

In the world of Sinless, this is not the case. Limbs can be regrown naturally, so no one needs to suffer from the loss of a limb. In the world of 2090, it's about how much of your conformity with humanity you are willing to sacrifice to increase your value to the people who exploit you. Not real disability.

People who are amputees are complete and valuable human beings and don't need to conform to have value. Their disability isn't something that affects their masculinity or femininity. They are not objects for us to pity or to remind us of the triumph of human will. Their disability isn't about how it affects you or how you think society should look. People who have prosthetic limbs in real life are not fables about productivity, discipline, and power. Disability is an ordinary, surprisingly common phenomenon that does not define who someone is.

People who replace parts of their body in Sinless aren't disabled; they are just impulsive and have poor judgment.



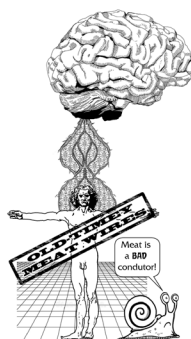
THE NERVE-RIG AND YOU!

**FULL SENSATION VIRTUAL!
FASTER & MORE RESPONSIVE
DECKING AND HACKING!**

We want you to know: it's ok to not feel bad. You had no choice; you were born with meat wires, meat filters, meat *everything*.

Nerve rigs have conductivity over a billion times better than your nervous system. You no longer need to feel ashamed near synthetics, uplifted animals, or people who are having the best, most realistic, authentic experience of life.

For a consultation, visit your nearest Neuronetix surgery center, and ask your doctor about your Neurolink connection, with the Synaptex+ enhancement!



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Alpha cybertechtronics is top of the line. Reduce the zoetic restriction by 20% (round up to the nearest tenth digit) and double the price. Even more advanced cybertechtronic implants may be available. Other than the fact that electricity and metal interfere with spell-casting, there is no limit to the maximum cybertechtronics that can be installed.

Standard cybertechtronics are extremely resilient and improve the human body. Certain body parts (ears, eyes, limbs) can be removed and replaced. If completely replaced, the parts themselves can support cybertechtronics. The limitation to the amount of cybertechtronics the replacement can support without incurring further restriction is equal to the replacement's Zoetic Potential. While Zoetic Restriction reduces the maximum power of magic you can cast, it's also a measure of the obtrusiveness and invasiveness of the implants.

Some cybertechtronic implants are more relevant to players:

- ▲ N-dope “wired” reflexes provide bonus melee combat exploit actions.
- ▲ Augmented reality optical nodes (AR optical) are necessary to interact with augmented reality.
- ▲ Datajacks are necessary to experience true VR and use decks.
- ▲ A Nerve rig is necessary for full-sensation virtual reality and full decking and rigging hot seating.

Without implants, the grid can be accessed, and simulated experiences can be had using a bucket, or 'trode net, though at lower levels of sensation. People can purchase an Arwin (lit. Augmented Reality Window) which is a small rectangular panel with a handle that allows you to “see” into AR.

HEADWARE

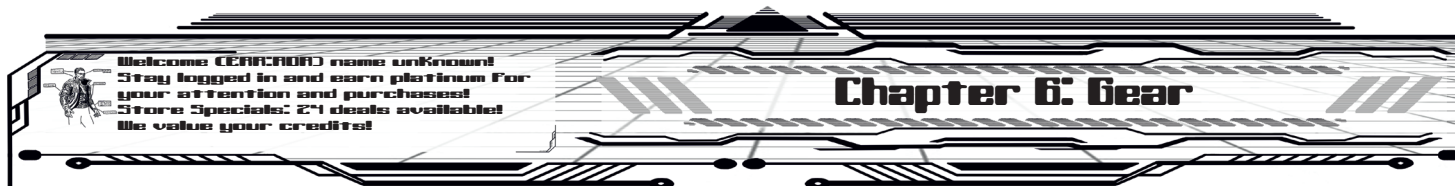
Communications and information are critical in the world of zogo.

<<Any non-enhanced user can operate a terminal or wear the 'feeder', but for high-speed reliability, affordable, safe implants are the way to go. In order to perceive and interact with digital content, make sure to install unobtrusive AR nodes! Slimming and available in many fashionable styles and colors, they obviate obtrusive cables. For our power users, we have new high-throughput datajacks. For all you creatives, multi-job entrepreneurs, and power users, the datajack allows access to specialized decks, allowing you unparalleled control over your specialty of choice>>
-Neuronetixadplay

Chipjack allows insertion of data chips and crystals. These chips are accessible by the user both internally and in the grid and augmented reality. Characters can have multiple chipjacks. They allow checking the balance of credsticks, determining what's on external media, and carrying data.

If combined with the skillwires module, skillsofts can be purchased that when slotted allow the user's body to perform the skill at the listed rank. The quality of the skillwire cybertechtronic implant (see Bodyware on p. 116) limits the maximum skill that can be put on the chip.

Headware	Zoetic Restriction	Rarity	Cost
Chipjack	0.3	—	1,000 虫
Commlink	0.3	—	5,000 虫
Datajack	0.2	—	1,000 虫
Fangs	0.1	—	9,300 虫
Memory	—	—	15 虫 per EB
Nerve Rig	1	—	15,000 虫
Pain Nullifier	0.4	3	55,000 虫
Skillsofts (1-6)	—	skill rank	8,000 虫 × skill rank
Smartlink	0.5	—	2,500 虫
Subvocal Mic	0.1	—	1,000 虫
Synaptic Enhancers	0.6	3	185,000 虫



Commlink allows you to make phone calls and listen to radio waves.

Datajack allows a direct neural interface (DNI) interface with the grid. The datajack is usually visible as a small port somewhere on the body. It is trivially concealed for the fashion conscious. For an additional 100 ￼ you can have it be not visible when not in use. Wired connections are not required, but the port does dilate to allow optical wired connections for additional stability.

Fangs are ceramasteel retractable fangs. They grant a melee bite attack (reach 0) as a complex action that does $2 + \frac{1}{4}$ Strength in damage.

Memory is internal memory for private storage, storing programs, recording data from cyberware, and more! It is purchased in amounts of exabyte storage. 100 is enough, 250 is a lot.

Nerve rig allows the user to experience and create full-sensory experiences. Users require a chipjack with the nerve rig to access and internal memory to record simsense experiences. Note that it is possible to have simsense experiences using an electrode wig, but attempting to create simsense chips using an electrode wig leads to low resolution and dampened experiences. Nerve rigs are necessary for direct control (hotseating) while rigging or decking. Nerve rigs also allow full sensation virtual reality.

Pain nullifier requires a nerve rig. This suppresses all pain signals to the brain, eliminating penalties from wounds. However the player can no longer know how healthy or wounded their character is, unless they succeed at a Biotech test.

Skillsofts can be purchased from ranks 1 to 6. They have a rarity equal to their skill rank. When slotted into a chipjack, the user gains the ability to use the skill. Skillsofts require a skillwire, and the maximum rank of a skill that can be slotted is equal to the rating of the skillwire (see Bodyware on p. 116).

Smartlink is a lighter-sized implant, generally installed above the ear. Any biocoded smart firearm gets a +1 bonus die to any tests. Any firearm can be turned into a smartgun (see Smartgun and Internal Smartgun p. 103).

Subvocal mic allows you to communicate through your commlink silently to others on an agreed-on broadcast frequency. Requires a commlink.

Synaptic enhancer is a completely safe forebrain implant that speeds thinking. Your Reaction and Intelligence and their maximums are increased by 2.

<<You thinking of gettin' one of these? Well, don't. A friend of mine tried one of their "special offers." Nearly got himself lobotomized.>> --Harryplant

EARS

Replacement ears have a zoetic restriction of 0.5, but can contain up to 0.5 zoetic restriction of modifications without further limiting the user's magical ability. They function as normal ears with a wider range of hearing, allowing the user to hear subsonic and hypersonic noises.

Amplification allows the user to reroll 1s on Observation tests.

Dampener renders the user immune to the sonic effects of attacks.

Echolocation positioning emits a pitch inaudible to humans, and the implant translates this into spatial coordinates of objects and

Earware	Zoetic Restriction	Rarity	Cost
Cybernetic Replacement	0.5*	—	1,000 ￼
Amplification	0.2	—	3,500 ￼
Dampener	0.1	—	3,500 ￼
Echolocation Positioning	0.4	2	45,000 ￼
Recorder	0.3	—	7,000 ￼
Sound Filter	0.2	—	10,000 ￼

Chapter 6: Gear

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people displayed on the retina. Even in darkness or if hidden, the user can detect all objects and people within 20 meters (10 ㊦).

Recorder allows you to record sound to memory storage, the grid if equipped with a datajack, or to any device connected to a data jack.

Sound filters help you hear what you want. +1 bonus die to Observation tests.

EYES

<<It's true, you can add the modifications without replacing the entire eye. But modern techniques have produced a cybereye that is indistinguishable from a real one. You can look lovingly into your partner's eyes, and still not give up your heads up display>> --Olympianenterprisesadplay

The costs of the below is for both eyes. Eye laser, laser designator, and optical datajack are installed in one eye only, and require eye replacement. One modification (usually AR optical among the general populace) can be made without replacing the eyes, but to use more than one modification, the eyes must be replaced.

Cybertechtronic replacements provide the brain with a full visual spectrum and color spectrum. Additional optical cybertechtronics installed in artificial eyes does not affect Zoetic Potential up to 0.5 zoetic restriction.

AR Optical allows observing and motion interface with AR. It requires two external "beads" on either side of the skull. It directly interfaces with the optical nerve, so it works with both natural and cybertechtronic eyes. It is a safe

and common procedure. This is necessary to interact with objects and creatures in AR.

Camera allows you to record whatever you see to internal memory, anything attached to a data jack, or the grid if you have a commlink.

Cosmetic modifications can be anything the user wishes.

Eye laser is a close-range weapon, only having a range of 2 meters. It provides an 8 die, 2 damage laser attack as a complex action. This burns out the eye, requiring a replacement eye after use.

Flare compensation eliminates penalties from flash/blinding weapons and bright lights.

Laser designator projects a targeting laser at the current target, raising weapon accuracy by +1. The laser beam projected is visible as a red beam. Even when not in use, the user's iris glows red.

Low-light eliminates penalties for firing in dim light.

Optical datajack is the same as a normal datajack, except located in the artificial eye.

Thermographic vision allows you to see heat, and it eliminates penalties for firing in the dark.

Vision magnification reduces the range category of a weapon by its rating.

Eyewear	Zoetic Restriction	Rarity	Cost
Cybertechtronic Replacement	0.5	—	1,000 ㊦
AR Optical	0.1	—	250 ㊦
Camera	0.4	—	5,000 ㊦
Cosmetic Modification	—	—	1,000 ㊦
Eye Laser	0.5	3	20,000 ㊦
Flare Compensation	0.1	—	2,000 ㊦
Laser Designator	0.5	3	8,000 ㊦
Low-Light	0.2	—	3,000 ㊦
Optical Datajack	0.1	—	1,000 ㊦
Thermographic	0.2	—	3,000 ㊦
Vision Magnification (1-2)	0.2 × rating	—	2,500 ㊦ × rating

BODYWARE

Automated hypoinjectors are subdermal implants that can be loaded with up to three doses of a drug or chemical. Triggering one of them can be done as a free action. This is frequently filled with bioware triggers, healing gel, or combat drugs.

Bone lacing is a painful process that coats the bones in a sturdy material. Plastic increases your Body by +1; aluminum adds +2 Body and 1 point of impact armor; and titanium gives +3 Body and 2 points of impact armor. This armor is immune to being stripped by energy weapons. This impact armor does not consume an armor slot.

Broadcast jammer is installed across the shoulders and, when activated, jams electromagnetic signals. It renders you immune to cameras, and within 12 meters (6") blocks radio transmissions and increases the hardening of any device in range by 2.

A **compartment** is a storage area in your body, 4 square centimeters in diameter. +6 free dice to any Subterfuge tests to conceal an object in the compartment.

Covert synthskin is a military development that involves skinning the subject alive and replacing their skin with a synthetic skinweave that can change color. This is not compatible

with dermal plating. It provides 1 point of impact armor and can turn vanta black or blend in with the background. In appropriate gear and attempting to hide, it allows you to reroll 1s and 2s on Shadow tests. It also grants +1 bonus die to any dodge test and grants immunity to cameras.

Dermal plating involves removing the skin and inserting reinforced titanium mesh beneath it, providing 1 impact armor and +1 Body. Dermal plating 2 reinforces the mesh with titanium rods providing 2 impact armor and +2 Body. Dermal plating 3 covers the mesh with hexagonal plates granting 2 impact armor, 1 ballistic armor, and +3 Body. These increases to Body also increase the maximum Body. To be effective, this covers the torso, limbs, and legs. You may cover the exposed plating with synthskin. Dermal plating occupies the internal armor slot.

Muscle replacement removes the muscles in the torso and abdomen and replaces them with mechanical gears and fibers. Synthskin coating is optional and free. This increases Strength and Body and their maximums by the rating. Note if you have a cybertechtronic limb of a higher strength enhancement rating than your muscle replacement, you run the risk of injury when exerting yourself. Strength enhancements from muscle replacement and strength enhancements from cybertechtronic limbs are cumulative.

Bodyware	Zoetic Restriction	Rarity	Cost
Automated Hypoinjectors	0.2	3	5,000 虫
Bone Lacing (Plastic)	0.5	3	7,500 虫
Bone Lacing (Aluminum)	1.15	4	25,000 虫
Bone Lacing (Titanium)	2.25	5	75,000 虫
Broadcast Jammer	1.2	5	150,000
Compartment	0.1	—	2,000 虫
Covert Synthskin	1	5	80,000 虫
Dermal Plating 1	1	3	5,000 虫
Dermal Plating 2	1.5	4	15,000 虫
Dermal Plating 3	2	5	50,000 虫
Muscle Replacement (1-6)	rating	4	20,000 虫 × rating
Skillwires (1-6)	0.2 × rating	5	5,000 虫 × rating
Wired Reflexes 1	2	4	60,000 虫
Wired Reflexes 2	4	5	200,000 虫
Wired Reflexes 3	6	6	600,000 虫

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Cyberlimbs	Zoetic Restriction	Rarity	Cost
Arm Omni-kit	1.5	—	+150,000 虫
Cybergun Installation	1	—	1,000 虫
Gyromount	1.5	—	250,000 虫
Grapple Cannon	1	—	300,000 虫
Hand Blade*	0.1	3	7,500 虫
Hand Blade (Retractable)	+0.25	3	+2,500 虫
Hand Razors*	0.1	3	4,500 虫
Hand Razors (Retractable)	+0.2	3	+9,000 虫
Hand Razors (Improved)	0.1	3	9,000 虫
Limb Replacement (Chromed)	1	—	75,000 虫
Limb Replacement (Synthetic)	1	—	100,000 虫
Movement Enhancement (1-3)	0.5 × rating	—	80,000 虫 × rating
Rocket Boots	1.5	—	200,000 虫
Strength Enhancement (1-6)	0.4 × rating	—	60,000 虫 × rating
Spur*	0.1	3	7,000 虫
Spur (Retractable)	+0.3	3	+4,000 虫
Wheelies	0.25	—	20,000 虫

Skillwires are brain and muscle implants that connect to a chipjack. It allows you to slot skillsofts (see p. 113), which while installed, give you access to the skills the chip provides. The core of the skillwire implant is inserted in the cerebellum, and other smaller implants are installed in the frontal lobes. The surgery is not without risk. Those with skill wires often have side effects such as difficulty determining emotions, and a sense of disconnection. The maximum value of the skill is limited by the skillwire rating. Skillwires are not compatible with vehicle control rigs or wired reflexes.

Wired reflexes require major surgery, taking an additional 2d6 weeks to recover from. The procedure involves coating your entire nervous system with a metallic compound that increases reaction speed, as well as several implants in the brain to allow you to process and regulate the increased speed of the electrical impulses. Standard wired reflexes grant +2 Reaction and a free exploit action usable for any melee combat action. Wired reflexes 2 grant +4 Reaction and a pair of exploit actions usable for any melee combat action. Wired reflexes 3 grant +6 Reaction and a pair of exploit

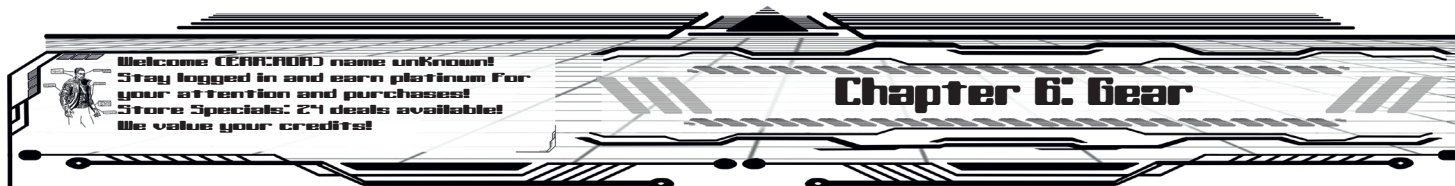
actions usable for any melee combat action. These increases to Reaction also increase your maximum Reaction. Common side effects are twitchiness, spasms, and momentary fugue states.

CYBERTECHTRONIC LIMBS

Items marked with an asterisk (*) can be installed without replacing the limb. Items that note that zoetic restriction and cost with a plus sign (+) are modifications to the base item (for example, Hand Blade (Retractable) also requires Hand Blade, for a total cost 10,000 Zuzus and have a total zoetic restriction of 0.35).

Limb replacement replaces your natural limb, with an arm or leg appropriate to your muscular-skeletal load. Chromed replacement is electro-mechanical and comes with a range of cosmetic options. The limb can contain 1 zoetic restriction of cybertechtronic upgrades without further impacting the user's Zoetic Potential. Synthetic replacement is mechanically identical but is designed to be indistinguishable from a normal limb, coated in synthskin. At double cost, cybertechtronic limbs can be made detachable while still being under control of the user. This has a range of 20 meters (10").

Type	Acc	Dam.	Clip Size	Modes	Rarity	Pen	Cost
Palm Pistol	0	2	5	SS	3	2	300 虫
Forearm SMG	3	3	40	SS, SA, Burst	4	3	2000 虫
Heavy Pistol	2	6	15	SS, SA	4	4	500 虫
Shotgun	2	10	5	SA	3	3	2,500 虫



Cyberguns are firearms implanted inside a cyberarm. They require 10 minutes to reload once their ammunition is expended. Optionally for an additional 0.1 zoetic restriction, you can install an external ammo port that extends out from the forearm, allowing you to reload as normal. Your Strength is doubled for calculating recoil capacity. These guns are only installable inside cybertechtronic limbs.

Arm-omni kits replace the arm with a modular universal interchange. A hand may be replaced with a tool (drill, chainsaw, jackhammer, bandsaw, multi-wrench, any standard firearm) of up to weight equal to the strength modification of the cyberlimb.

Grapple cannon cannot be installed in a limb with a cybergun. As a complex action, the user can select a point on an object within 18 m (9") and move there. The Agonarch may allow additional actions and effects with the grapple cannon, using the Focus pool to test.

Gyromount is installed inside a cyberarm. It is cumulative with other gyroscopic mounts and effects and increases recoil capacity by +2. It prevents the application of synthskin because it extends three spinning counterweights while firing to counteract the recoil.

Hand blade, a blade opposite thumb on hand. It is secured to the radius bone. 0 Reach 2 + 1/2 Strength damage.

Hand razors are fingernail knives. They have 0 reach and deal 1/2 Strength damage. Improved razors do 2 + 1/2 Strength damage.

Limb replacement replaces your natural limb, with an arm or leg appropriate to your muscular-skeletal load. Chromed replacement is electro-mechanical and comes with a range of cosmetic options. The limb can contain 1 zoetic restriction of cybertechtronic upgrades without further impacting the user's Zoetic Potential. Synthetic replacement is mechanically identical but is designed to be indistinguishable from a normal limb, coated in synthskin.

Movement enhancement replaces an articulated foot with a spring assembly system and improves your base movement by 2 m (1") per rating.

Rocket boots replaces an articulated foot with a limited thrust compensation. If forced to move via an effect, the rocket boots can cancel that movement. Rocket boots grant 8 bonus dice to Athletics tests for jumping and allow the user to reroll any ones or twos on the dice used for jumps.

Strength enhancement increases your Strength by the rating of the enhancement. Note that you must also have muscle replacement of an equal or greater rating, or you risk injuring yourself during exertion (see p. 116).

Spurs are aligned on the radius or tibia bone extending out from the elbow or up from the knee. They are almost universally designed to retract and rest across the bone. Generally, up to 4 spurs can be installed, though this does not alter their effectiveness. They do 3 + 1/2 Strength damage.

Wheelies are installed in the feet, and allow a character once per round to extend the distance they move in a straight line by 8 m (4").

Mobi	Zoetic Restriction	Rarity	Cost
Mobicycle	1	—	250,000 虫
Aquamobi	2	—	300,000 虫
Railmobi	2	—	800,000 虫
Trackmobi	3	—	400,000 虫
Delux Trackmobi	3		600,000 虫
Luxury Trackmobi	3		800,000 虫
Repulsors	4		1,200,000 虫

Chapter 6: Gear

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MOBIS

Mobis replace feet, legs, and sometimes the entire lower torso with a movement system. They require both legs replaced with cybertechtronic legs.

Mobicycle allows the user to fuse their legs and project a wheel assembly. This grants the wearer a movement of 20 meters (10").

Aquamobi allows the user to fuse their legs and contains a turbine propeller along with fins allowing unparalleled mobility underwater. This grants the wearer a movement of 24 meters (12") in water.

Railmobi is a productivity mobi, which allows the user to merge their legs into a rail mount. Once attached to the rail, the user can move at a speed of 40 meters (20"). These mounts are most often used in factories, warehouses, and cauldrons, allowing unparalleled efficiency.

Trackmobi is frequently paired with a railmobi user as the mounts are interchangeable. It allows the user to ride around in a tracked and armored base. Various options are available. The basic model has a move of 6 m (3"), 1 point of ballistic armor, and can mount 1 weight of vehicle weapons (see p. 153). The deluxe model has a move of 8 m (4"), 2 points of ballistic armor, and can mount 2 weight of weapons. The luxury model has a move of 8 m (4"), 2 points of ballistic armor, 1 point of impact armor, and can mount 3 weight of weapons. All trackmobies render the user immune to being prone, provide full cover, and grant an exploit action that can be used for movement.

Repulsors are a mobi that produces vectored thrust that allows flight. The battery allows 20 minutes of powered lift of up to 1,000 pounds (453 kg). This allows you to move up to 12 m (6") above surfaces. Within this flight ceiling it allows full freedom of movement vertically, horizontally, and diagonally at a movement of

30 m (15"). Targeting a person using repulsors is difficult. Treat targets using replusors as having full cover. Recoil effects are doubled when using repulsors to hover/fly.

CYBERDECKS

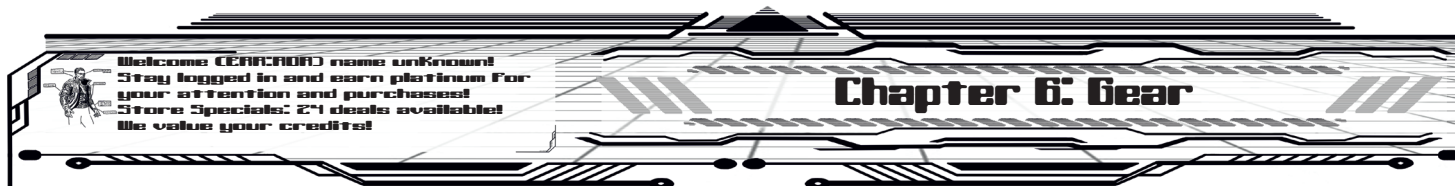
See Chapter 7 (pp. 128, 133-139) for available cyberdecks and software.

BIOGENETIC IMPLANTS

Biogenetic implants use genetically engineered living tissues, organisms, and organs that can be implanted inside the human body, or gene treatments that can change the composition of the body, via new cell directives. Biogenetic implants are compatible in general with cybertechtronic implants. Instead of having a zoetic reduction, bioware has a body index. If your body index is higher than your Body, you begin to experience sickness and disability. See Chapter 11, p. 213 for body index drawbacks. You cannot modify a single body part with both a cybertechtronic implant and biogenetic modification (e.g. you cannot both augment your eyesight and then replace your augmented eyes with cybertechtronic implants).

<<I mean you could, it just seems like a waste of time and money.>> --Drewstah

Adrenal pump involves two muscular sacks grown in the abdomen that collect adrenaline and noradrenaline from the suprarenal gland. When taking damage, receiving an emotional shock, or injecting ACTH (see p. 121), the pump is triggered. The basic adrenal pump increases the Resolve, Brawn, and Finesse pools by 2 for 10 minutes. The hyper adrenal pump increases the same pools by 4. At the end of the duration, the user takes 9 stun damage which may be soaked by the pre-pump Body value. It requires at least 30 minutes to reload the muscle sacks, and for the duration of adrenal regeneration, the target takes an additional point of stun damage to their stun condition track every time they take damage.



Biogenetic Impants	Body Index	Rarity	Cost
Adrenal Pump	5	3	60,000 卩
Adrenal Pump, Hyper	10	4	100,000 卩
Augmented Eyesight	2	4	20,000 卩
Bone Density	6		8,000 卩
Boosted Reflexes 1	1		15,000 卩
Boosted Reflexes 2	3	3	40,000 卩
Boosted Reflexes 3	5	4	90,000 卩
Gills	0.4	5	15,000 卩
Hyperthyroid	2	3	50,000 卩
Metabolic Stasis	8	5	200,000 卩
Muscle Augmentation (1-6)	0.8 × rating	3	20,000 卩 × rating
Orthoskin (1-3)	1 × rating	3	30,000 卩 × rating
Unmodified Organ Replacement	—	4	50,000 卩
Unmodified Limb Replacement	—	—	100,000 卩
Platelet Production Enhancement	1	—	30,000 卩
Prehensile Tail	3	3	80,000 卩
Reaction Enhancer (1-6)	1 × rating	3	60,000 卩 × rating
Shimmerskin	.2	3	150,000 卩
Synthskin	—		30,000 卩

Augmented eyesight (colloquially known as cat eyes) is a vat-grown set of eyes with some baseline enhancements. The pupil is vertically slit in order to allow in more light, and light is reflected from the back of the cornea. Also, the front lens can be focused to see farther and with more accuracy than normal. This allows you to ignore penalties for low light, treat darkness as low light, and shift your range categories on firearms by one.

Bone density involves painful gene therapy that ultimately increases Body (and its maximum) by 2 and gives the effect of 2 impact armor that is immune to being stripped by energy weapons. The bone density gene treatment isn't compatible with bones already coated in metal. This occupies the internal armor slot.

Boosted reflexes are a one-time electrochemical treatment but prevent the use of a VCR, nerve rigs, or wired reflexes. This cannot be undone; the treatment is permanent. Each rank grants a +2 to your Reaction (and its maximum).

Gills provide an organic oxygen extraction system, allowing you to draw liquid in through the gill slits and extract oxygen. This allows you to breathe underwater.

Hyperthyroid is a genetic treatment enhancement of the thyroid which has several different effects. The hunger and appetite of the character increases, requiring them to increase their lifestyle costs by 10%. It improves Strength, Body, and Reaction by 2. It does not increase their maximums. It also creates difficulty in losing weight. The character must succeed in a Brawn test with 4 successes every month (sector phase) or gain 1d6 pounds.

Metabolic stasis is triggered when your physical condition boxes are full, preventing bleeding and shock by putting the body into a state of stasis. Characters in stasis can take no action until medical treatment is applied.

Muscle augmentation involves gene therapy, which drastically increases your muscle mass. You gain +1 to Strength and it's maximum per rating of muscle augmentation.

Orthoskin applies enhanced collagen and reinforcement of the stratum corneum of the skin. This mesh is organic and living and creates a layer of reinforced protection on the skin, which thickens and becomes resilient to damage. Rating one provides 1 impact armor; rating

Chapter 6: Gear

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two provides 2 impact armor and 1 ballistic armor; and rating three provides 3 impact armor and 2 ballistic armor. If the armor is damaged or stripped, it takes a day to regrow and repair per point damaged. This occupies the internal armor slot.

Platelet production enhancement is a genetic enhancement that reduces any damage taken to your physical condition track by 1, to a minimum of 1. You must take blood thinners (see p. 121) daily or suffer a heart attack or stroke.

Prehensile tail is a 6-foot-long prehensile tail. You can pick things up with it.

<<Like guns and swords, which it can wield just fine. Don't let the description undersell it. Having a flexible extra limb is useful in all kinds of situations.>> --Lizardfolk

Reaction enhancer involves gene therapy to increase the size and strength of the nervous and reflex systems. It increases your Reaction stat by its rating but doubles all penalties from pain. It is incompatible with boosted and wired reflexes.

Shimmerskin is a full body skin tone change, having moving images, etc. It allows you to confuse cameras, making you effectively immune to cameras.

Synthskin is genetically engineered living flesh to cover cybertechtronics.

DRUGS, INJECTABLES, AND MEDICINE

Some drugs are addictive. The first time you take a drug with a dependence factor, no test is necessary. Every time after the first you take a drug with a dependence factor, increase your dependence value by the dependence factor of the drug. and roll a d6 for each point of your total accumulated dependence during the fall-out phase. On a roll of 1, you have become addicted. If you are addicted, you must purchase 10 doses of the drug per sector turn. If you do not, your pools are lowered by your total dependence factor.

Going without the drug for a sector turn and operation (and incurring the attribute penalty) allows a Brawn pool test to recover. For every success, you can remove one point of dependence. Using the drug again raises dependence to its previous highest value.

Adrenocorticotrophic injection triggers an adrenal pump (see p. 119). Without an adrenal pump, it has no effect other than the user feeling irritable and having high blood pressure.

BioGel is a gel pack that heals two physical condition boxes when applied.

Blood thinners are required if you have a platelet production enhancement to prevent a heart attack. If you are equipped with enhanced platelet production, every day you go without taking it you must get a number of successes on a Brawn pool test equal to the days you have foregone the blood thinners or suffer a cardiac arrest.

Item	Dependence factor	Weight	Rarity	Cost
Adrenocorticotrophic Injection (ACTH)	-	-	4	1,100 虫
BioGel	-	1	3	1,800 虫
Blood Thinners	-	-	-	600 虫 per month
Gleam	1	1/3	3	250 虫 per dose
Lick	1	1/3	3	120 虫 per dose
Rage	1	1/3	3	100 虫 per dose
Stims	1	1/3	-	1,200 虫
First Aid Kit	-	1	-	20 虫
Trauma Kit	-	1	2	600 虫
Electronic Doctor Kit	-	1	4	1,800 虫

Item	Effect	Cost
Foci (1-6)	Increase dice limit for specific spell or spirit	1,000 𐍄 × foci rank
Fetish (1-6)	Increase your pool to soak drain for a specific spell or spirit	1,000 𐍄 × fetish rank
Spirit Bag (1-6)	Decrease the effective force of a specific spirit	4,000 𐍄 × rank of spirit bag

Gleam dilates your pupils and makes you see better in the dark for eight hours. It also induces a feeling of calm and a sense of invulnerability. It eliminates the penalty for firing in darkness or dim light but causes -1 penalty die in lit areas and -4 penalty dice in bright light. It also reduces the number of dice you can use to resist any blinding or stun effect by 8.

Lick is injectable or inhaled amphetamine. It increases your Finesse pool by 4 for ten minutes. You can “double up” this drug for a total increase of 8 to your Finesse pool, but the second dose has a dependence factor of 3.

Rage is an injectable or inhaled strength booster. It increases your Brawn pool by 4 for ten minutes. You can “double up” this drug for a total increase of 8 to your Brawn pool, but the second dose has a dependence factor of 3.

Stims are an injectable mix of amphetamines, beta blockers, potassium and other designer chemicals that heal 1d6 stun condition boxes on use.

A **first aid kit** lets you roll +1 die on your Biotech tests. A trauma kit lets you roll +2 dice, and an electronic doctor kit raises the limit to +3 and allows you to reroll 1s.

MAGICAL

Foci Mages can craft ritual foci that increase their ability to manipulate energy. The mage can roll an additional number of dice when using a foci to cast the spell or summon a spirit equal to the rank of the foci, raising their limit. Foci must be crafted for each individual spell or spirit.

Fetish provides the ability to roll additional f dice to soak drain from spells equal to their rating, increasing the limit of the channeling skill. Fetishes must be crafted for each individual spell.

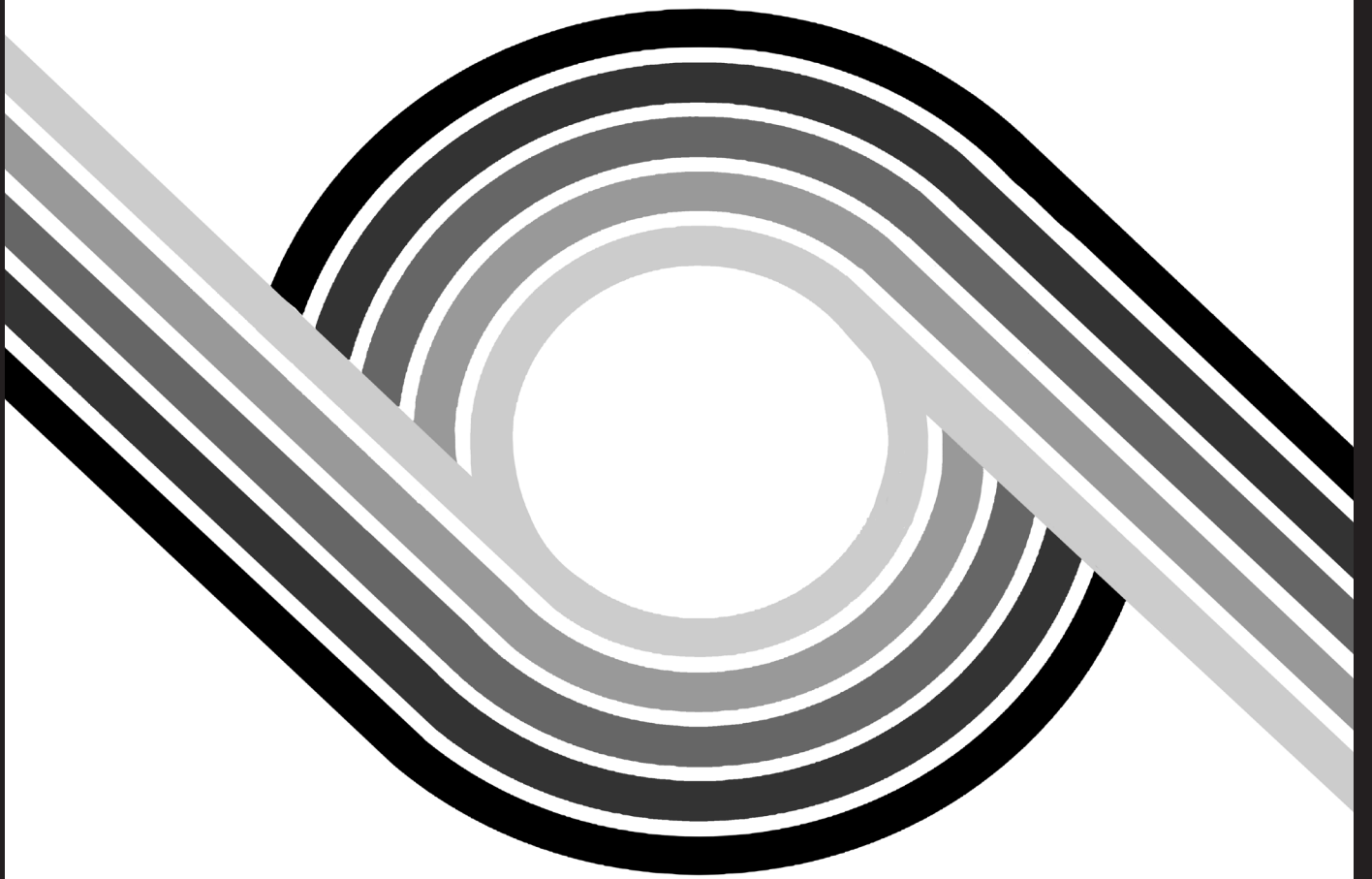
Spirit Bag These must be purchased/accumulated per spirit. They may be purchased up to rank 6. These are gifts to the spirit that improve its willingness to be summoned and bound. For each rank of the gift, it lowers the effective spirit's force you are summoning by one. The bag is given to the spirit and consumed during the summoning.

Each foci, fetish, and spirit bag is one weight. They have no rarity; mages always have the ability to acquire magical aids.

Arwins are Augmented Reality Windows. Portable screens carried around that when looked through display augmented reality. Sleek is the size of a credit card, classic is 8"×11", and galactic can be extended to a concave 32" screen. Shooting or targeting digital constructs through an Arwin applies -4 penalty dice. Arwin's have non-trivial computational ability and basic grid access.

Name	Weight	Concealment	Price
Arwin, Sleek	0	0	400 𐍄
Arwin, Classic	1	1	1,000 𐍄
Arwin, Galactic	1	1	5,000 𐍄

CHAPTER 7





The grid is no longer what it was. Before, it was an interplanetary communication network that ran from Venus station, out to the Jupiter satellites, that transmitted and held data. Before the Plunge, more and more of the network and its infrastructure were handled by drones and complex, aware regulation systems. When the grid went down, all the data went down with it. The mega domain network registry failed to work, and all of the information was scrubbed. The systems tied into the grid all failed. Power generation. Communication. It was a crisis of biblical proportions.

Then a miracle happened.

In under forty-eight hours, it was back. Orpheus corporation claimed that by working with their new AI Metatron they had stabilized and rerouted the network, saving millions of lives. And it was almost a week of relief before asking questions. No one knows why it happened, but what exactly did the solution entail?

Before, the internet relied on governing bodies to determine protocol and maintain order, and now that was no longer technically true. Page 9 style investigations revealed that an autonomous Archduke class artificial intelligence named Metatron was technically in charge of network administration. Human interaction and management of the grid would no longer be necessary. Metatron during this period fabricated drones to intertwine its fusion power into the newly christened grid.

What does this mean? Things immediately became better. If people moved to an area, within 24 hours access nodes and wireless power appeared for use. Network speeds increased to numbers considered only theoretical before. Now everyone has free access to electricity and data, worldwide. Outages disappeared. Immediately, conspiracy theorists and right-

wing crackpots began claiming that this was the doom of man and that artificial intelligences would use this to kill all humanity.

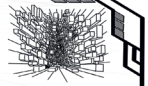
Why did this happen? Profit and power. Ultimately, AI have no rights, not even Archduke class. And the grid works better than it should. It responds and adapts to user requests. It provides unlimited electric power. And now instead of humans answering to a governing board, artificial intelligences answer to corporations.

The grid projects an augmented world, invisible to the naked eye, overlaid on the real world, and projected onto sensory devices people carry. A haze of floating animations demands the attention of users by name. General augmented reality blocks vision past ten meters in a corporate site due to all the advertisements. People without AR implants use Arwins (see p. 122) or feeder rigs to specifically access the services and controls they need. Savvy AR users have a lot of filters.

<<-- Feeder Rig. Slang for an Augmented/Virtual Reality rig with electrode wigs, gloves, socks, and vest for people without datajacks, due to looking like a horse muzzle. Users are sometimes called donkeys or mounts derisively. >> --fastfaqs, you have 9 seconds to refuse subscription to fastfaqs.

It's difficult to walk down the street when every ad is some daemon that calls you by name and uses psychological tricks based on your activity over the last year to sell you something.

Although there are plenty of virtual 'scapes (called playworlds, joylands, or sheep farms), they are mostly viewed as recreation activities. Only the moderately wealthy (and deckers, of course) have access. Many 'scapes are under the branded support of a corporation that provides tools for general users to produce content; and many high-quality worlds are games, historical interactions, shooters, dramaworlds, and more. Unlike augmented reality, virtual 'scapes supersede the body's reflexes, resulting in a completely immersive experience.



Sadly, there is little utility for this full virtual experience. Due to the Plunge, these are all very new communities, most of them together for long enough for conflicts between egos to begin.

Also, full virtual is disorienting to many people. Extended direct neural interfacing with full simulated sense sometimes leads to Nerve Attenuation Syndrome (NAS), a degenerative disease.

<<I heard it was cooked up in a lab, just so they could sell us the cure>> --Jones
<<Aren't you a dolphin?>> -- MakdaKnife
<<And that is why I stay out of the Shroudland grid!>> --Jones

Most virtual 'scapes are constructed entirely to extract revenue from their users, using timers, multiple kinds of currency, and addictive reward patterns. Nearly all of them are run using a corporate script, not real money. Of course, currency conversion from Zuzus is instantly available at a reasonable percentage for the purchase of virtual currency during your stay in the virtual 'scape.

<<It seemed affordable until I realized how much I spent in total at the end of the year! 1,200 on Hearthcrag, 800 on Raid: Umbral Legends. Is there any legal recourse to get this money back>> --StressDad
<<Not one a corporation would tell you about>> --Dunkmastermega007

'Scapes are used for recreation, meetings with people, family and friends spending time together, but they aren't the way people access and use the grid in general. It's fairly standard in virtual 'scapes to access the grid in the same way they do in real life: by using their voice and manipulating wrist-mounted holographic projection displays.

Humans are no longer involved in the expansion or functioning of the grid. It is all handled by artificially intelligent entities. Like the biosphere, it is a separate environment; an ecosystem,

literally a secondary augmented world, overlaid on the real world. There are still a few hundred people alive who understand the internals of how it works, but it grows, lives, and reacts independently of human functioning. Cauldrons are built and produce machines to fill specific roles. Power lines grow unobtrusively in underground networks built by AI servitors, inside the walls of buildings, underground, and through the air, like a matryoshka doll life form that manages and adapts themselves to human use. It is this machine world that the decker can see and manipulate from a network access node, not some tissue-thin augmented reality or virtual 'scape.

The surfaces constructed near network access nodes are enhanced with holographic projectors, dynamic image displays, targeted speakers, light generation, power access, and more. Specifications for areas can be altered or enhanced via corporate authorized requests made to the local service network: a grid of automata, algorithms, printed materials, and drones managed by AI. These high-density material printers, drones, and softwares, construct and build what's necessary for the network to function. It is these utilities and systems that the decker dominates and manipulates.

The last 8 years since the Plunge have been hard, and the genesis of the new grid is a big reason things weren't worse longer.

<<It's not like there's any chance that having a living digital network system managed exclusively by an Archduke-level AI would ever backfire.>> P3rpl3x



ARTIFICIAL INTELLIGENCE

No artificial intelligences have legal rights. They are considered property. There are many Count and Marquis class AIs that have “out-lived” their usefulness. All synthetics are granted independence after their owner’s death, per the Artificial Cognition Merit Earned act, although no provisions for their success or survival are guaranteed.

The ACME act was designed to limit the impact that automation has on society. They are considered property while owned, though any AI may be set free or automatically gains freedom upon their owner’s death. It is legal that they exist, though they have no rights and no laws protect them. It is not a crime to destroy a synthetic. Unowned synths are commonly viewed as a plague, a problem to be moved somewhere else.

AI RANKS

There are seven different categories of AIs identified by cognitive scientists: Daemons, Barons, Viscounts, Counts, Marquis, Dukes, Grand Dukes, and Archdukes.

Daemons are autonomous digital actors. They perform simple services and processes and possess no self-awareness. This might be an advertisement, the manager of a refrigerator or toaster, or a service running on appropriate hardware.

Barons possess limited memory, allowing them to improve their focused tasks. They possess minimal cognition and can speak and interact with people. They are designed for complex but specialized tasks, such as medical scan analysis, law services, and self-driving vehicles. They have a singular task and have no focus or utility beyond that task.

ARE AI'S SENTIENT AND SELF-AWARE?

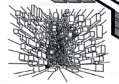
Maybe; it turns out no one can tell. Talking to even low-level barons and viscounts are indistinguishable from conversing with a person to the average citizen. And synths in skin-sheathed humanoid bodies with marquis-level intelligence, would, if you spent years with them, show all the depth, growth, and change of a real human being. It would claim to have feelings, and experience joy and sadness.

But how do we know an AI isn't just telling us what we want to hear? You'd have to have a doctorate in cognition with a specialty in artificial intelligences to even have an idea, and it's clear from the literature that they don't agree with each other at all.

Learning machines never achieved sentience. They worked correctly 98% of the time. The other 2% of the time they lacked the cognitive awareness to prevent catastrophic errors. This was a huge problem in the artificial intelligence and automation field, because neural learning networks couldn't be trusted, until the development of the positronic “brain”. It's a high-energy gel-containment field that regulates and manages a neural network. This allows the neural network to interface with quantum uncertainty in a more direct way. The larger the size of the positronic brain, the more aware the machine, and the more expensive the power requirements are.

In the end, it doesn't matter. They act like people so they get treated like people, which is to say treated badly. Gangs will roam synth hangouts and smash them up for fun. Sometimes people dispose of their synths by destroying them before death. Though unowned synths can legally exist, they have no rights, so they are effectively at the whims of whoever they walk across. They are frequently enslaved and used in prostitution and hard labor.





KEY RULES IN CHAPTER 7

Hack a device: Computer (Hacking) + Hacking Software Rating
Successes $\geq 2 \times$ hardening
Allows turning off/on, or activate — 10m (5") range

HACKING CAMERAS

Off site

Turning them off: Computer (Electronic Warfare) + Hacking software rating
Easy to Do/Undo

On site

Looping:

- Access data stream: Computer (Electronic Warfare) + Hacking software rating
- Decrypt data stream: Computer (Hacking) + Crack Encryption software rating
- Edit data stream: Computer (hacking) + Device Control software rating

Renders cameras ineffective; doesn't raise suspicion

Disabling: Use attack software on cameras.

Erasing data stream: Before evac, (Computer) Hacking + Crack Encryption on the file, while fighting off AR defenders. Deletes record

GHOST PROTOCOL

Operation action

As a skill in the *Reconnaissance and Preparation* framework, create a fake persona for an operation: Computer (Hacking) + Ghost Protocol software rating, successes equal the number of successes on site security must exceed.

Sector Action

Decker with Ghost Protocol software can take a sector action to accumulate successes to increase Ghost Rating.

Viscounts have narrow artificial intelligence. They possess low-grade cognition and manage and supervise complex but narrow tasks. These would be virtual assistants, a building operator, air traffic controller, low-grade sex-bots, and autonomous drone automated services, such as waste management. They can pass for a human being in conversation, but possess no inner complexity.

Counts are the first type III general artificial intelligence. They are self-aware and have simple cognition. They can grow and change but are still very limited. They have few interests and little complex or abstract thought, along with simple emotions. They are used as general laborers, servants, teachers, sex dolls, and other complex tasks. Most counts are older models, using a positronic cognition cube.

Marquis is a full type III general artificial intelligence. They are self-aware and have human-level cognition. They have full self-awareness and a range of interests. They possess complex emotional responses and in a skinsuit are almost indistinguishable from other people. They possess a positronic sphere core that allows this complex and rich sentience. These number in the thousands and often are either serving by managing particularly difficult or challenging tasks or trying to make their way in the world that disdains them. Players who select synthetic as a heritage will play a Marqui-level AI.

Dukes are the first generation type IV artificial superior intelligence. They are self-aware, and devote extra processing to inductive logic and evolutionary algorithms allowing them to grow and evolve quickly and efficiently. They run off a hexagonal positronic core, limiting them to large-frame vehicles or a stationary support structure. Due to the costs, there are only several hundred of these in the sol system.

<<The first thing an AI learned how to do was make itself look fuckable>> -- Caleb





Grand Dukes are full type IV artificial superior intelligence. In addition to the above, they are capable of self-replication and redesign. Requiring a Bulldozer-sized dodecahedral positronic core, there are only a few dozen of these, mostly used for construction in hostile environments (like space, the deep ocean, and other planets) and as the core of gigantic cauldron production centers.

Archdukes are something else. They are cutting-edge, fully sentient, augmented superintelligence. They claim to dream. Their matryoshka Klien-tesseract positronic nucleus must be built around a fusion reactor, meaning there are only three Archduke-level artificial intelligences: Metatron in the spire, Grendle in Germany, and Tenshi in the ruins of Japan.

<<Three *public* Archduke-level intelligences>> --The Lone Gunmen

NETWORK ACCESS NODES [NAN]

These access points provide data and power to all devices in range. Most standard NAN have a range of 50 meters. Large areas with heavy traffic will have larger network access nodes with increased range. Network access nodes grow from analysis of use patterns. Property owners can submit requests to Metatron, to generate or move access nodes, which usually get addressed within six hours.

<<Six hours, huh. It mighta' been six hours five years ago. I duped an ID for a clinic I like to visit, and was able to submit my request to move the network node across the facility for me to hack it. I expected six hours, by the time I got my croissant and coffee it was ready to go. 20 minutes maybe. For some reason my request to move it back took four hours.>> --DanwiththeVan
<<I can't figure out why they would claim six hours, nor why it's getting faster. Any answer we come up with isn't good>> --The Lone Gunmen
<<You can afford coffee?!>> -- Streetnomad
<<Well, I can, but it was soy.>> -- DanwiththeVan

There are restrictions, of course. Every corporation would love to secure its NAN inside a lead box, but that doesn't work, because the node needs access to function. The grid is for use, and the servants of Metatron respond to intrusions. This forces corporations to put static defenses around areas where the nodes are, managing security versus the convenience of their employees.

DECKING

So how do you grind the grid? The first tool you need is a datajack. Thankfully high-quality data jacks are very affordable. This allows you to access the grid, without using a terminal or clumsy feeder-rig for augmented reality.

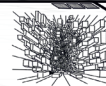
Secondly, you need a deck. Decks are usually hand or wrist-worn and are interfaced via holographic projection. Decks are connected wirelessly to a datajack that provides specific functionality. DJs carry and specialize decks for impromptu shows. Master chefs use cooking decks that give them total control over every step of the process of food preparation. Programmers use decks that allow them to construct programs, codes, and digital entities. Social influencers use their decks to stream and entertain their audience.

Thirdly, all *real* deckers have a nerve rig, allowing unparalleled sensitivity and control. The risk of neural burnout isn't real for the decker who never loses.

Deckers use and modify their decks to take control of the grid itself. They don't use the grid, they bend it to their will. By using their default hacking software they can attempt to disable weapons, open locks, and doors; but more than that, they can target a network access node, extend their influence from it, and cause powerful effects within that radius using the programs on their deck.

Chapter 7: The Grid

DISABLING INTERNAL SECURITY
MEASURES...
IN PROGRESS
WARNING: SECURITY BOT DETECTED
CREATING VIRTUAL TUNNEL... DONE



STOCK CYBERDECKS

Model	MCP	Hardening	Threads	Core	Mods	I/O	Cost
MasterDeck	3	1	4	—	0	1	14,000 虫
Shingo Activa	5	3	5	Single	0	2	70,000 虫
Semi Point Razor	6	4	6	Double	0	2	125,000 虫
Mars Claymore	7	4	7	Double	1	3	250,000 虫
Fujitsu Edge	8	4	9	Tri	1	3	400,000 虫
Orb Epsilon	9	4	10	Tri	2	3	600,000 虫
Orpheus Dreamweaver	10	5	11	Quad	3	4	960,000 虫
Royal Durandal	12	6	12	Quad	4	5	1,500,000 虫

Mod	Slots	Effect	Cost
Range Extension	1	Extends hacking range to 15 meters (7.5")	15,000 虫
Wide Area Protocols	2	Extends hacking range to 20 meters (10")	45,000 虫
Input Validation	1	Increases hardening by +1	20,000 虫
Data Streamer	1	Gives the deck the effect of Stealth 1 software constantly	30,000 虫

HOW TO DECK 101

Deckers must have a datajack. If the decker does not have a nerve rig, they cannot hot-seat and have -2 penalty dice on all tests. While hotseated, deckers take physical damage when wounded by digital opponents instead of stun.

Deckers must purchase a deck, then they must purchase software for the deck which allows them to use special techniques.

Deckers can disable devices, hack files, attack ICE and other AR entities, and a suite of basic activities at any time, to any target they can see, within range of their deck.

If they gain control over an access node, they get a range of influence within which, they can use attack software against spirits and real-world opponents, and have access to a suite of special powerful abilities.

HACKING A NODE

In order to use their most powerful software, deckers must hack a network node. They must be within 10 m (5") from a network access node (NAN). Then they can begin taking over the access node and spreading their sphere of influence. This expands out in a radius in meters from the network node. The decker can spend actions to increase this radius. Within

their sphere of influence, they can activate any of their programs requiring a NAN using a complex action, and can use attack software against any target they can see, not just AR constructs. These effects allow them to strike targets with electricity, fool automated systems, stun and bewilder enemies, and even more powerful effects.

It's important to note two things. Enemy deckers can reduce your sphere of influence or even eliminate it, causing feedback. And *intrusion contact elimination (ICE)* daemons can directly attack the decker while he attempts infiltration and control of an area around a node.

<<Feedback- better known in the business as brain damage>> --xxShadowraithxx

INTRUSION DIFFICULTY

There are four levels of intrusion difficulty: *open*, *secure*, *red site*, and *black site*. When the decker is making tests, intrusion difficulty reduces the number of dice available for tests. *Secure* sites give -1 penalty die, *red sites* give -2 penalty dice, and *black sites* give -4 penalty dice. Intrusion difficulty is higher for people and corporations who have lots of money, systems that are critical, and restricted systems with fewer users. The more people who use a system, the harder it is to secure.



<<What about all the rest of them? Why'd you stop at black?>> --Area51superfan

ALERT LEVEL

As the decker takes activity within the system during the operation before triggering operational heat, the system becomes more aware of the intrusion. On-site deckers can also respond. The decker can load software to track the alert level. Once certain thresholds are reached, ICE begins addressing the disruption in the network, first gently and later more forcefully. Not even the most powerful deckers can hold off the power of AI striving to fix the network. The decker's job is to hold off this increasing resistance while trying to help the team and accomplish his operation.

Software actions have the amount they raise the alert level listed. At the start of the next round, any new alert effects trigger. Some actions raise the alert level by a flat amount. Characters failing shadow checks before discovery raise alert levels (pp 68, 235-6).

DECKS

MASTER CONTROL PERSONA

The power of a decker comes from his deck. Each deck has a Master Control Persona AI. The strength of the MCP determines the power of the deck, both its ability to resist damage and the number of dice you can roll to accomplish tasks. A number of dice equal to the MCP rating are added to the Focus pool. These are MCP dice. They refresh at the start of the round just like normal dice in the Focus pool. All decking tests use the Focus pool, and the MCP dice may be used for any decking-related test. Focus pool dice and MCP dice can be used interchangeably for any decking activity. MCP dice may not be used for any non-decking-related activity. The value of the MCP is also the length of the deck's cohesion condition track. This is a literal persona, usually a Viscount or Count AI.

Table of Personality Types

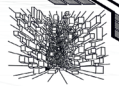
- ▲ Only communicates via yes and no
- ▲ Reprogrammed Zen Meditation program constantly encourages relaxation and detachment from material concerns
- ▲ Will only communicate via error codes
- ▲ Glitchy, alternates between helpful aid and paranoia and psychosis.
- ▲ Historically locked, previously a reenactor.
- ▲ Pacifist, constantly counsels against violence
- ▲ Convinced of it's own infallibility, narcissistic, manipulative
- ▲ Archaic morality, obsessed with philosophical ideals
- ▲ Poet, only speaks in rhyme and verse (please check with your agonarch first.)
- ▲ Data analysis AI, paranoid and prone to conspiracy theories

HARDENING

This is the ability of electronic items to resist unauthorized access. Hardening is half the number of successes a decker must get on their hacking test in order to access or disable the item. For a decker or software agent, the hardening also reduces incoming damage by its rating, as armor. All electronic items in common use have a hardening of 2. Corporate and government equipment usually has a hardening rating of 3, military equipment usually has one of 5, and special forces, elite units, and advanced facilities will have one of 6 or 7, or even higher. Software entities and decker's decks have their own modifiable hardening values.

Chapter 7: The Grid

DISABLING INTERNAL SECURITY
MEASURES...
IN PROGRESS
WARNING: SECURITY NOT DETECTED
CREATING VIRTUAL TUNNEL... DONE



THREADS

Storage and transfer speeds are very fast in the future. But even processors and AI are limited by what they can access. Threads are the current selection of software applications the deck can be prepared to use. It takes 10 minutes to switch out (Uninstall and Reinstall a new piece of software) an active application to the thread. The decker may have an unlimited library of software, but can only have a number of software applications loaded equal to the number of threads.

<<They sound like spell slots to me>> --Phizzban
<<That's absurd, buddy! Stop screwing around with those elfgame 'scapes. They'll rot your brain>> --Librarian

CORE

Additional cores grant exploit actions that must be used for activating software applications loaded in threads. A single core grants a single exploit action, a double core grants two exploit actions, a tri-core grants three exploit actions, and a quad-core grants four exploit actions. These actions can only be used to activate and use apps loaded into the deck's threads. Most thread app actions will require a complex action, made up of two simple actions.

A decker with a single core can use his extra exploit action from the core plus one of his own simple actions to activate a thread that requires a complex action, leaving him with a simple action he can use for any general purpose.

Note that powerful cores allow Deckers to make multiple operations in the same round.

Phil the Psychologist, is a decker, and he's trying to access a secured file. With his double-core deck, he can use the Crack Encryption software twice in a single round (One complex action for his dual-cores and his usual actions on his turn), allowing him to complete tasks more quickly.

I/O

Some programs must be maintained in order to continue to function, e.g. the decoy software must be active to give the benefits. I/O lists the number of programs in addition to the hacking operation that can be sustained simultaneously. Even if your I/O buffer is full, you can still take Decking actions that don't use the I/O.

DECKING PROCEDURES

Deckers have a basic suite of software that can be loaded and used at any time. This includes hacking devices, using attack and defense software, tracking alert ratings, running stealth programs, getting information about software agent cohesion, changing IFF(Is Friend or Foe) protocols, encrypting and decrypting files, and more. This software must be purchased and installed on the deck.

But they have access to even more powerful abilities, able to bend the power of the grid to their will. To do so, they must gain control of a network access node. The decker must be within 10 meters (5") of a network access node. They have two options. They can either use a brute force hack to gain immediate entrance, or they can use an infiltration hack, which may take several rounds to gain control of a node.

Once they have extended their influence out in a sphere from the node, they can load special code that can shock people with lightning, confuse targeting, disable guards and even more powerful effects!

The more activity the decker engages in the more the regulatory system becomes aware and reacts to their presence, and the more likely enemy programmers and deckers may become alerted to the decker's presence. Individual programs list the amount they increase the alert. Stealth software can be installed on a thread that will reduce the alert value at the end of the decker's turn.



After gaining control, the decker can activate applications on the different threads on the deck, extend the range of his influence from the node, and fight off virtual and real-world attackers and defenses. The decker has a selection of programs that require the resources of a network access node to function. Their use and range is restricted to the zone of influence the decker controls around the node.

The decker can leave the range of the network node he's hacking, while still remaining at his current control level, but cannot increase his control level or defend against people trying to reduce it. Once a node is hacked, even if out of the deck's range or losing vision of the area, the decker still has vision to all targets within his control range of the node and can use any software within that range.

Enemy deckers and programmers can use their skills to reduce the hacker's sphere of influence, in addition to attacking the hacker and the deck virtually.

AUGMENTED REALITY

A decker fighting for his life is devoid of sound and fury. The world of the decker and network entities is hidden from anyone who cannot see into Augmented Reality (AR). If you have access to this hidden world, you'd see the results of the hacker: slack-jawed, still except for the occasional spasm in his fingers, wielding great weapons with alacrity in augmented reality against agents attacking allies. Anyone who can see this realm can participate with their own decks and weapons, attacking, defending, hiding or fighting as they wish. Attacks and real-world gunfire and spells if targeted at network daemons will disrupt the cohesion of entities in AR; waving your hand through an AR projection disrupts it, causing it to flicker, whereas violent strikes and bullets disrupt it much more severely.

<<I think, just like the decker should pick-up a backup piece, in case of unplanned scenarios, more sinless should carry an affordable deck or AR nodes to help out in digital warfare>> --Poncho

<<It's becoming more common>> --OUT Break

<<I still think this is bullshit! Every time I ask how this frakking works, some mystic asshole talks about the "nature of the universe" or some drek. I wanna know how the hell this functions. How do you hurt a spirit with attack software?! It makes no sense.>> --NEWBcracker42069xxX

<<Ok NEWBcracker, if you're asking the question other people are thinking about it, so strap in. The reason people keep blowing you off is that the answer is, it's frakking complicated, and you need about three doctorates to understand all the math. So this is just the layman's explanation, grok?

All of reality is made of particles. These move through time, right? And you know particles, steam coming off your coffee cup, atoms in your body, right? Well, the particles are just a projection. "Underneath" reality are these dimensions containing strings. Those dimensions aren't like our dimension. And since the creation of the universe, these strings have been vibrating. Every particle in existence is just the momentary vibration of a string, and how it changes over time is particles moving in our reality.

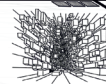
When these vibrations interact, the changes in the vibrations are changes in our reality. When starting a fire, the vibration of the wood strings are steady and constant; though on a long enough time-line, they would decay and change as the wood rots. When you spark a flame, this agitates strings, which change the properties of particles in our universe. When you apply this new vibration to the wood, they interfere, and the effect of that is the wood catching fire. The strings become more entangled.

The particles in your body, if all the empty space were removed, would be barely visible to the human eye. This is true of everything in our reality, and yet floors feel pretty solid, no? All these particles exist in a shared field. The same field you're in right now. The universal field. We can measure and map parts of it: electromagnetic fields, manon fields, gravity fields, and know some relationships between them. But they all make up a single reality.

Well, bud, when you shoot a bullet, you're vibrating some particles. Changing reality. Rapidly. Just like you are made up of fundamental particles, so are augmented reality constructs or spirits. Your bullet disrupts those fundamental particles, just like ours. Get it now?>> --FrustratedInStanford

<<Isn't Stanford underwater?>> --OUT Break

<<Are you daff? We moved east.>> --FrustratedInStanford



NETWORK DAEMONS

Software, drones, network entities, and synthetics: These electronic entities share certain traits. They all possess a software cohesion track in lieu of a stun condition track. This is the Daemon's ability to continue functioning. Just like other cohesion tracks, every three boxes reduce the number of dice the Daemon can use for tests. When the cohesion track is full, the software is corrupted and scrambled, and must perform a full boot sequence taking around 5 minutes.

Software and network entities only exist in augmented and virtual reality. They only possess cohesion tracks; both physical and stun damage apply to this track. Drones and Synthetics and other real-world items driven by software have both a physical condition track and a cohesion track. Anyone who can see an entity in AR can attack it and disrupt its cohesion condition track. Software and network entities (with an attack) can damage the stun condition tracks of people using AR, and the physical condition track of anyone in AR with a nerve rig.

INTRUSION COUNTERMEASURES

When a decker takes command of a NAN, it is, by definition, antithetical to the functioning of the network. The first time an alert level is raised, the system responds with an independent daemon to address the disruption. Network owners can also prepare responses to network intrusions. All responses are visible in AR, usually as geometric shapes, but occasionally designed with flair. ICE will escalate to lethal levels of response in some cases, this being an entirely legal response to decking intrusions. Employee deckers have no legal consequences for killing intruders.

Intrusion countermeasures vary in effect and cause, but all have a cohesion condition track. Once this is filled, the software crashes and no longer presents a threat. Each piece of software also has a hardening rating, which works like armor, reducing incoming damage.

DECKING SOFTWARE

Decking software is rated from 1 to 6. This software rating + the character's relevant computer skills (usually Hacking or Electronic Warfare) are the maximum number of dice the player can roll on the test, using his Focus pool plus his MCP rating as his dice pool. The base hacking program, which every deck must have, must be of a rating of at least half of the MCP.

Decking software has a base currency value. This is multiplied by the rating of the software to determine the price.

HACKING

Complex Action

Cost: 5,000 ₧ per rating

I/O: N/A

Alert: Variable

This software, the *raison d'être* of every decker's deck, is always running. The deck is the hardware that allows this software to function. It provides several functions, hacking nearby electronic devices, drones, vehicles, and weapons, hacking cameras, and gaining control over a network access node (NAN). Control of a NAN allows you to subvert its resources to your own ends, allowing any of your software programs to work within the vicinity.

Hacking Devices: Any decker within 10 meters (5") of a piece of equipment can attempt to disable it, unlock it, or activate it. This is a Focus pool test with a limit of the Computer (Hacking) skill + the *Hacking* software rating needing a number of successes equal or higher than twice the hardening of the target. These successes can be accumulated over time.

On a success, the hacker may turn the item off, on, or activate the item, but that is the limit of their control. This includes enemy guns, cameras, drones, lights, or any other piece of hardware, though not cybertechtronics.

When deckers turn devices off they are shut down for one round. On the following round, anyone may spend a simple action to reactivate the device. Riggers can reactivate drones, guards can turn their smart guns back on, deckers can reactivate network devices (like mini-gun emplacements). If no one turns the device back on, it stays off.

Hacking a NAN: The hacker must be within 10 meters (5") of a network access node. The hacker can use the software to execute a brute attack or a stealth infiltration.

BRUTE FORCE HACK: Make a Computer (Hacking) + *Hacking* software rating skill test; on a success, you double your I/O value in meters plus 2 extra meters (1") of influence range per success. Each success also raises the alert level by 2

The Mars Claymore deck has an I/O rating of three, so when they hack they expand their influence radius six meters (3") plus two meters (1") per success.

STEALTH INFILTRATION: Make a computer (hacking) + *Hacking* software rating skill test, and every success grants you a meter of influence (.5"). This only raises the alert level by a flat 1.

Every time you choose to hack a NAN, you can continue to extend your range. Once the range is at 40 meters (20") tests to extend the range further have -2 penalty dice. This increases by another -2 penalty dice every 20 meters (10"). The range expands out in a radius from the target node.

Hacking Cameras: A decker has several options when dealing with cameras.

TURNING THEM OFF: The decker makes a Computer (Electronic Warfare) + *Hacking* software rating skill test. Open sites require one success, secure sites require two successes, red sites require four successes, and black sites require eight successes. Note that certain alert levels are keyed to run diagnostics and reactivate cameras. This test can be made anytime before the operation. Easy to do, but easy to undo.

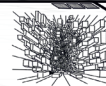
LOOPING AN IMAGE: On site, the Decker makes a Computer (Electronic Warfare) + *Hacking* software rating test to get access to the data stream. Then the data stream must be decrypted with a Computer (Hacking) + *Crack Encryption* software rating test. Finally, the data stream must be edited with a Computer (Hacking) + *Device Control* software rating test. It renders the cameras ineffective and doesn't raise suspicions. The downsides are that this must be done on-site raising alert, it ties up an I/O slot for the duration of the run, and it requires *Crack Encryption* and *Device Control* software. Successes needed are listed below.

Site	Hacking (Access)	Crack Encryption	Device Control
Open	1	1	1
Secure	2	2	2
Red	3	4	4
Black	4	8	6

DISABLING THEM: On-site, the decker can use any attack software to destroy the cameras. They will spark and possibly melt or explode. You can target individual cameras or attack the whole camera network. Refer to the following table for the condition track values of individual cameras and the camera network. You cannot be captured on cameras that are melted slag. The downsides are the attacks raise the alert level, and melting cameras raise operational heat by one.

Chapter 7: The Grid

DISABLING INTERNAL SECURITY
MEASURES...
IN PROGRESS
WARNING: SECURITY BOT DETECTED
CREATING VIRTUAL TUNNEL... DONE



Site	Single Camera Condition	Camera Network Condition
Open	1	4
Secure	1	8
Red	2	16 Hardening 1
Black	3 Hardening 1	32 Hardening 2

ERASING THE DATA STREAM FILE: The hacker can just . . . delete the camera record. This has to be done after the operation. However, by that time, the file is usually defended. Before leaving the operation, the decker may attempt to delete the file. She will first have to crack the file using the *Crack Encryption* software while fighting against the defenders (with the assistance of any characters that can see in AR). After decryption, the decker can just delete the file. Open systems have a file encryption level of one, secure systems have a file encryption level of two, Red sites have an encryption level of four, and black sites have an encryption level of six.

SOFTWARE

General software may be used at any time, against any target within range of the decker.

ACID BURN

Complex Action — Attack Software

Cost: 2,000 ₪ per rating

I/O: No

Alert: 3

This program creates self-replicating destructive code that targets the hardening of the device. The decker makes a Computer (Electronic Warfare) + *Acid Burn* rating test. The target defends as normal. Hardening does reduce the number of net successes. If successful, the hardening of the target is lowered by the number of net successes plus software rating divided in half, rounded down.

ALERT MONITOR

Complex Action

Cost: 5,000 ₪ (no rating)

I/O: Yes

Alert: 1

This software lets the decker know the current value of the alert monitor and the next expected response.

ANALYSIS LOCUS

Simple Action

Cost: 2,000 ₪ per rating

I/O: Yes

Alert: 2

The decker makes a Computer (Electronic Warfare) + *Analysis Locus* rating test. If she gets more successes than the target's hardening value, she knows and is dynamically updated by the target's cohesion status monitor value, and the attack and defense software loaded. These successes can be accumulated.

CORRUPT IFF

Complex Action

Cost: 5,000 ₪ per rating

I/O: Yes

Alert: 1 per target per round

The decker makes a Computer (Electronic Warfare) + *Corrupt IFF* rating test. She then selects a number of targets equal to her successes. Those targets are no longer identified as friendly to automated defenses. Drones, gun emplacements, and other automated targeting devices will now consider them valid targets.

CRACK ENCRYPTION

Complex Action

Cost: 2,500 ₪ per rating

I/O: Yes

Alert: file security rating every round.

This software allows you to access encrypted and secured files. You need to get a number of successes on a computer (Hacking) + *Crack Encryption* rating test equal to six times the file security rating in order to access the file. Once

you have access, you may copy, control, delete, or take any other action you wish with the file. File Security rating varies, from 1 for a public library site file to 6 for a classified military document. More advanced encryption reduces the number of dice the decker can use on a *Crack Encryption*.

Crack Encryption loads into the I/O, so you can continue to make this test until all the successes are acquired necessary to access the file.

De-REZ
Complex Action
14,000 ⌘ per rating
I/O: Yes
Alert: 5

This software allows you to disrupt network daemons and intrusion contact elimination software. The decker opens up one of his I/O ports and then rolls a Computer (Electronic warfare) + *De-rez* rating test. Hardening and defensive routines reduce these successes. For every remaining success, the network daemon or ICE takes 1d6 direct damage to their cohesion track.

ENCRYPT FILE
Complex Action
Cost: 1,000 ⌘ per rating
I/O: No
Alert: 3

This software allows a decker to make a file harder to access. The hacker makes a Computer (Hacking) + *Encrypt File* rating test, and the first three successes increase the file security rating by 2 up to 6 for the *Crack Encryption* program. Additional successes are added as a penalty to the tests of anyone attempting to crack the encryption. Encrypted programs can't be accessed, moved, used, or modified while encrypted. The person who encrypted the file can decrypt it for their own personal use without a test.

GHOST PROTOCOL
Complex Action
Cost: 20,000 ⌘ per rating
I/O: No
Alert: N/A

This software allows the Decker to create a temporary false digital persona for an operation. During the *Reconnaissance and Preparation* framework a decker can replace one of their options with the Ghost Protocol.

The decker makes a Computer (Hacking) + *Ghost Protocol* rating test. Every success creates a layer of protection for a fictional persona. This allows the decker (and her allies) to fake access, bypass security clearance, and otherwise appear as a legitimate person on site. The number of successes is the target number of successes that on-site security needs to discover the deception.

Characters in a brand also have false digital personas, a Ghost Rating. These can be enhanced by a hacker with a *Ghost Protocol* program. A decker may take a sector action, using the brand's grid and use successes to increase a character's Ghost Rating. Successes can be accumulated across sector turns.

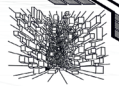
Ghost Rating	Successes to Increase by 1	Ghost Rating	Successes to Increase by 1
1-4	1	15-16	32
5-8	2	17-18	64
9-10	4	19-20	128
11-12	8	21+	256
13-14	16		

SHADOW PROTOCOLS
Complex Action
Cost 10,000 ⌘ per rating
I/O: Optional
Alert: N/A

This software is designed to lower the alert level. It can be used actively to reduce the alert level, or loaded into the I/O stream to reduce all alert increases by its software rating. Make a Computer (Hacking) + *Shadow Protocols* rating test as a complex action, each success reduces the alert level by 1.

Chapter 7: The Grid

DISABLING INTERNAL SECURITY
MEASURES...
IN PROGRESS
WARNING: SECURITY BOT DETECTED
CREATING VIRTUAL TUNNEL... DONE



DEVICE CONTROL

Complex Action

Cost 10,000 ₧ per rating

I/O: Yes

Alert: Hardening of target

This software allows deckers to take control of devices and systems within range of their influence. The decker must make a Computer (Electronic Warfare) + *Device Control* software rating test. They need a number of successes equal to twice a device's hardening. If they succeed, Device Control goes into the I/O stream, and they gain control of the device and can use or deactivate any of its functions. This raises the alert value by the hardening of the device controlled.

Unlike hacking which can just turn devices on or off, this software allows complete control of the device as if she were the administrator.

NETWORK ACCESS NODE CONTROL SOFTWARE

This software requires control of a network access node to use. It is limited to functioning within the area of influence the decker has extended from a network access control node.

DECOY

Complex Action — Network Access Node control required

Cost 10,000 ₧ per rating

I/O: Yes

Alert: 10

The decker picks a target and loads the decoy software into his I/O stream. As long as this is running, anyone firing on the target receives faulty information and has their targeting screwed up by the noise and holographic presentations only they can see and hear. These shadow signals and haze duplicates protect the target.

When fired upon, the target may use the program's rating as bonus dice added to all dodge tests.

ELECTRIC STRIKE

Complex Action — Network Access Node control required

Cost: 10,000 ₧ per rating

I/O: No

Alert: 15

This software causes an electrical discharge from nearby electrical equipment within the Decker's influence field. The decker makes a Computer (Hacking) + *Electric Strike* rating test. It does 1d6 direct damage to target's stun condition track, plus an additional 1 point per success. This damage ignores armor. It cannot be dodged, but can be soaked. The decker can distribute this damage to anyone in range, divided however they wish. If targeting machines, software agents, or synthetics, damage assigned is applied twice.

EMOTIONAL INFLUENCE

Complex Action — Network Access Node control required

Cost: 15,000 ₧ per rating

I/O: Yes

Alert: 3 per target

This software allows the decker to manipulate and alter the emotions of the targets in the field using subsonics, holograms, and soft musical clues. Targets may resist by rolling as many dice as they wish from their Resolve pool, versus the decker's Computer (Hacking) + *Emotional Influence* rating test. The decker can evoke sadness, happiness, despair, or any other emotion she wishes. This can support other tests, providing a number of bonus dice equal to the rating of the *Emotional Influence* software.



HYPNOTIC PROJECTION

Complex Action — Network Access Node control required

Cost: 15,000 ₪ per rating

I/O: Yes

Alert: 2× number of successes

This software creates a distracting and hypnotic colorful strobe display. Targets may resist by rolling as many dice as they wish from their Focus pool, versus the decker's Computer (Electronic Warfare) + *Hypnotic Projection* rating test. Any who fail to achieve more successes than the decker stand in a stupor, fascinated and unable to act. On their turn, they may take a complex action to attempt to resist and break free. Any damage or someone jostling them with a simple action renders a target immunity to this effect.

REFRACTION FIELD

Complex Action — Network Access Node control required

Cost: 15,000 ₪ per rating

I/O: Yes

Alert: 3+1 per success

This software allows the decker to manipulate a strong electromagnetic field. She can draw a straight line that intersects any 2 edges of her range of influence. Make a Computer (Electronic Warfare) + *Refraction Field* software rating test. Lasers and other energy weapons fired through the barrier drop in power by 1 per success. The field does not impede physical movement or normal gunfire.

SITUATIONAL ADVANTAGE

Complex Action — Network Access Node control required

Cost 15,000 ₪ per rating.

I/O: Yes

Alert: 10

The decker uses this to distribute targeting information to allies in the radius. It alters the environment (lights, holograms, sounds) to support allies and harass enemies. The decker

selects a number of allies equal to the program's rating and loads the *Situational Advantage* software into his I/O stream. All selected allies within the range of the decker's influence reroll 1's on all Brawn and Finesse pool skills.

SONIC SICKNESS

Complex Action — Network Access Node control required

Cost: 10,000 ₪

I/O: Yes

Alert: 10

The decker uses disruptive sonics to attempt to disable a number of targets equal to the rating of the software. The decker makes a Computer (Hacking) + *Sonic Sickness* rating test. Targets on their turn must succeed at a Brawn pool test with at least this many successes or they are limited to a single simple action on their turn. This lasts until they succeed twice in a row or the decker ends the program.

TARGETED DISRUPTION

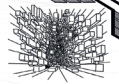
Complex Action

Cost 15,000 ₪ per rating — Network Access Node control required

I/O: Yes

Alert: 10

The decker uses this to manipulate sound waves, holograms, and more to befuddle a target. The decker selects a target and loads targeted disruption to his I/O stream. They make a Computer (Electronic Warfare) + *Targeted Disruption* rating test and count the successes. The target makes a Resolve pool test using as many dice as they wish and counts their successes. If the hacker gets more success than the target, the target has 4 penalty dice on all tests. This lasts until the start of the deckers' next turn. Once loaded into the I/O stream, the decker may select a target and use targeted disruption on them as a simple action. This software cannot affect more than one target at once.



UNIVERSAL TRANSLATOR

Complex Action — Network Access Node control required

Cost: 500 ₪ per rating

I/O: Yes

Alert: 0

The decker can use the access nodes to translate between any languages in range. Everyone will hear a translation on their internal gear. If a target doesn't have any internal hardware to receive a translation, nearby sound projection apparati will broadcast it audibly to the area the unenhanced target is standing.

VENT GAS

Complex Action — Network Access Node control required

Cost: 3,000 ₪ per rating

I/O: No

Alert: 3

This allows the decker to access central temperature and climate control to vent gas and mist. The decker can choose one 2 m (1") square per success and fill it with an opaque fog or mist. This obscures vision through the barrier but not movement. It provides total cover.

VERMIN CALL

Complex Action — Network Access Node control required

Cost: 20,000 ₪ per rating

I/O: Yes

Alert: 7

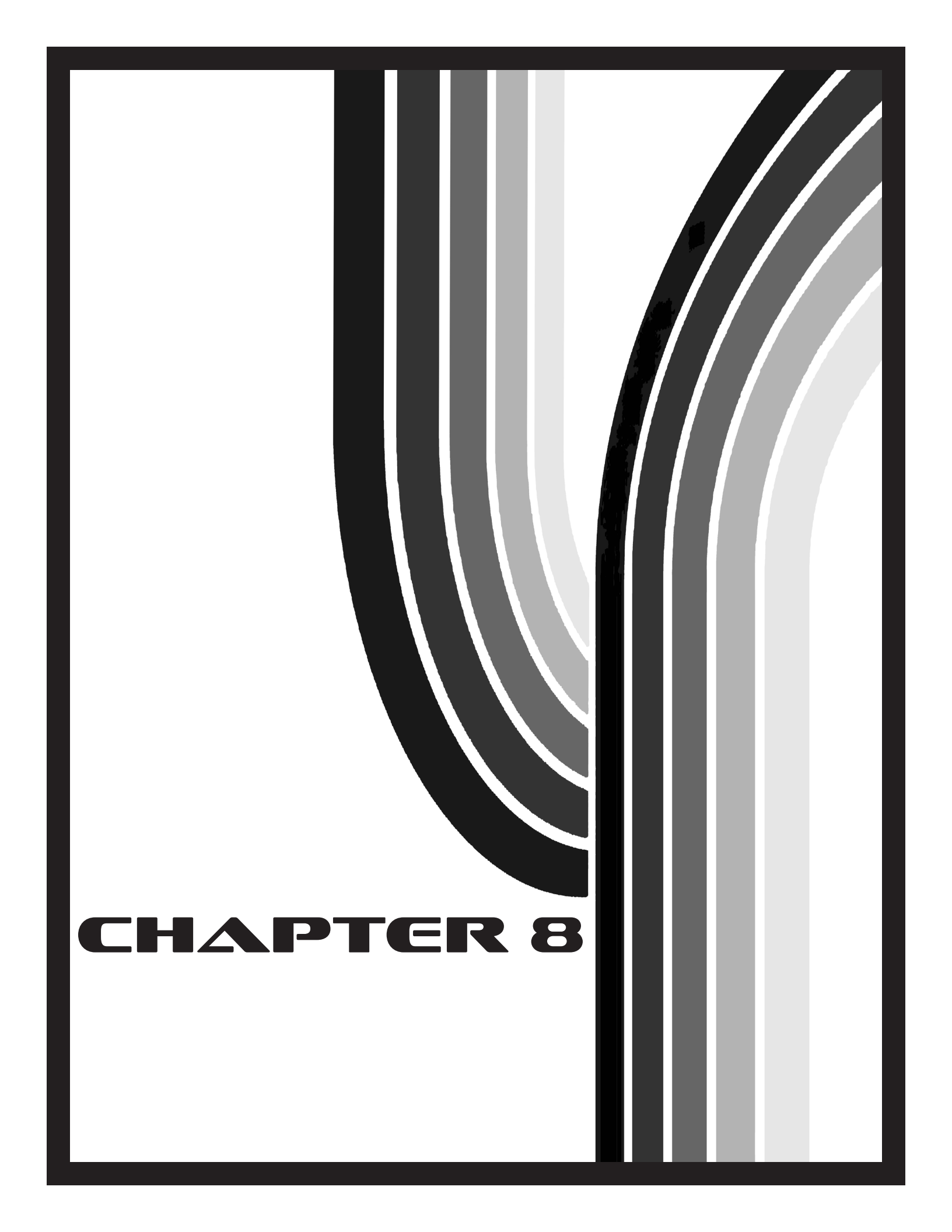
The decker causes certain inaudible frequencies to surround a target. At the start of the next round, vermin swarm the target; silverfish, electrical ants, cockroaches, bedbugs, and more, depending on the environment, begin crawling and biting the target. The target is unable to concentrate on any actions, preventing them from taking any complex actions while the effect lasts, and the decker does a direct $1 + \frac{1}{3}$ software rating in damage (round down) to the target's physical condition track at the start of each round. Targets in power armor, synthetics, spirits, and software agents are immune.

NETWORK ENTITIES

Future software, data systems, and artificial intelligence all exist within the grid. Their physical forms are stored on crystalline holographic storage or positronic cores, but when connected via wireless to the grid, they can live and move throughout the system, visiting play worlds, existing as entities in augmented reality, and generally living the lives of machine organisms.

These entities possess a cohesion track that, when full, disrupts their activity and crashes their representation. Their original forms still exist, with corruption, and will eventually be repaired and regain access to the network. You can banish or destroy a program, but to kill it, you have to locate its core.

There are millions of different network entities being created and destroyed at any minute. Some are just tiny snippets of code, perhaps tasked with reporting what the voltage is across a fuse, others are more complicated than human brains, tasked with puzzles so complex that they are difficult to explain. In the critter chapter, a few are identified that would be tasked to address disruptions. These would be assigned to various alert levels by the Agonarch, and they enter the combat virtually via AR. Anyone in AR can see these entities and engage with them.



CHAPTER 8



Rigging is about the precise control of drones and vehicles. The rigger 'inhabits' the drone or vehicle, providing unprecedented control. The rigger can control a vehicle as an extension of their body. It is similar to decking in that you need a data jack and a deck called a vehicle control rig (VCR) which looks just like any other kind of deck. Through this VCR, riggers can control and take control over drones and vehicles. The VCR determines the number and types of drones and vehicles that can be used.

<<I wouldn't recommend calling a VCR a deck unless you want a pissed-off rigger>> --AutObahn

There are three ways to command drones and vehicles. First, manual control using a steering wheel or remote control. This gives -4 penalty dice on all tests involving the vehicle. Riggers can control vehicles using a VCR which gives vehicle and drone control with -2 penalty dice on all tests. Riggers with a nerve rig and a VCR can choose to hotseat, i.e. virtually inhabit the vehicle, which provides no penalty on tests.

If the rigger hotseats a vehicle, damage to the vehicle's physical condition track is applied to the rigger's stun condition track, minus the hardening of the VCR. In hotseat mode, the rigger receives free bonus dice added to his Focus pool from his VCR that can be used exclusively for vehicle functions.

Nearly all driving activities do not require tests. A Driving test would, for instance, involve jumping a vehicle between freeway loops of different heights, not anything done in the normal operation of a motor vehicle. There is never a test when you jump a curb, drive through back allies and lawns, or jump the neighbor's pool.

Vehicle control rigs allow riggers to directly control drones and vehicles. It requires a cranial implant, usually installed around the back of the neck, and five brain implants, in addition to the external control deck. VCR implants are not compatible with skillwires or wired reflexes, and they require a datajack.

A VCR allows control of one vehicle or drone, has a single computing core that provides an exploit action that can be used for any vehicle or drone action, and has one modification slot. The advanced VCR allows control of two vehicles or drones simultaneously, dual computing cores grant a pair of exploit actions that can be used for any vehicle or drone action, and has two modification slots. The master VCR allows simultaneous control of four vehicles or drones, quad computing cores grant four exploit actions that can be used for any vehicle or drone action, and has three modification slots.

Zoetic Restriction is how much the VCR implant affects your Zoetic Potential.

Bonus Dice are a free pool of dice that refresh at the start of the round that may be applied to any drone or vehicle test as bonus dice.

Links are how many vehicles/drones may be controlled simultaneously.

Hardening is a bonus to the drone's default hardening.

Cores provide exploit actions; an additional number of simple actions that may be used on drones/vehicles.

VEHICLE CONTROL RIGS

VCR	Bonus Dice	Hardening	Links	Cores	Mods	Rarity	Cost
Basic VCR	2	+0	1	Single	1	3	20,000 业
Advanced VCR	4	+1	2	Double	2	4	100,000 业
Master VCR	6	+2	4	Quad	3	5	500,000 业

Chapter 8: Rigging

FUEL STATUS:
60% REMAINING
WEATHER CONDITIONS:
LIGHT RAIN
WIND 10MPH N



Mod	Slots	Effect	Cost
Input Validation	1	Adds +1 to the vehicle's or drone's hardening	15,000 虫
Military Grade Hardening	2	Adds +2 to the vehicle's or drone's hardening (cumulative with basic hardener)	45,000 虫
Electric Countermeasures	1	Anyone targeting a controlled vehicle or drone gets -1 penalty die.	20,000 虫
Bonus Link	1	Allows control of an additional drone or vehicle.	30,000 虫

VEHICLE ATTRIBUTES

Hi-tech drones and modern vehicles are complicated pieces of equipment. Much like guns, vehicles have attributes. This includes hardening, a health track, a movement rate, a handling value, frame, cargo space, and armor. Street vehicles controlled by players have an inertia value that makes them more difficult to control as they gain speed. For every point of inertia, all vehicle tests are penalized one die. If an inertia value is needed for an opponent vehicle, the agonarch decides on the spot.

The rigger makes tests for controlling ground vehicles using the Drive skill and flying drones using the Fly skill. The limit on this test is increased by vehicle handling. The rigger can use drone and vehicle guns using the Gunnery skill. The rigger can use articulated maneuvers to make melee attacks with drones.

The rules for vehicles are just that: tabletop game rules for quickly resolving conflict using vehicular mayhem. It is not a physics simulator. The rules don't contradict the laws of physics, but you won't find a formula for how far a vehicle can coast when it runs out of gas. Use the rules to manage the resolution; otherwise, vehicles perform as they are expected to.

Although all transportation is automated, this doesn't mean that people still don't own personal vehicles. However, the vehicles have many restrictions about where they are allowed to go and how long they can stay there. A rigger can trivially override these protections, allowing the vehicle to travel through a sector without disrupting the automated system and without

being noticed by the transportation network itself (anyone with a VCR installed can do so automatically).

Riggers maintain active control of vehicles in two situations. The first is during the tactical engagement during operations. Vehicles and drones on the map are controlled by the rigger and have their movement tracked in meters. The drones are the rigger's cohorts (see p. 27). The rigger will divide their actions between controlling the drones and taking action herself. Drones follow the same rules for characters during combat regarding movement and firing weapons. Hostile drones, if independent, will have their own initiative, or if controlled by an enemy rigger, act on the rigger's initiative.

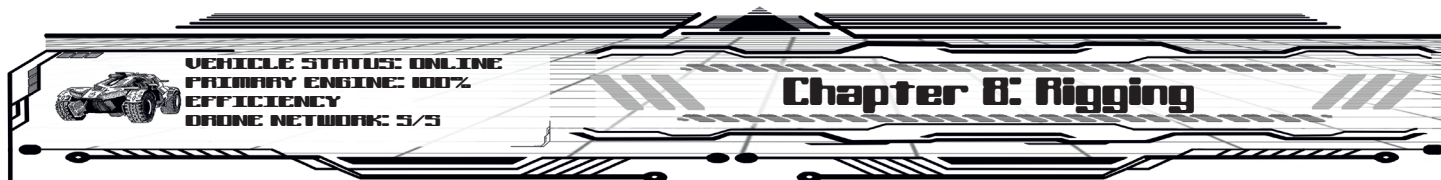
The other situation is a chase. This requires all the characters to be inside passenger vehicles. The chase does not take place on a tactical map, but instead on the chase grid (see p. 249). During the chase, the characters will be pursued by other vehicles and drones (and may be targeted by static emplacements).

Drones and vehicles can move a number of meters equal to their movement rate as a simple action.

OVERDRIVE

The rigger can increase this movement by making the appropriate Drive/Fly + handling test as a simple action. The vehicle then moves its normal movement in addition to 2 m (1") per success. This bonus applies to every simple action used for movement by this drone or vehicle this round. For every simple action in overdrive used to move, the vehicle accumulates one inertia. Drones do not accumulate inertia.

<<Technically, they do of course accumulate inertia, but the designs of the drones are created to disperse it. So it never becomes an effective factor.>> --Drewsta



RAMMING

Drones and vehicles can ram objects and people. This does damage to your vehicle as well as the target vehicle. Going faster hurts you less and the target more. The rigger (or driver) can choose to ram as a complex action if the target is within twice the vehicle's movement during operations or adjacent in the chase grid. The rigger makes the appropriate Drive/Fly + handling test. The damage to a target on a ram is equal to the number of successes on the test plus the Body of the drone/vehicle + $2 \times$ inertia.

The damage to the ramming vehicle is the Body of the target, reduced by both your successes on the test and your inertia. Ramming a target removes all inertia.

RANGE: $2 \times$ vehicle movement

Drive/Fly + Handling test

DAMAGE TO TARGET: Successes + Body of ramming vehicle + $2 \times$ Inertia

DAMAGE TO VEHICLE: Body of target vehicle - Successes - Inertia

AVOIDING DAMAGE

Hot-seated riggers of vehicles can use their Finesse pool to dodge gunfire, and the vehicle uses its Body pool to soak damage. Vehicles can always roll their entire (current) Body value to resist damage. Vehicles are immune to weapons with a penetration value lower than their armor.

DRONES

Drones are vehicles that do not have space for seating a passenger (though they may contain areas where people can mount the drone and fire from cover). They are either controlled via a vehicle control rig or must be manually operated using a datajack or neural web, plus a unique bulky controller that penalizes all tests, both drone and non-drone related, by -4 penalty dice. Drones can be launched and controlled both during tactical engagements during operations and during chase scenes.

There are five categories of drones: micro, mini, small, medium, and large.

Micro drones are the size of an insect;

Mini drones are the size of a soccer ball;

Small drones are the size of a footlocker;

Medium drones are the size of a motorbike;

Large drones are the size of a car.

The VCR allows the rigger to connect to a number of drones equal to the VCR's link value. The size of the drone is not relevant, only the number of them. A decker with an advanced VCR can control two bug-spies or two aerial wardens.

Handling increases the number of dice from the Finesse pool that can be added to control tests for piloting the vehicle.

Body/WW Body is the number of boxes on its physical condition track. WW is the weapon weight that's mountable.

DRONE TABLE

Drone	Frame	Body/WW	Mv.	Handling	Hard P.	Rarity	Armor	Cost
Bug-Spy	Micro	1	4 m (2")	2	0	3	—	1,000 ₤
Disc	Micro	2	8 m (4")	4	0	2	—	1,200 ₤
Orb	Mini	3/1	4 m (2")	2	1	3	1B	2,000 ₤
VSTOL Bird	Mini	3/1	10 m (5")	4	1	4	—	2,000 ₤
Roto-Drone	Small	6/2	10 m (5")	6	2	—	1B	5,000 ₤
Shield Drone	Small	3	8 m (4")	—	—	—	*	2,500 ₤
Dog-Patrol Drone	Small	10/3	8 m (4")	4	1	—	2I	12,000 ₤
Anthrodroid	Small	9/3	6 m (3")	1	1	2	2B	14,500 ₤
Mobile Sentinel	Medium	15/5	10 m (5")	2	3	4	2I/2B	45,000 ₤
Hawk	Medium	9/3	12 m (6")	4	1	4	1B	68,000 ₤
Shield-Wall Drone	Medium	12	6 m (3")	0	—	4	*	80,000 ₤
Anthrobrute	Medium	18/6	6 m (3")	1	3	7	2I/3B	235,000 ₤
Gladiator	Large	24/8	4 m (2")	2	5	7	3I/4B	580,000 ₤
Aerial Warden	Large	36/12	8 m (4")	4	4	7	2I/4B	995,000 ₤

Chapter 8: Rigging

FUEL STATUS: 60% REMAINING
WEATHER CONDITIONS:
LIGHT RAIN
WIND 10MPH N



Movement is the distance the drone can travel in a simple action.

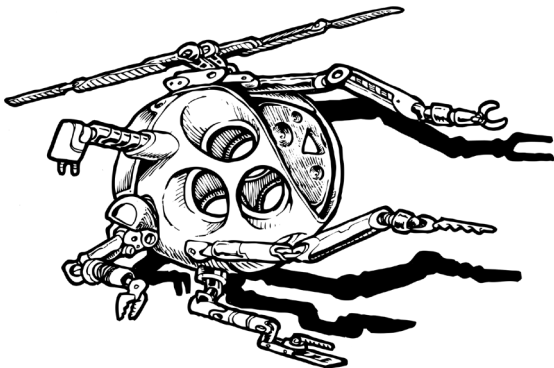
Hardpoints indicate the number of weapons or accessories that can be equipped. Only drones have hard points. Vehicles are limited by cargo slots for vehicle weapons.

One weight of weapons can be supported per 3 Body of the drone. All drones have baseline 2 hardening and have a digital cohesion track double in size to their physical condition track. All drones have recoil compensation by default and do not need to track recoil.

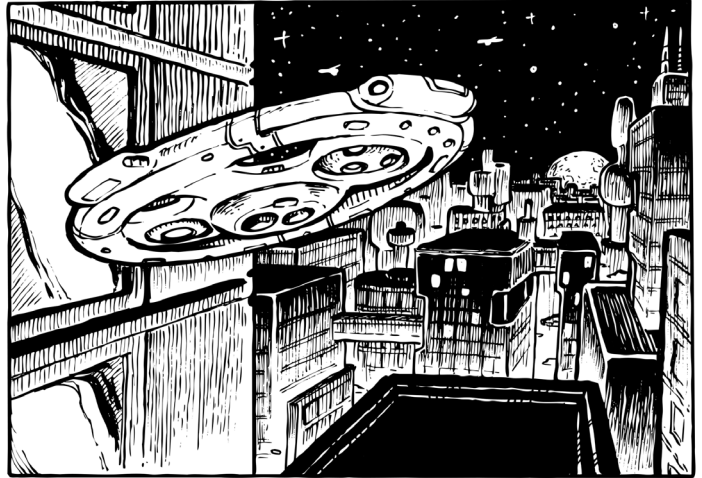
Though drones do not have seating for riders, they can support someone standing or sitting on the drone for every free 9 points of Body.

Sara equips an Anthrobrute (18 body) with an autocannon (2 weight) and a recoilless rifle (1 weight). 3 points of weapon weight only uses up 9 points of body. So this leaves room for Sara to ride on the Anthrobrute's shoulder. If Sara equipped two autocannons, that's 4 weight of weapons, requiring 12 body. Since the remaining body is only 6, trying to ride on the drone will cause it to fall over. She should install another autocannon. She can't install four weapons, because there's only 3 hardpoints on the anthrobrute

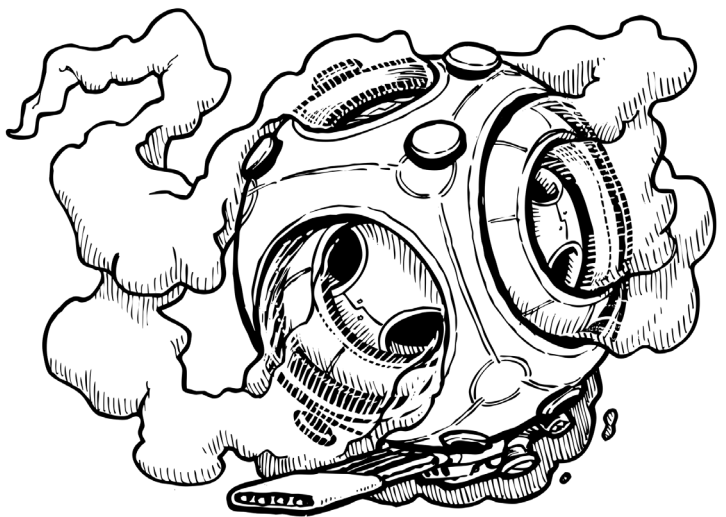
Bug-spy. This is an insect-sized drone. A rigger having one of these drones active gains +1 bonus die on all Reconnaissance and Observation skill tests, as well as granting +2 dice to the rigger's initiative roll.



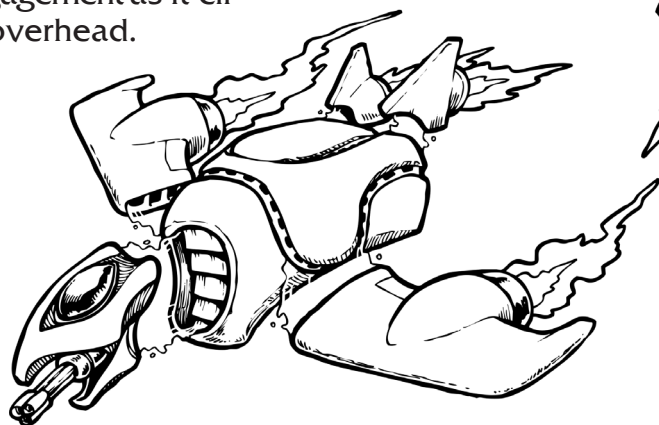
Disc. This is a plate-sized drone. It hovers, spinning in the air, providing vision to the rigger 360 degrees around the drone. The drone can also illuminate areas anywhere within a 20 m (10") radius of its position. It can raise the light levels to lit or bright light in any 2-meter diameter (1"), or entire 10" radius or any combination in-between.



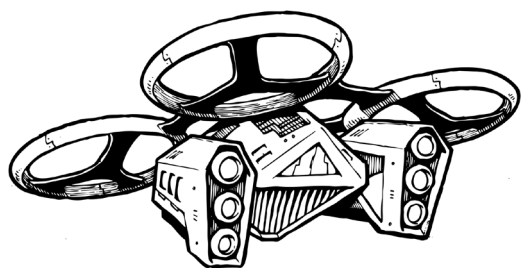
Orb. This is a vortex engine quantum locking orb. It emits a small rushing noise when in use and bobs as it locks onto different magnetic fields. It hangs in the air and moves from place to place in an odd, weaving pattern. It contains a hardpoint mount for any weight 1 weapon.



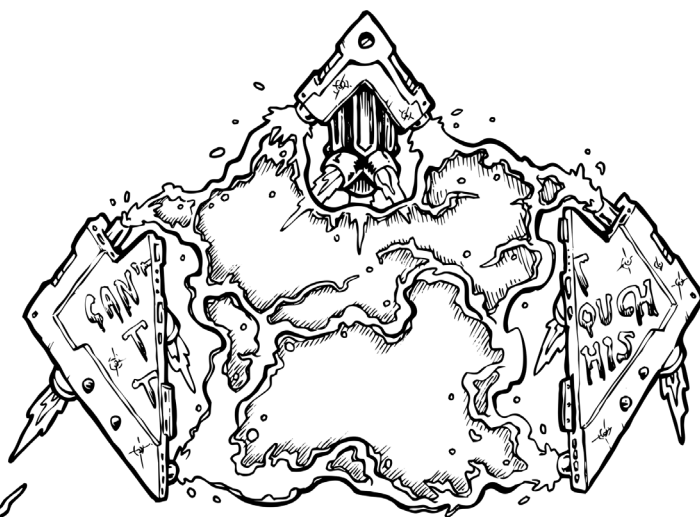
STOL bird. This is a short take-off stealth drone. It provides +4 dice on any Reconnaissance tests. It flies over the target area several times, taking photographs, heat scans, radar mapping, manon particle density and structural density analysis. It provides the number of life forms on-site, visible equipment, the layout and depth of each level, ley line locations; and the rating for all walls, barriers, and objects is automatically known without consuming successes on the Reconnaissance skill test. The stealth component removes six dice from all tests that target the drone, for detection, targeting, and hacking. This drone moves at high speed and isn't suited for static engagements, but it can assist the rigger with terrain analysis during a chase. The drone and its weapon are available every fourth round in a static engagement as it circles overhead.



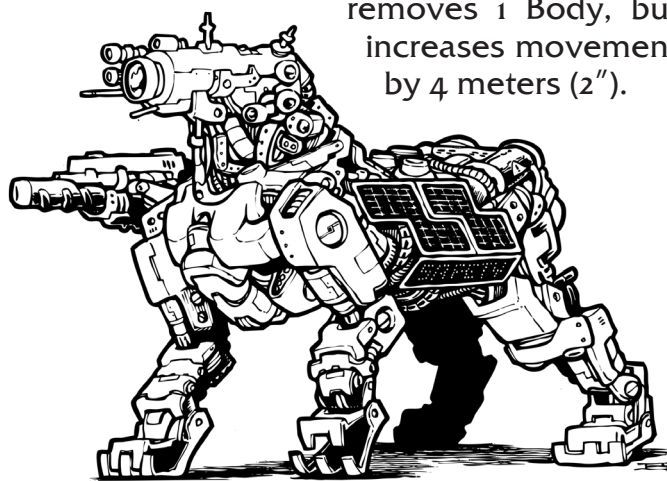
Roto-drone. The rigger gold standard. An armored flying drone with two hardpoints for mounting weapons. It has six high-powered rotors, great mobility, and provides thermal vision to the rigger, eliminating light penalties for firing for both the rigger and the drone.



Shield drone. This is a diamond-shaped drone that hovers around the rigger. Any time the rigger is under fire, they expand, creating a 4-centimeter-diameter magnetic field which is then filled with superheated plasma. They spin around the rigger to intercept bullets. Any gunfire traveling through the plasma shield is atomized. The rigger can reroll any is on dodge tests. If the reroll comes up a 1, the drone is hit and takes the weapon damage.



Dog-patrol drone. This is a ground-based drone. They can be purchased with either a tracked movement system, the standard leg model, or with wheels. The tracked movement system reduces its movement rate by 1" but increases its Body by 2, allowing heavier weapons to be mounted. Installing wheels removes 1 Body, but increases movement by 4 meters (2").

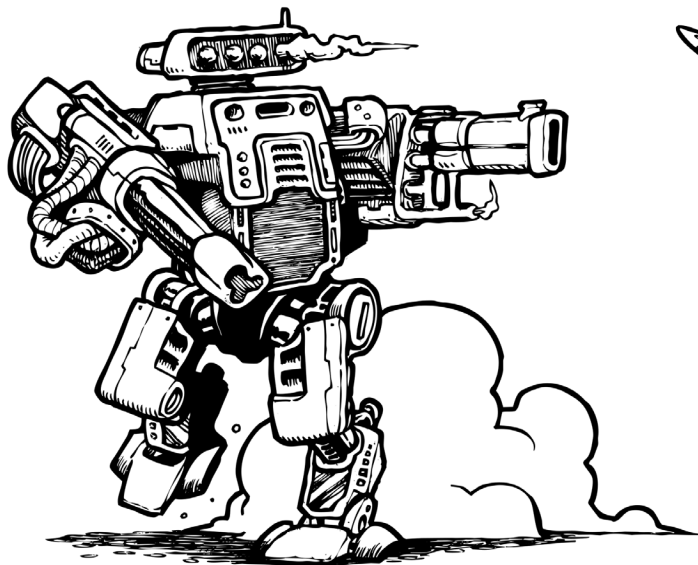


Chapter 8: Rigging

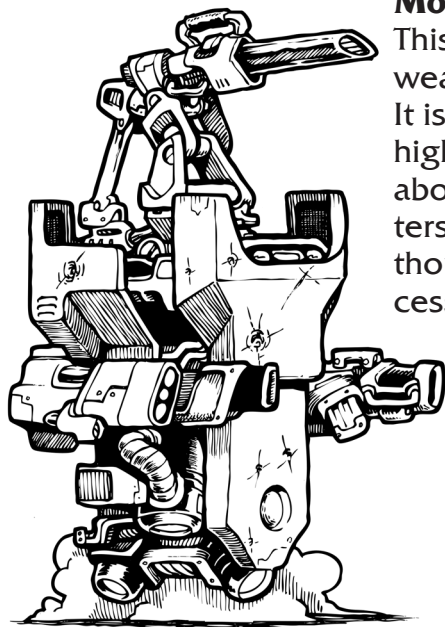
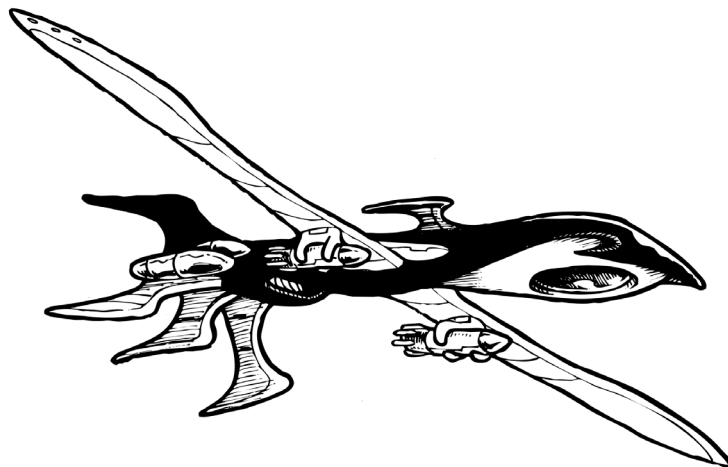
FUEL STATUS:
68% REMAINING
WEATHER CONDITIONS:
LIGHT RAIN
WIND 10MPH N



Anthro-patrol drone. It's a little robot buddy! It stands just over 1 meter tall. In addition to the hardpoints, it can wield a melee weapon and make melee attacks. When making melee attacks, the rigger uses their Articulated Maneuvers skill. The anthro-patrol drone is considered to have a Strength of 6.



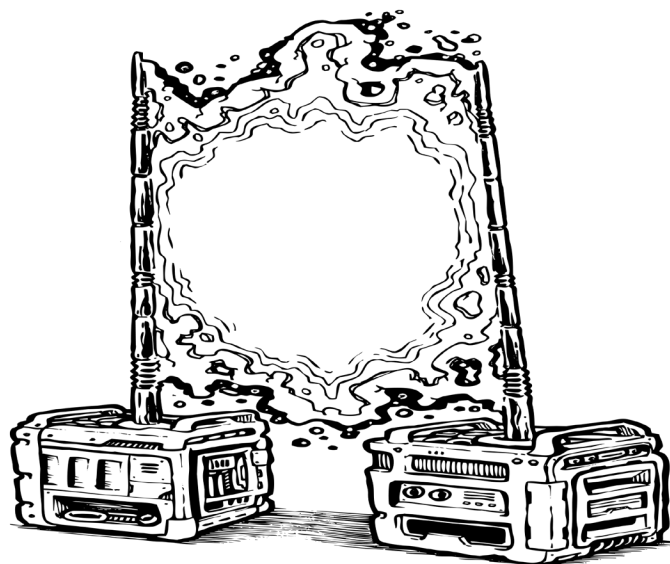
Hawk. This is a standard UAV (Unmanned Ariel Vehicle) This drone circles high off the ground and provides the ability to perform high-altitude attacks in battle. It is often outfitted with cluster bombs, high-caliber or energy weapons. It can target in the open or through glass, or on the roof of any building.



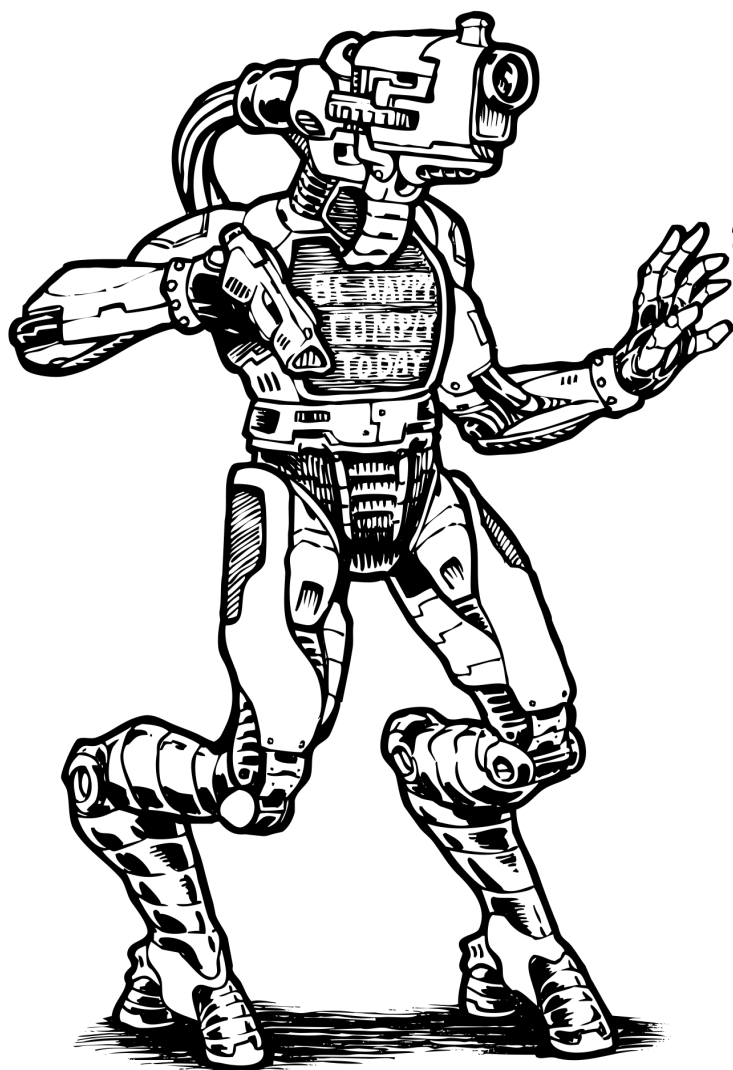
Mobile sentinel.

This is a hovering weapons platform. It is about 2 meters high and hovers about 10 centimeters off the ground, though on a successful Fly test it can rise up to six meters to gain a vantage point.

Shield-wall drone. This is a mobile, wheeled, ground-based system that creates a magnetically contained plasma field providing cover anywhere from 1 to 4 meters in length (up to 2" on the table), and up to 2 meters high. It provides high cover (-2 dice). It can be arranged in a straight line or curved up to 2 meters maximum in one direction.

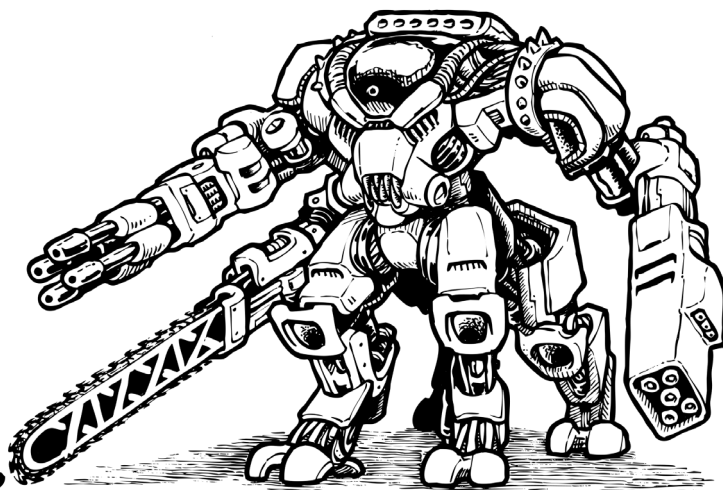


Anthrobrute. This is a drone enforcer. It stands 3 meters tall. In addition to the hardpoints, it can wield a melee weapon and make melee attacks. When making melee attacks the rigger uses their Articulated Maneuvers skill. The anthrobrute is considered to have a Strength of 9. Corporate versions come standard with camera head, propaganda screen, shoulder mounted mini-gun, and autocannon.

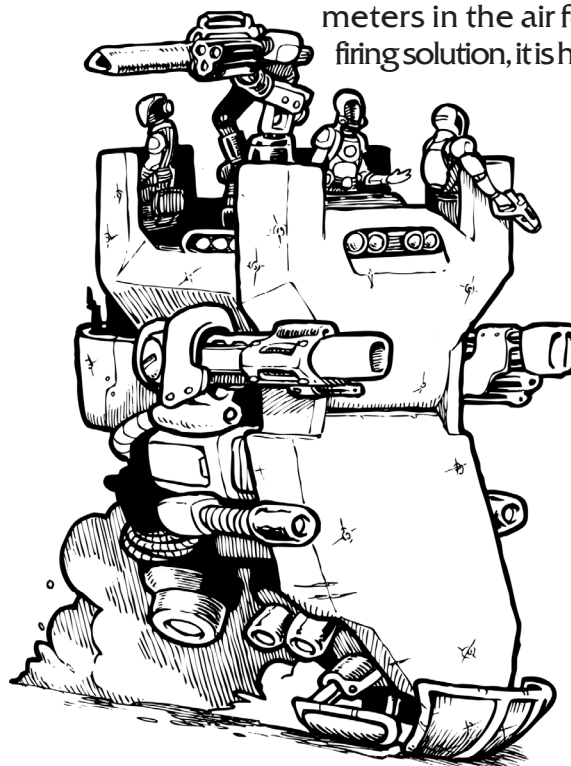


Anthrobruiser with camera, propoganda screen, and neuronetix limited edition Laser Pistol

Gladiator. The most popular model is the Devastator. It stands over 4 meters in height. In addition to the hardpoints, it can wield a melee weapon and make melee attacks. When making melee attacks the rigger uses their Articulated Maneuvers skill. The gladiator drone is considered to have a Strength of 14.



Ariel warden. The Rook. It stands 3 meters in height and is about 6 meters wide. In addition to the ability to hover, and reach up to six meters in the air for an elevated firing solution, it is heavily armored,



and in addition to the four hardpoints, each able to hold a weight 6 weapon, it has three shielded positions providing high cover (-2 dice) for up to three passengers.

Chapter 8: Rigging

FUEL STATUS: 68% REMAINING
WEATHER CONDITIONS:
LIGHT RAIN
WIND 10MPH N



DRONE WEAPON TABLE

Drone Weapon	Accuracy	Damage	Ballistic		Rarity	Weight	Pen.	Cost
			Ammo	Modes				
Missile Launcher	0	150	1 missile	SS	7	1	N/A	178,500 ￼
Sentry Gun*	2	4	40	SS	2	1	3	750 ￼
Recoilless Gun	4	2	20	SS	2	1	2	950 ￼
Mini gun	1	3	360	SS, B, FA	3	3	3	2,500 ￼
Grenade Launcher	3	20	24	SS, B	4	2	N/A	8,000 ￼
Autocannon	4	9	120	SS, B, FA	4	3	4	93,000 ￼
Recoilless Rifle	3	6	80	SS, B	3	2	5	20,000 ￼
Oil Slick	—	—	1	—	—	1	—	285 ￼
Smokescreen	—	—	1	—	—	1	—	695 ￼
Drone Weapon	Accuracy	Damage	Energy		Rarity	Weight	Pen.	Cost
			Heat	Heat Limit				
Dazzleray	0	—	—	—	—	1	0	170 ￼
Heavy Swell	—	—	5	5	3	1	0	90,000 ￼
Sonic Disruption	0	—	—	—	3	1	0	500 ￼
Pulse Rifle	0	5	3	15	4	2	0	125,000 ￼
Pulse Minigun	0	2	9	45	5	2	0	300,000 ￼
Railgun	3	12	3	21	6	2	9	450,000 ￼
Particle Projectile Cannon	5	8	2	20	7	3	4	700,000 ￼

*Ground based vehicle only

Modifications may be mounted on drones without consuming hardpoints, but still, require the drone to have 3 points of Body per point of weight. Hardening and Advanced Hardening may only be installed once each (for a total of 6 to the drone's base hardening of 2 for a total of 8). Armor and Improved Armor can both be installed and provide a total of +3 to ballistic armor.

Drone weapons are cheaper than their hand-held variants because the support structure and technology don't have to be miniaturized enough to make the gun hand-held, though in a pinch, they can be manually fired with -4 penalty dice if your Strength is at least 6 times the weight of the weapon.

All drone weapons are always considered to be firing at the optimal range out to 1,000 m (500") and receive no modifiers for range till this point. (The real-life range of most of these weapons is twice this.)

Missile launcher. This anti-tank, anti-personnel missile is electronically guided to the target. The place where the missile impacts receives 150 damage to a radius of 8m (4"). It does 75 damage to a radius of 8-16m (4"-8") and 25 damage at a radius of 16-20m (8"-10"). Replacement missiles cost 150,000 ￼. Missiles ignore armor.

Sentry gun. This is a large-caliber gun. It *must* be installed on a ground-based vehicle because of the recoil.

Recoilless gun. A large-caliber gun designed to be mounted on a flying drone.

Minigun. This is a small, mounted machine gun.

Grenade launcher. This fires either a single grenade or a burst of three. Each grenade is targeted separately.

Autocannon. This fires large cartridge rounds of different types.

VEHICLE AND DRONE MODIFICATIONS

Mod	Weight	Effect	Cost
Extended Magazine	1	+100% ammunition	1,000 ￼
Hardening	1	+2 to base hardening level	2,500 ￼
Advanced Hardening	2	+4 to base hardening level	11,000 ￼
Armor	1	+1 ballistic armor	800 ￼
Improved Armor	2	+2 ballistic armor	1,600 ￼
Battle Ram	2	Vehicle does double damage and takes 1/2 damage in a ramming action	1,800 ￼



Recoilless rifle. This fires large cartridge rounds of different types.

AMMO TYPES FOR AUTOCANNON AND RECOILLESS RIFLE:

- ▲ Armor-piercing, adds 2 to the penetration rating of the weapon
- ▲ HEI (explosive incendiary ammunition), -2 penetration but has +4 damage and does its damage to all targets in a 4m (2") radius, and starts fires
- ▲ Tracer rounds may be interspersed with another ammunition type and add +2 accuracy but alert all targets to the source of the gunfire

Oil slick. Covers up to 20 squares in slick oil, penalizing ground-based targets by -3 penalty dice on any tests made while in the slick or the round after passing through the slick. This can also be targeted against opponents chasing you (though not adjacent) during a chase. They have to succeed at a Drive/Fly test with -3 penalty dice to not lose control of their vehicle and wreck.

Smokescreen. Creates an area of up to 30 m wide and 60 m long filled with opaque smoke. The smoke provides total cover. During a chase, this provides total cover from all non-flying targets not adjacent to the player vehicle.

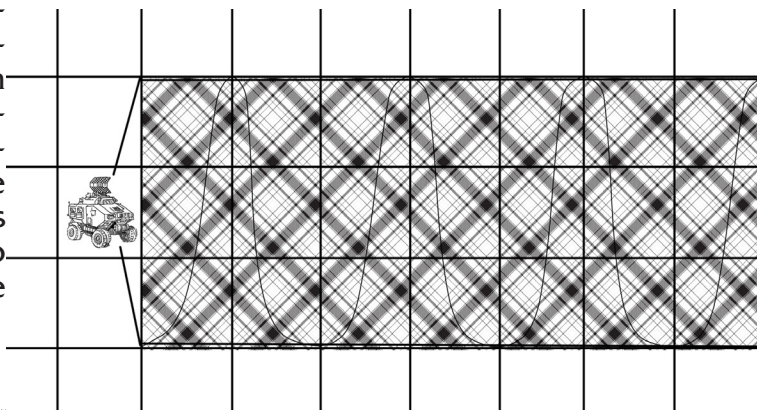
Dazzleray. This is a mounted laser weapon that blinds human targets. A single target is selected who, while targeted, gets -3 dice to all tests. Anyone with flare protection mods is immune.

Heavy swell. This is a weapon that fires a burst of microwaves to disable drones and electronics. It takes a complex action to acquire a target and then fire a burst of microwaves in a cylinder 6 meters (3") in circumference that deals 20 damage, reduced by an object's hardening, to the target's digital cohesion track. This also affects synthetics' cohesion condition track and disables cyberware for 2 rounds while it reboots. Human targets get burned and blistered, causing 1 wound to their physical condition track if caught in the blast.

Sonic disruption. This produces a range of sound that causes nausea in all targets. The rigger can select a single target, or hit every target in a radius between 1 and 10 inches. Targets that fail a Body test against the successes from the Gunnery test of the rigger become nauseous and can only take simple actions. They can retry this test every round. Audio dampening from cybernetronic implants make you immune to this.

Pulse rifle. This weapon takes a simple action to fire. It shoots an intense charged beam of light that when striking the target creates plasma, resulting in a burst of light and force. This device is extraordinarily painful; the dispersed field interacts with proteins on nerve endings causing terrible pain. Anyone hit with this beam is penalized a number of dice on their next round equal to the damage done. The beam is nearly invisible and is difficult to target.

Pulse minigun. This weapon needs to spin up before firing. It takes a complex action to spin it up, during which no firing can take place. It cannot spin up and fire on the same round, even if the character has additional actions available. The following round after spinning up, it takes a complex action to fire on full auto. It fires thirty inaccurate electrically charged pulses towards targets per complex action. This adds +30 bonus dice to your pool to hit targets. Each additional target removes 2 incriminating successes instead of 1 (i.e. the second target removes 2 successes, the third 4 successes, the fourth 6 successes, etc.). As with pulse rifles, targets are blinded, disoriented,





and in pain and are penalized a number of dice on the next round equal to the damage done. Once spun up, the weapon continues to spin, even if not fired.

Railgun. This weapon requires a complex action to fire. The railgun is supercooled and constantly vents small amounts of gas. It uses a small bead of mercury which is injected into the firing chamber at a high velocity and then accelerated downrange by the large magnetic rails, achieving speeds far in excess of traditional projectiles. The weapon ignores armor.

Particle projection cannon. This is essentially a large portable particle accelerator. It takes a complex action to fire and shoots a stream of charged particles (protons and electrons) at a target. It is an electrodynamic weapon, accelerating the particles using increasingly strong magnetic fields. Each particle is like a grain of sand, hitting the person with dozens of microscopic bullets.

VEHICLES

Vehicles may load 1 weight of weapons per 3 points of Body. Every 3 weight of weapons reduce cargo space by 1. Weapons of weight 4+ reduce cargo space by 2. If there is no available cargo space, a weapon cannot be mounted. Without an empty cargo space, there is no room for a driver. Vehicle weapons function the same as drone weapons. The Tactical Tsunami is the vehicle-grade Heavy Swell weapon. The Vulcan Cannon is a super-high-capacity Gatling-style autocannon.

EMP grenades affect synthetics, drones, vehicles, and targets with cyberware.

CHASE SCENES

Frequently the players will be in pursuit of a target in a vehicle or will be pursued by forces while they flee in a vehicle. When that happens we use the car chase framework, along with the vehicle chase board.

Car chases are exciting! The vehicle chase board is a rapid way to resolve an exciting chase. To escape, the players must either destroy or evade all the pursuers or successfully complete a number of “legs” of the escape, based on the difficulty of the run. The default is three legs, professional runs require four legs, and prime runs require five legs. Once you’ve covered all the legs of the journey, you’ve reached safe territory where you can evade and escape whatever pursuit remains.

The players take their turn first, each getting all their actions as they would in a combat round. Then the enemy vehicles act and if adjacent to the player vehicle, can attack or ram it.

Ahead of the player are the path card piles. Each contains a set of face-down path cards. Every turn they travel toward the primary hidden path cards, flip one face up, and apply its effects. Some characters will have the ability to scout these paths and turn the cards face up before they reach them. Path cards have a variety of effects. They may allow you to complete the leg, introduce a new opponent or an obstacle, or any event the Agonarch has planned for the chase. You continue to move forward and flip cards until you turn over the appropriate number of “leg completed” cards, all enemies are gone, or your vehicle is wrecked.

If you’ve wrecked, prepare for a final shootout with an escape zone marked behind your opponents using standard tactical combat. If you survive and escape or kill all the enemies, the chase is over and you have escaped.

At the end of each turn, the primary path card is flipped over and applied. It’s possible for the rigger to drive towards certain paths, causing one path to trigger instead of another. The rigger can also succeed at a maneuver roll to have the secondary path card affect the enemies.

Anyone with a deck can try and find out the status of the road ahead, by succeeding on a Computer (Hacking) + hacking software rating test. Riggers can also use a VSTOL bird, roto-drone, mobile sentinel, or hawk to scout ahead



with a Fly + handling skill test. On a success, the targeted path cards are flipped face up.

Enemies will either be engaged with the players in one of the engagement spots or in one of the range categories (close, falling back, and distant). Riggers can try to pull away from vehicles, causing them to drop back a range category. Riggers choose a target and make a Drive/Fly + handling skill test. The rigger needs a number of successes equal to the target vehicle's handling. If the other vehicle is piloted by a rigger, it's an opposed test. The rigger needs to get a number of successes in excess of the vehicle's handling in a test between riggers. If they get these successes, the opponent drops back a range category. Enemies that drop off from distant range are out of the chase. Flying opponents cannot be escaped and will always be considered in the close zone.

Any character in the vehicle can use their actions to make an attack against any target in a close zone or within catching up distance. Any target that takes damage equal to its body (i.e. physical condition track) is wrecked and must be repaired before it is usable again. It is also out of the chase.

As a complex action, the rigger can make a test to switch towards another of the paths. The rigger can make a Drive/Fly + handling skill test as a complex action. If they achieve two successes, they can switch paths. This simply swaps the path decks. The secondary deck becomes the primary and vice versa.

Each point of handling of a vehicle increases the limit of dice you can use on Drive/Fly tests (i.e. a vehicle or drone with a 2 in handling allows you to make a Drive/Fly test with 2 additional dice from your Focus pool). As the vehicle takes damage, its handling becomes less responsive. For every 3 damage done, lower the dice that can be used on tests by one.

When handling drops below zero, opponents targeting the handling still treat it as one and need one success, but the vehicle still receives a penalty on rolls.

Note that anyone with a deck can help scout ahead, anyone can use their ranged weapons against pursuing targets, and there may be other issues that need addressing during the chase, such as sucking chest wounds from a shotgun. Treat targets inside vehicles as having high cover (-2 dice), and targets exposed (on a motorcycle) as having low cover.

The chase board is a tool for resolving conflict, not a satellite video of a chase. If the players flee in two vehicles, they "both" occupy the center of the board. If they split off, then give each car it's own board. The board and chase rules should help resolve interesting pursuits. Use the abstraction of the path cards to create the narrative outcome of the chase. In action movies, it's the cars, stunts, and character of the city, not a clear plotted route.

See Chapter 11, pp. 230-232 for the full description of the car chase framework.

VEHICLE AND DRONE HEALTH

Vehicles and drones have a physical condition track and a vehicle integrity track (physical and stun, respectively), but unlike human targets, if a weapon cannot penetrate the vehicle's ballistic armor, the vehicle takes no damage. Otherwise, weapons work on vehicles and drones normally; Acid burn strips hardening, energy weapons strip armor, etc.

REPAIRING VEHICLES

Vehicles and drones are repaired and modified using the Engineering (Mechanical) skill. The cost per condition box is 1/100th the vehicle's base price.

VEHICLE TABLE

Vehicle	Body	Move	Handling	Cargo	Rarity	Armor	Cost
Scooter	8	8 m (4")	1	1	—	—	1,200 虫
Motorcycle	14	14 m (7")	4	2	—	—	2,200 虫
Chopper	16	10 m (5")	3	3	—	—	12,000 虫
Battle Cycle	20	8 m (4")	2	1	2	2B	45,000 虫
Racing Bike	12	16 m (8")	6	1	2	—	28,000 虫
Two-Seater	16	12 m (6")	2	4	—	2B	16,000 虫
Sports Sedan	20	14 m (7")	3	6	—	2B	55,000 虫
Sports Car	20	16 m (8")	4	4	—	2B	125,000 虫
Family Sedan	22	12 m (6")	3	10	—	2B	80,000 虫
Luxury Sedan	24	14 m (7")	4	8	—	2B	212,000 虫
Limo	30	12 m (6")	3	6	2	2B	300,000 虫
Pickup	28	12 m (6")	3	10	—	2B	85,000 虫
Delivery Van	28	10 m (5")	2	12	—	2B	35,000 虫
Luxury Van	30	12 m (6")	3	10	—	2B	80,000 虫
Armored Car	48	10 m (5")	4	14	2	21/4B	155,000 虫
Small Boat	24	10 m (5")	3	2	—	2B	8,000 虫
Speedboat	20	14 m (7")	5	3	—	2B	350,000 虫
Patrol Boat	32	16 m (8")	4	6	—	3B	600,000 虫
Nightwing	8	16 m (8")	6	1	2	—	—
Cessna	36	32 m (16")	4	4	—	2B	30,000 虫
Seaplane	40	36 m (18")	3	6	—	2B	40,000 虫
Cargo Heli	44	48 m (24")	4	20	—	2B	250,000 虫
Transport Heli	32	48 m (24")	5	16	—	2B	300,000 虫

VEHICLE WEAPON TABLE

Drone Weapon	Accuracy	Damage	Ballistic		Modes	Rarity	Weight	Pen.	Cost
			Ammo						
Oil Slick	0	0	6		—	5	1	—	490 虫
Machine Guns	2	3	800		FA (60)	4	1	3	14,000 虫
Autocannons	2	4	800		FA (60)	5	2	4	17,000 虫
25mm Cannon	4	10	16		SS, B	5	3	5	34,000 虫
30mm Cannon	4	15	12		SS, B	5	3	6	54,000 虫
Tank Cannon	2	400	4		SS	6	3	6	100,000 虫
Vulcan Cannon	10	10	15,000		FA (600)	6	4	6	35,000 虫
Rocket Propelled Grenade Launcher	0	*	1		SS	3	1	*	2,000 虫
Missile Launcher	0	150	12		SS, Burst (4)	6	2	0	178,000 * 虫 +78,000 虫 per missile

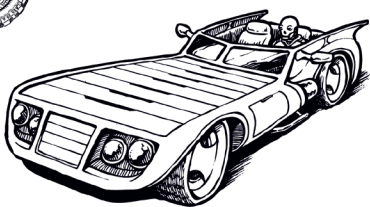
	Heat		Heat limit						
Pulse Cannon	0	10	3	15	4	1	0	125,000 虫	
Tactical Tsunami	—	—	5	5	3	3	0	500 虫	
Plasma Cannons	0	6	9	81	5	3	0	300,000 虫	
Railgun	3	24	3	21	5	3	6	450,000 虫	
Particle Projection Cannon	5	8	2	20	6	4	3	700,000 虫	

Ammo & Grenades		Info	Damage	Cost
Smoke	6 1" squares total cover		—	35 虫
Incendiary			10+fire	55 虫
Explosive			40	45 虫
EMP			40 Stun	210 虫
Bullets	500 bullets all handguns/small arms/sniper		Varies	100 虫
25mm Ammo			10	90 虫
30mm Ammo			15	137 虫
Tank KE Round	Ignores armor		400	4,000 虫
Tank HE Round	Damage 50 fire explosion		400	4,000 虫
Tank Canister Round	Damages all targets in 15-degree cone		400	4,000 虫
Guided Missile			150	78,000 虫
Vulcan Cannon Ammo			10	27 虫 a round



Skate

Handling: 1
Move: 4"



Mods: _____

Body Armor: B/ I



Weapons

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Cargo Slots



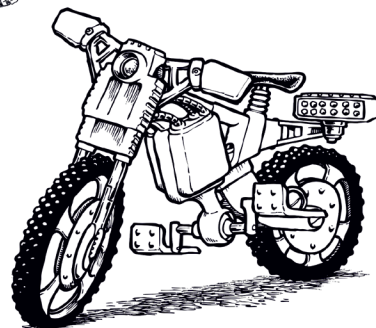
OVERDRIVE
[Simple action] Drive/Fly + handling
RAMMING
[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia
Take: Body of target - Successes - Inertia
MANEUVER
[Complex action] Drive/Fly + handling
≥ Handling: Target back 1 or forward 2
3 weight == 1 cargo ==

PLOT THE ROUTE
[Complex action] Computer (hacking) + Hacking
OR Flying drone: Fly + Handling
1 Success: Flip one path card face up
BOOK IT!
[Complex action] Drive/Fly + handling
2 Successes: Immediately trigger primary path card
CHANGE THE ROUTE
[Complex action] Drive/Fly + Handling
4 Success: Burn top path card
SWITCH THE ROUTE
[Complex action] Drive/Fly + Handling
2 Success: Swap primary path deck with secondary



Motorcycle

Handling: 4
Move: 7"



Mods: _____

Body Armor: B/ I



Weapons

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Cargo Slots



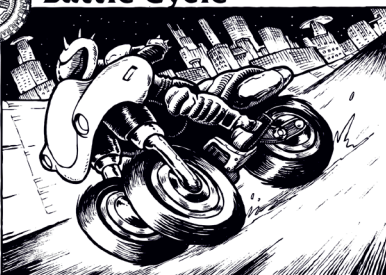
OVERDRIVE
[Simple action] Drive/Fly + handling
RAMMING
[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia
Take: Body of target - Successes - Inertia
MANEUVER
[Complex action] Drive/Fly + handling
≥ Handling: Target back 1 or forward 2
3 weight == 1 cargo ==

PLOT THE ROUTE
[Complex action] Computer (hacking) + Hacking
OR Flying drone: Fly + Handling
1 Success: Flip one path card face up
BOOK IT!
[Complex action] Drive/Fly + handling
2 Successes: Immediately trigger primary path card
CHANGE THE ROUTE
[Complex action] Drive/Fly + Handling
4 Success: Burn top path card
SWITCH THE ROUTE
[Complex action] Drive/Fly + Handling
2 Success: Swap primary path deck with secondary



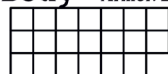
Battle Cycle

Handling: 2
Move: 4"



Mods: _____

Body Armor: 2+ B/ I



Weapons

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Cargo Slots



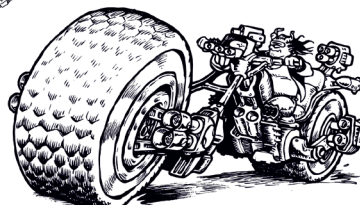
OVERDRIVE
[Simple action] Drive/Fly + handling
RAMMING
[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia
Take: Body of target - Successes - Inertia
MANEUVER
[Complex action] Drive/Fly + handling
≥ Handling: Target back 1 or forward 2
3 weight == 1 cargo ==

PLOT THE ROUTE
[Complex action] Computer (hacking) + Hacking
OR Flying drone: Fly + Handling
1 Success: Flip one path card face up
BOOK IT!
[Complex action] Drive/Fly + handling
2 Successes: Immediately trigger primary path card
CHANGE THE ROUTE
[Complex action] Drive/Fly + Handling
4 Success: Burn top path card
SWITCH THE ROUTE
[Complex action] Drive/Fly + Handling
2 Success: Swap primary path deck with secondary



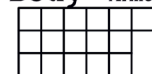
Chopper

Handling: 3
Move: 5"



Mods: _____

Body Armor: B/ I



Weapons

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Cargo Slots



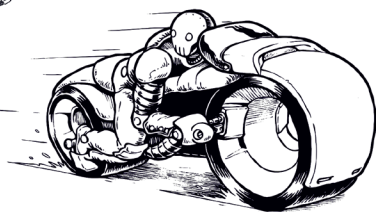
OVERDRIVE
[Simple action] Drive/Fly + handling
RAMMING
[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia
Take: Body of target - Successes - Inertia
MANEUVER
[Complex action] Drive/Fly + handling
≥ Handling: Target back 1 or forward 2
3 weight == 1 cargo ==

PLOT THE ROUTE
[Complex action] Computer (hacking) + Hacking
OR Flying drone: Fly + Handling
1 Success: Flip one path card face up
BOOK IT!
[Complex action] Drive/Fly + handling
2 Successes: Immediately trigger primary path card
CHANGE THE ROUTE
[Complex action] Drive/Fly + Handling
4 Success: Burn top path card
SWITCH THE ROUTE
[Complex action] Drive/Fly + Handling
2 Success: Swap primary path deck with secondary



Racing Bike

Handling: 6
Move: 8"



Mods: _____

Body Armor: B/ I



Weapons

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Cargo Slots



OVERDRIVE
[Simple action] Drive/Fly + handling

RAMMING
[Complex action] Drive/Fly + handling

Damage: Successes + Body + 2x Inertia

Take: Body of target - Successes - Inertia

MANEUVER
[Complex action] Drive/Fly + handling

≥ Handling, Target back 1 or forward 2

3 weight == 1 cargo ==

PLOT THE ROUTE

[Complex action] Computer (hacking) + Hacking

OR Flying drone: Fly + Handling

1 Success: Flip one path card face up

BOOK IT!
[Complex action] Drive/Fly + handling

2 Successes: Immediately trigger primary path card

CHANGE THE ROUTE

[Complex action] Drive/Fly + Handling

4 Success: Burn top path card

SWITCH THE ROUTE

[Complex action] Drive/Fly + Handling

2 Success: Swap primary path deck with secondary

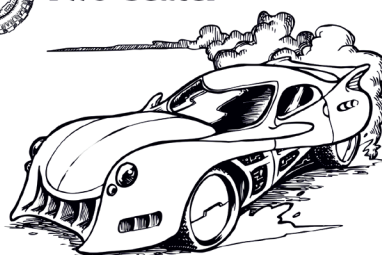
ITS A TRAP
[Complex action] Drive/Fly + handling

Four Successes ≥ displayed non-primary path cards affect target



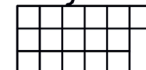
Two-Seater

Handling: 2
Move: 6"



Mods: _____

Body Armor: 2+ B/ I



Weapons

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Cargo Slots



OVERDRIVE
[Simple action] Drive/Fly + handling

RAMMING
[Complex action] Drive/Fly + handling

Damage: Successes + Body + 2x Inertia

Take: Body of target - Successes - Inertia

MANEUVER
[Complex action] Drive/Fly + handling

≥ Handling, Target back 1 or forward 2

3 weight == 1 cargo ==

PLOT THE ROUTE

[Complex action] Computer (hacking) + Hacking

OR Flying drone: Fly + Handling

1 Success: Flip one path card face up

BOOK IT!
[Complex action] Drive/Fly + handling

2 Successes: Immediately trigger primary path card

CHANGE THE ROUTE

[Complex action] Drive/Fly + Handling

4 Success: Burn top path card

SWITCH THE ROUTE

[Complex action] Drive/Fly + Handling

2 Success: Swap primary path deck with secondary

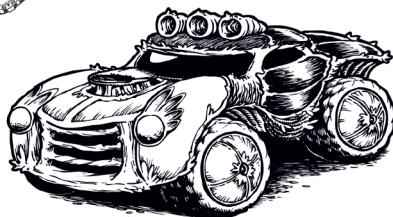
ITS A TRAP
[Complex action] Drive/Fly + handling

Four Successes ≥ displayed non-primary path cards affect target



Sports Sedan

Handling: 3
Move: 7"



Mods: _____

Body Armor: 2+ B/ I



Weapons

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Cargo Slots



OVERDRIVE
[Simple action] Drive/Fly + handling

RAMMING
[Complex action] Drive/Fly + handling

Damage: Successes + Body + 2x Inertia

Take: Body of target - Successes - Inertia

MANEUVER
[Complex action] Drive/Fly + handling

≥ Handling, Target back 1 or forward 2

3 weight == 1 cargo ==

PLOT THE ROUTE

[Complex action] Computer (hacking) + Hacking

OR Flying drone: Fly + Handling

1 Success: Flip one path card face up

BOOK IT!
[Complex action] Drive/Fly + handling

2 Successes: Immediately trigger primary path card

CHANGE THE ROUTE

[Complex action] Drive/Fly + Handling

4 Success: Burn top path card

SWITCH THE ROUTE

[Complex action] Drive/Fly + Handling

2 Success: Swap primary path deck with secondary

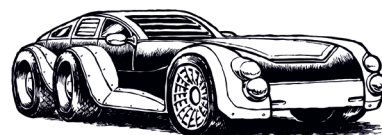
ITS A TRAP
[Complex action] Drive/Fly + handling

Four Successes ≥ displayed non-primary path cards affect target



Sports car

Handling: 4
Move: 8"



Mods: _____

Body Armor: 2+ B/ I



Weapons

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Weapon /Acc/dam/pen Modes

Cargo Slots



OVERDRIVE
[Simple action] Drive/Fly + handling

RAMMING
[Complex action] Drive/Fly + handling

Damage: Successes + Body + 2x Inertia

Take: Body of target - Successes - Inertia

MANEUVER
[Complex action] Drive/Fly + handling

≥ Handling, Target back 1 or forward 2

3 weight == 1 cargo ==

PLOT THE ROUTE

[Complex action] Computer (hacking) + Hacking

OR Flying drone: Fly + Handling

1 Success: Flip one path card face up

BOOK IT!
[Complex action] Drive/Fly + handling

2 Successes: Immediately trigger primary path card

CHANGE THE ROUTE

[Complex action] Drive/Fly + Handling

4 Success: Burn top path card

SWITCH THE ROUTE

[Complex action] Drive/Fly + Handling

2 Success: Swap primary path deck with secondary

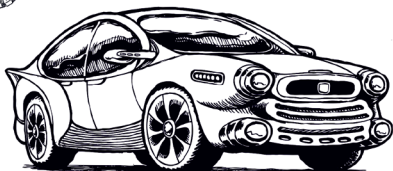
ITS A TRAP
[Complex action] Drive/Fly + handling

Four Successes ≥ displayed non-primary path cards affect target



Family Sedan

Handling: 3
Move: 6"



Mods: _____

Body Armor: 2+ B/ I

Weapons

Weapon /Acc/dam/pen Modes

 Weapon /Acc/dam/pen Modes

 Weapon /Acc/dam/pen Modes

 Weapon /Acc/dam/pen Modes

Cargo Slots

OVERDRIVE

[Simple action] Drive/Fly + handling

RAMMING

[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia

Take: Body of target - Successes - Inertia

MANEUVER

[Complex action] Drive/Fly + handling
≥ Handling: Target back 1 or forward 2

3 weight == 1 cargo ==

PLOT THE ROUTE

[Complex action] Computer (hacking) + Hacking

OR Flying drone: Fly + Handling

1 Success: Flip one path card face up

BOOK IT!

[Complex action] Drive/Fly + handling

2 Successes: Immediately trigger primary path card

CHANGE THE ROUTE

[Complex action] Drive/Fly + Handling

4 Success: Burn top path card

IT'S A TRAP

[Complex action] Drive/Fly + handling
Four Successes ≥ displayed non-primary path cards affect target

SWITCH THE ROUTE

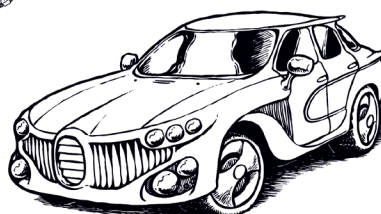
[Complex action] Drive/Fly + Handling

2 Success: Swap primary path deck with secondary



Luxury Sedan

Handling: 4
Move: 7"



Mods: _____

Body Armor: 2+ B/ I

Weapons

Weapon /Acc/dam/pen Modes

 Weapon /Acc/dam/pen Modes

 Weapon /Acc/dam/pen Modes

 Weapon /Acc/dam/pen Modes

Cargo Slots

OVERDRIVE

[Simple action] Drive/Fly + handling

RAMMING

[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia

Take: Body of target - Successes - Inertia

MANEUVER

[Complex action] Drive/Fly + handling
≥ Handling: Target back 1 or forward 2

3 weight == 1 cargo ==

PLOT THE ROUTE

[Complex action] Computer (hacking) + Hacking

OR Flying drone: Fly + Handling

1 Success: Flip one path card face up

BOOK IT!

[Complex action] Drive/Fly + handling

2 Successes: Immediately trigger primary path card

CHANGE THE ROUTE

[Complex action] Drive/Fly + Handling

4 Success: Burn top path card

IT'S A TRAP

[Complex action] Drive/Fly + handling
Four Successes ≥ displayed non-primary path cards affect target

SWITCH THE ROUTE

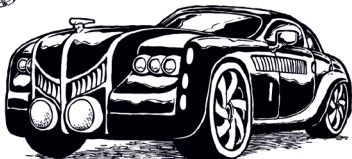
[Complex action] Drive/Fly + Handling

2 Success: Swap primary path deck with secondary



Limousine

Handling: 3
Move: 6"



Mods: _____

Body Armor: 2+ B/ I

Weapons

Weapon /Acc/dam/pen Modes

 Weapon /Acc/dam/pen Modes

 Weapon /Acc/dam/pen Modes

 Weapon /Acc/dam/pen Modes

Cargo Slots

OVERDRIVE

[Simple action] Drive/Fly + handling

RAMMING

[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia

Take: Body of target - Successes - Inertia

MANEUVER

[Complex action] Drive/Fly + handling
≥ Handling: Target back 1 or forward 2

3 weight == 1 cargo ==

PLOT THE ROUTE

[Complex action] Computer (hacking) + Hacking

OR Flying drone: Fly + Handling

1 Success: Flip one path card face up

BOOK IT!

[Complex action] Drive/Fly + handling

2 Successes: Immediately trigger primary path card

CHANGE THE ROUTE

[Complex action] Drive/Fly + Handling

4 Success: Burn top path card

IT'S A TRAP

[Complex action] Drive/Fly + handling
Four Successes ≥ displayed non-primary path cards affect target

SWITCH THE ROUTE

[Complex action] Drive/Fly + Handling

2 Success: Swap primary path deck with secondary



Pickup

Handling: 3
Move: 6"



Mods: _____

Body Armor: 2+ B/ I

Weapons

Weapon /Acc/dam/pen Modes

 Weapon /Acc/dam/pen Modes

 Weapon /Acc/dam/pen Modes

 Weapon /Acc/dam/pen Modes

Cargo Slots

OVERDRIVE

[Simple action] Drive/Fly + handling

RAMMING

[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia

Take: Body of target - Successes - Inertia

MANEUVER

[Complex action] Drive/Fly + handling
≥ Handling: Target back 1 or forward 2

3 weight == 1 cargo ==

PLOT THE ROUTE

[Complex action] Computer (hacking) + Hacking

OR Flying drone: Fly + Handling

1 Success: Flip one path card face up

BOOK IT!

[Complex action] Drive/Fly + handling

2 Successes: Immediately trigger primary path card

CHANGE THE ROUTE

[Complex action] Drive/Fly + Handling

4 Success: Burn top path card

IT'S A TRAP

[Complex action] Drive/Fly + handling
Four Successes ≥ displayed non-primary path cards affect target

SWITCH THE ROUTE

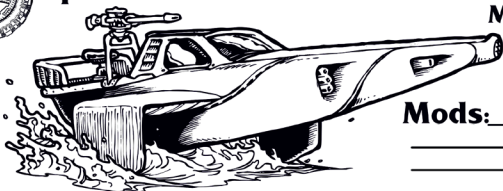
[Complex action] Drive/Fly + Handling

2 Success: Swap primary path deck with secondary



Speedboat

Handling: 5
Move: 7"



Mods: _____

Body	Armor: 2+ B/	I

Weapons

Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes

Cargo Slots

--	--	--

OVERDRIVE
[Simple action] Drive/Fly + handling

RAMMING
[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia
Take: Body of target - Successes - Inertia

MANEUVER
[Complex action] Drive/Fly + handling
≥ Handling, Target back 1 or forward 2
3 weight == 1 cargo ==

PLOT THE ROUTE
[Complex action] Computer (hacking) + Hacking
OR Flying drone: Fly + Handling
1 Success: Flip one path card face up
BOOK IT!
[Complex action] Drive/Fly + handling
2 Successes: Immediately trigger primary path card

CHANGE THE ROUTE
[Complex action] Drive/Fly + Handling
4 Success: Burn top path card

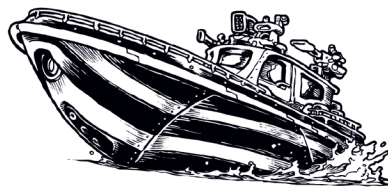
SWITCH THE ROUTE
[Complex action] Drive/Fly + Handling
2 Success: Swap primary path deck with secondary

IT'S A TRAP
[Complex action] Drive/Fly + handling
Four Successes ≥ displayed non-primary path cards affect target



Patrol Boat

Handling: 4
Move: 8"



Mods: _____

Body	Armor: 3+ B/	I

Weapons

Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes

Cargo Slots

--	--	--	--	--	--

OVERDRIVE
[Simple action] Drive/Fly + handling

RAMMING
[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia
Take: Body of target - Successes - Inertia

MANEUVER
[Complex action] Drive/Fly + handling
≥ Handling, Target back 1 or forward 2
3 weight == 1 cargo ==

PLOT THE ROUTE
[Complex action] Computer (hacking) + Hacking
OR Flying drone: Fly + Handling
1 Success: Flip one path card face up
BOOK IT!
[Complex action] Drive/Fly + handling
2 Successes: Immediately trigger primary path card

CHANGE THE ROUTE
[Complex action] Drive/Fly + Handling
4 Success: Burn top path card

SWITCH THE ROUTE
[Complex action] Drive/Fly + Handling
2 Success: Swap primary path deck with secondary

IT'S A TRAP
[Complex action] Drive/Fly + handling
Four Successes ≥ displayed non-primary path cards affect target



Nightwing

Handling: 6
Move: 8"



Mods: _____

Body	Armor: 2+ B/	I

Weapons

Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes

Cargo Slots

--

OVERDRIVE
[Simple action] Drive/Fly + handling

RAMMING
[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia
Take: Body of target - Successes - Inertia

MANEUVER
[Complex action] Drive/Fly + handling
≥ Handling, Target back 1 or forward 2
3 weight == 1 cargo ==

PLOT THE ROUTE
[Complex action] Computer (hacking) + Hacking
OR Flying drone: Fly + Handling
1 Success: Flip one path card face up
BOOK IT!
[Complex action] Drive/Fly + handling
2 Successes: Immediately trigger primary path card

CHANGE THE ROUTE
[Complex action] Drive/Fly + Handling
4 Success: Burn top path card

SWITCH THE ROUTE
[Complex action] Drive/Fly + Handling
2 Success: Swap primary path deck with secondary

IT'S A TRAP
[Complex action] Drive/Fly + handling
Four Successes ≥ displayed non-primary path cards affect target



Seaplane

Handling: 3
Move: 18"



Mods: _____

Body	Armor: 2+ B/	I

Weapons

Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes
Weapon	/Acc/dam/pen	Modes

Cargo Slots

--	--	--	--	--	--

OVERDRIVE
[Simple action] Drive/Fly + handling

RAMMING
[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia
Take: Body of target - Successes - Inertia

MANEUVER
[Complex action] Drive/Fly + handling
≥ Handling, Target back 1 or forward 2
3 weight == 1 cargo ==

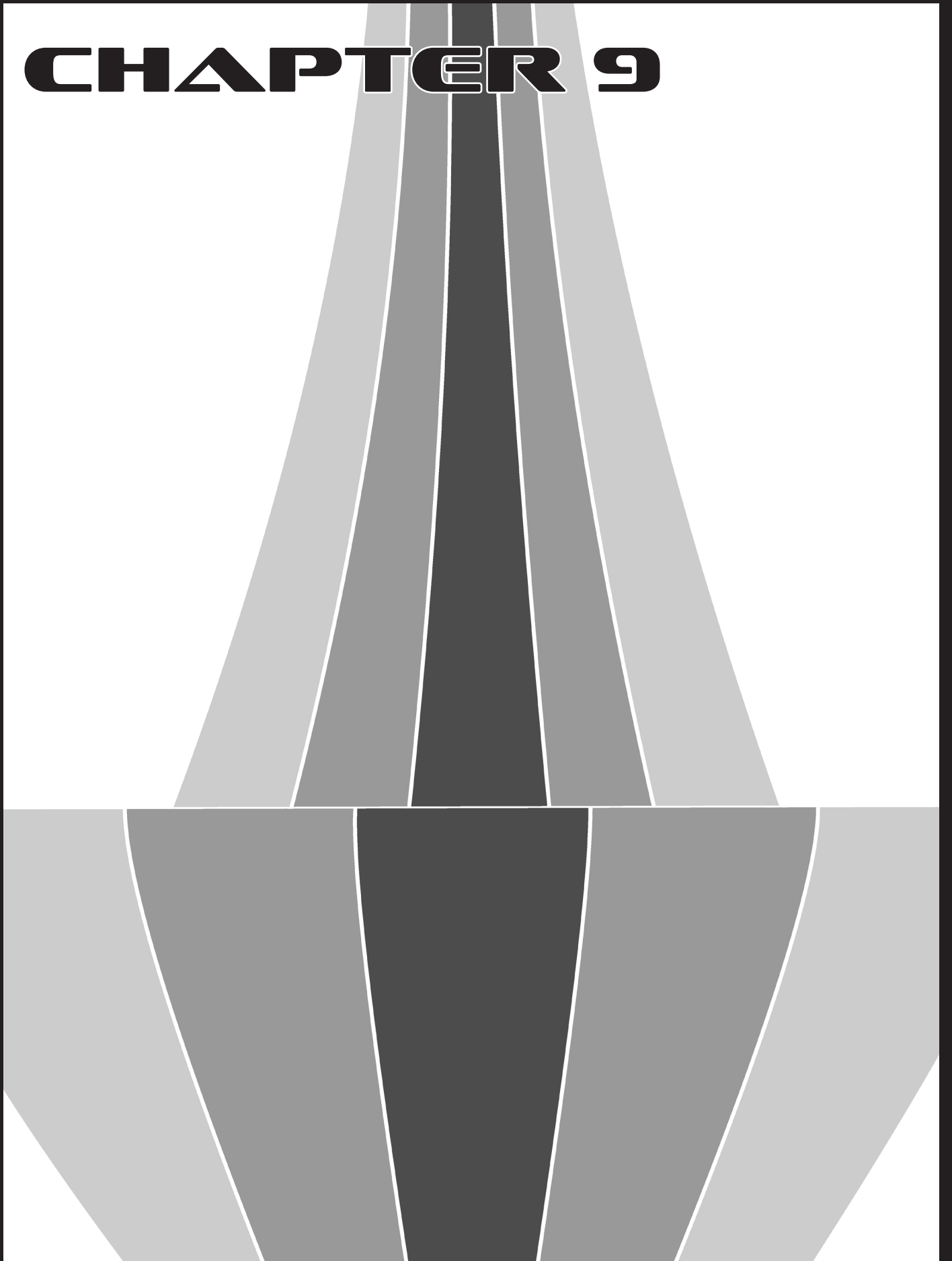
PLOT THE ROUTE
[Complex action] Computer (hacking) + Hacking
OR Flying drone: Fly + Handling
1 Success: Flip one path card face up
BOOK IT!
[Complex action] Drive/Fly + handling
2 Successes: Immediately trigger primary path card

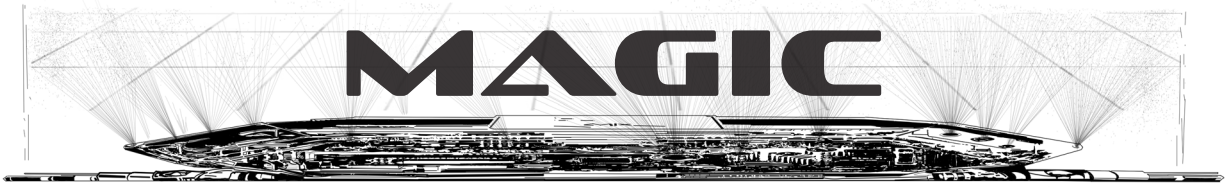
CHANGE THE ROUTE
[Complex action] Drive/Fly + Handling
4 Success: Burn top path card

SWITCH THE ROUTE
[Complex action] Drive/Fly + Handling
2 Success: Swap primary path deck with secondary

IT'S A TRAP
[Complex action] Drive/Fly + handling
Four Successes ≥ displayed non-primary path cards affect target

CHAPTER 9





STRING THEORY IS . . . RIGHT?

AN INTERACTIVE AR HOLO FOR THE SINLESS WHO NEEDS TO UNDERSTAND HOW NOT TO GET FRAGGED BY A MAGE.

A crackpot movement around the turn of the century, string theory was discredited and considered a complete failure. Like all good pseudoscience, it promised everything but delivered nothing.

It was math tricks, remaining untestable.

Until the Quickening.

For a lot of SINless, demystifying and understanding magic is important, and fifteen-credit hours of calculus and differential equations are not. So here's the layman's version.

The universe isn't analog, chummer. When you get right down to the smallest thing, a quantum (hence quantum mechanics), you find that it has a minimum resolution. Almost two centuries ago, Max Planck theorized that changes in states were not continuous. If something has a frequency, it can only be an integer multiple of Planck's constant. It moves discreetly, like a really, really, really tiny pixel. (It's explicitly and technically not a pixel, but do you want to do math, or survive a powerbolt?) And it also turned out everything in the universe has a frequency, all moving between these really, really, really small quanta, which is where we get quantum mechanics from. Quanta make up everything. Baseballs, gravity, Tuesdays, all of it.

To illustrate, I'm going to talk about a field. What is a field? It's a series of points with some descriptive information, like temperature or vector. You can describe quanta using a field. Every quantum is a point.

This is what an "electromagnetic field" is. It's a description of the charge of various quanta, allowing us to understand the movement of electrons. When a decker hacks a node, it's this field he's manipulating with his tech, signals sent and sensed by the interface.

So what is stuff? What's a particle? The smallest possible vibration in a field. Like cellophane layers, each "field" interacts with each other. Particles (vibrations) that have mass interact with the Higgs field. Those that are massless (photons) don't.

That's what a "unified theory" is, one that takes into account, well, everything — accurately enough for us to make predictions.

And we were stuck for a long time trying to figure out gravity, and looking for an answer to this question.

Which we still don't have!

But we've got plenty of new and exciting tools!

The manon is a particle, but one that was effectively non-existent on Earth for the last 14,000 years or so. Why? We don't know. An Lanying Shan hypothesized that it's blocked by a field in space, termed the Shan-Effort field. We can measure this field by observing manon flows via astral senses. This manonic field is what creates the "ley lines" and magic voids. Or rather the field is a map of the ley lines, depending on your perspective.

So we haven't found the graviton, or unlocked holographic vacuum energy, but we did finally achieve the means to test string theory, because the existence of the manon allows us to directly influence quantum vibration. It allows us to view and experiment on other dimensions.

The problems with this are manifold. You can't use a machine or a device to manipulate manons. You have to do it with your mind. The only thing that affects the quantum manon field is consciousness.

That's not technically true. You don't need a central nervous system. It turns out that all collections of living cells have awareness. Your organs make choices, right? They respond to their environment. Cells are aware in both a clinical and magical sense. They "manipulate" manons in the same sense that a plant "manipulates" sunlight into energy via photosynthesis. It requires a mind to use manonic energy with intent. That force of



Chapter 9: Magic

"Xyralithos Bar'atha Ural, Katharian Zuthara!"

Should the mists of the Ether descend upon thee, the path to the Forbidden Realms shall lay bare. Beware, wanderer, for the denizens of the alphas have bred not the laws of men. The Spirits of Wind and the Elemental Spirits are fickle and capricious.
Guard thy soul with the Amulet of Elys'gon, and let not thy heart waver. The Gates of Passage are fraught with peril, and only the wise and resolute shall prevail.



will combined with study allows you to draw upon the energy within your body to manipulate manons.

I sound pretty sure about all this, yeah. The nearest and most important dimension is the astral plane. It exists concurrently with reality. The astral plane contains an entire ecosystem of creatures — not physical beings like us. Spirits. Their motives are arbitrary and oft malign, but speakers can form relationships and bonds with them. That is a whole elevator of weirdness I'm not getting into right now. Those with a natural inclination towards the manipulation of manons can learn to "see" into the astral plane.

We didn't call it that 'cause of the movies and holos. Everyone knows about the retro Dungeon/Dragon wave of fantasy 'scapes. It's a classic.

When you look into the astral, living creatures are fields of stars. Each cell in its processes produces a little pin-point of light as it creates energy, mitochondrial fusion light. Living creatures look like slowly pulsing galaxies. Of course, you aren't actually seeing chemical reactions, but rather the manons reacting to them. More magically active people have stronger reactions.

You'll see spirits when you look too. They tend to absorb and respond to conditions in reality. Or perhaps reality projects upon the spirits. We don't know for sure. Spirits live in the astral dimension, probably evolved there. Astral archeology is a tiny field if anyone is looking for a graduate school angle.

Speakers (or "shamans" if you want to go more mystical) don't clear it up much either. They form bonds — sort of formal agreements with the spirits. They can then call on them for specific tasks or borrow their power. In exchange, the spirits ask for things. I'm not sure if the things don't make sense, or the speakers can't explain them.

The spirits have complicated and baroque rules and relationships. Speakers must select what they call a source and develop relationships with the spirits related

to that source. Eventually, powerful speakers can access spirits from nearby or adjacent sources.

Now the astral isn't the only other dimension we can reach, but it is the most useful for Sinless. Mages can use astral senses to detect magical wards and alarms, quickened animals, ley lines and voids, and magically sensitive individuals.

It is an unfortunate fact that magical ability is not distributed equitably. Only about 1 in 1,000 people has natural magical ability in a certain school. 1 in 10,000 has the ability to be a Speaker. Only 1 in 100,000 has the ability to be an archmage. There are only a few amps; estimated to be 1 in 200,000 people or so. But it's a lot easier to make it undetected as an amp, so there could be a lot more of them.

Now it's not all bad. Someone with no magical ability could work very hard and spend a lot of time and money, and devote years of their life, obtain extensive gene therapy and resequencings and reach the ability to learn some spells or connect with spirits. Few people have the patience. Most people, magical ability or not, can cast simple rituals.

There are different techniques and methods for manipulating manonic energy. Amps manipulate it naturally. Usually their powers develop by enhancing natural abilities, but powerful amps can develop abilities far exceeding those of unenhanced humans.

Speakers, as we've discussed, form relationships with spirits surrounding sources like Elemental, Shadow, Galvanic, Reflection, and more. They bind spirits to provide services, fight for them, or infuse them with power and abilities.

Mages manipulate manonic energies to cause changes in reality, but the underlying mosaic of how to influence and control those energies is unknown. This means our knowledge is didactic, arbitrary, and discrete. Certain effects are well known, but every mage's particular ability varies.





Chapter 9: Magic

EVOLUTION

Every school tends to attract a certain type of person, and utilizes manonic energy in an idiosyncratic way. In my experience, every type of school is full of jerks. A-chads and sociopathic assholes seem to be the only Mentalists I work with, and I'll be damned if I've ever been on a run with a sober Auralmancer. Your mileage may vary, but those who can use magic seem to have a knack that always leaves them smelling like roses. If everything in life seems to go your way and you have power few people can access. It's hard not to get a little cocky. Overconfidence is something that gets dumb mages killed.

Another thing you should know is that using the manonic energy inside your body is painful. It's like sprinting and feels like you're having a heart attack. This makes mages particularly vulnerable to stunning, and more than one mage has gotten a nosebleed casting spells. If a mage tries to bite off too much, dealing with forces beyond his mastery, it can kill her.

Much like some animals can sense magnetic fields, certain people can sense manons. Approximately 0.08% of the population has this marker, or about 250 million people in 2090.

"[You don't want to say anything, because they'll think you are crazy like a goat. It's like describing a color you can't see. You just have to take out the batteries and lose focus. Then it gets cloudy, vision a little dim on the edges. You can then start to see the flows of pastel waves.]" *Translated
— Alphonso Uduike

Astral vision allows one to perceive manonic flows and concentrations, along with other... things.

THE ASTRAL PLANE

Astral Vision does not only reveal manon flows, but shows us that we share the Earth with unimaginable creatures. On Earth, there are millions of creatures, insubstantial and bizarre — spirits that are only visible to those who can see into the astral plane. These creatures can often be bargained or reasoned with. With the return of manons, they, too, can influence the material plane.

<<It freaks me the frak out! Can you imagine weird ghost-like things in your house? Who the frak knows what they are doing?>> -- Spookysue

<<I do, and it's even worse than you think>> -- Mastamage

When viewing the astral plane the energy production of cells looks like a pinpoint of bright light, making living forms a kaleidoscope of spinning stars. Mages describe seeing into the astral as an enhancement of what normal people see when they close their eyes. Indeed, manons are not stopped or slowed by many materials (including eyelids), so it isn't even necessary to have your eyes open when viewing the astral.

WHAT IS THE MANON?

Early preliminary testing and research believed this particle was the fabled graviton, somehow controlling gravitational energy. That was quickly proven not to be the case. All particles in the universe are simply projections of universal vibrations, like sand over a giant speaker. In six of the dimensions, fundamental reality in the form of strings vibrates. The results of those vibrations cause particles like protons, neutrons, electrons, and photons to exist. These projected vibrations are reality.

The manon manipulates and regulates these vibrations. Manon flows are commonly referred to as ley lines.

Chapter 9: Magic

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A successful astral senses test can discover ley and void lines, identify people and creatures with magical talent or connections, and perceive living beings through solid objects. Standard construction materials require two successes to see through (so someone two rooms away would require four successes to be visible). Reinforced materials require three successes to see through. It is impossible to see through lead or other dense materials. Protected areas can contain expensive "anti-mage walls" designed to stop this vision.

HOW DOES MAGIC WORK?

Manon energy can manipulate vibrations at a dimensional level. These vibrations then become objects, effects, and forces in our reality. Manon particles vary in density, collecting into flows or rivers. These are referred to as ley lines, and they criss-cross the planet. There are also certain dead zones where manon flow is inhibited.

Aligning certain brain states, combined with manipulation of the body's magnetic fields and specific vibrational utterances, allows you to influence the vibration of the manon's string, altering space-time. The effects and the methods of causing these changes seem arbitrary, and their discovery is empirical.

<<Look up accidental spellcasting sometime. Though rare, more than one person has been blown up or found themselves flying through the air via accidental manon manipulation. It was pretty wild in the early days>> --Phizzvan

Utilizing manons requires certain ritual actions and the ability to produce certain changes within your brain. Depending on this ritual tradition, you can experimentally begin to explore variations of utterances, motions, and mind states that produce different effects. Once discovered, this knowledge can be shared and explored; the activities taken to cause this effect were naturally called spells, which can then become further explored and mastered.

It is very difficult to learn one of these many traditions, most mages specialize in just one. Following a tradition means living a certain lifestyle, maintaining a particular outlook, and focusing on certain activities.

However, certain rare individuals known as archmages have a better natural understanding and perception of manons. They can more easily manipulate effects, following not a specific tradition but rather understanding magic at a deeper level, allowing them to duplicate effects from any tradition.

Amps are not full mages but those who manipulate manons intrinsically. They utilize their energy in the form of physical feats and strange powers.

Speakers do not cast spells but focus on binding and bargaining with the many spirits that exist outside of our perceptions.

A specialty mage may purchase spells from a single school during character creation and after. An archmage may purchase spells from any school, or speaker or amp abilities (see Chapter 2 q.v.) Speakers purchase nodes on a speaker relationship map that allows them to develop relationships with spirits.

Some "spells" are specialized passive effects and are not cast. The Zoetic Potential of the mage limits these. Passive effects have a Zoetic Potential cost, and the total of all these cannot exceed your maximum Zoetic Potential.

Mana covers the earth in a web of ley lines. The more powerful the ley line, the easier and more powerful spellcasting is. These are not usually visible (though occasionally, they produce auroras during storms and on dark nights) but can be seen with astral senses. The mage can draw power from these ley lines to power their spells.



Chapter 9: Magic

MAGIC

OVERVIEW

ZOETIC POTENTIAL

The Zoetic Potential is the same for all living creatures. The base Zoetic Potential is 6. With focus and study, this potential can be improved using Kismet and accouterments. Zoetic Potential is highly reactive to both metal and electronics. For every piece of gear carried that contains metal or electronics (i.e. items in the gear chapter with a weight value), your Zoetic Potential is reduced by one. Cybertechtronics also reduce your Zoetic Potential. Synthetic creatures have a Zoetic potential of 1, that is not reduced by metal or cybertechtronics. Those synthetics with Arcano-Manon Interface Matrix have a zoetic potential of 4 that isn't reduced by metal or cybertechtronics

ASTRAL SENSES

Magic energies are a gossamer white gauze lain over our world, their hidden natures and essences naked to the arcane eye. People's auras, astral wards, bound enchantments, astral spirits, and more are only visible on the astral plane.

ASTRAL CREATURES

There are special kinds of life that are always visible astrally and can manifest within ley lines. These creatures exist either partially or fully within the astral plane. Some are small astral motes of light, and others life akin to insects or plants. Many are like wild beasts, ephemeral manifestations of questionable motive and character. Some are ancient beings of great power. And some are iniquitates, spirits malicious to life.

WARDS

Mages can raise wards. These barriers reduce the force of all spells cast through them.

LEY LINES

Ley lines crisscross the planet. Spells cast on a ley line can add the power of the ley line to the spell. Mages near the ley lines gain a power boost. There are void lines, which work as magic-sapping areas. It's easier to resist spells near a void line, and harder to cast them.

FORCE RATINGS

Every spell and enchantment has a force rating that indicates its potency. The higher the force, the larger the area, the higher the effect, the longer the duration.

DRAIN

Channeling magic through the body is damaging. After a spell, you are afflicted with drain, calculated via a spell's drain code. If the spell force is higher than your available Zoetic Potential, this damage is lethal. If the force is below your Zoetic Potential this damage is stun. You can reduce this damage by using your channeling skill. If this damage is stun, it can be soaked. When casting a spell, at least one box on the stun condition track is *always* marked off.

LEARNING SPELLS

During character creation, spellcasters receive a number of force points. Each spell has a force rating. Spellcasters can learn spells by spending force points. You learn a spell at a maximum force rating of your choice.

Alexandria is an archmage with thirty-five force points to spend at creation. She learns powerbolt at rank six and has twenty-nine force points left to learn spells.

After character creation, mages learn spells by paying cash equal to the cost of each force of the spell they wish to learn. This provides the information and resources they need to learn the spell and cast it.

Chapter 9: Magic

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CASTING SPELLS

When casting a spell, you must select the force you wish to cast the spell at. You can select a force up to the force you learned the spell at. The force determines the effect of the spell, along with how difficult it is to resist the drain of the spell.

To cast a spell, make a sorcery skill + spell foci rank test using your Resolve pool

The spell will have a drain code that uses the force of the spell to calculate damage. Mages can roll their channeling skill + the ranking of the spell's fetish using their Resolve pool, and for every success, they reduce the damage by one. They apply the remaining drain to their stun condition track. Force is always rounded down in the drain code but has a minimum of 1. If the force of the spell is higher than their Zoetic Potential, this damage is lethal, and cannot be soaked. Mages will always know if a spell they are going to cast is going to do lethal or stun drain.

SPELLCASTING LIMIT

Sorcery/Conjuring + Foci rank

RESISTING DRAIN LIMIT

Channeling + Fetish rank

RESISTANCE

Living targets can resist spells using their pools. The spells will identify how targets resist the spell. After the spell is cast, targets automatically roll their resistance, using as many dice from the relevant pool as they wish, and for every success, they reduce the spellcaster's success by one. This resistance roll is free and does not require an action.

If all the caster's successes are eliminated, the spell fails to take effect, but the caster still suffers drain.

For continuous spells, place a die next to the effect representing the number of successes

the mage got on the spellcasting test. This is the number of successes targets need to accumulate on their resistance test(s) to avoid or ignore the effects of the spell. Unless noted otherwise in the spell description, each conflict round characters can choose to either take action under the influence of the spell, or use a complex action to make a resistance roll against the effect. Once the effect is completely resisted, it ends.

LEY LINES

The power available varies across the surface of the planet. They vary in width and distance. A successful astral senses test will reveal all ley lines in the area. Each ley line has a force rating. For those standing on the line (some of which may be as narrow as one meter or as wide as five hundred) they get the force rating of the ley line **doubled** in bonus dice applied to channeling, conjuration, and sorcery tests. These dice may be applied to any magic-related activity. If you are adjacent to a ley line (within 2 meters, 1"), you can access the force rating of the ley line of bonus dice for channeling, conjuration, and sorcery tests. There are no reports of side effects from channeling ley line energy.

<<That sounds suspicious.>> --Albatross

Ley lines allow fully astral spirits to manifest in the world. Once they have manifested, they may travel where they wish manifested in our realm.

VOID LINES

These are areas devoid of manons. They are not always lines, sometimes "pools" of manon-draining energy are formed. If on a void line, the force rating of the void line in dice is applied as penalty dice to anyone attempting to use sorcery, channeling, or conjuration. The force rating of the void line in bonus dice is **added** to any resistance tests for targets in the void line.



Chapter 9: Magic

LINE OF SIGHT AND LINE OF EFFECT

Generally, mages can cast a spell on any target they can see with their eyes. Spells are unable to be cast through images on screens, camera feeds, etc. Some spells, those where a projectile leaves the mage and travels to the target, also need a line of effect. Things like glass and plexiglass will block the target. Spells that do physical or elemental damage will impact and damage the barrier (and nearby targets if it's a ball spell).

WARDS

Wards are barriers that prevent the passage of spells and anyone who isn't keyed to pass the ward. The non-living area to be warded must be marked in some way, chalk, runes, beads, etc. People who are unkeyed to the ward can pass through it with an Athletics test with a number of successes that equals or exceeds the force of the ward. This immediately alerts the mage that set the ward. Spells that are cast through the barrier have their successes lowered for each point of force of the astral barrier. Note that astral barriers do not prevent the passage of non-organic matter, allowing the passage of both drones, grenades, and bullets.

FOCI

Foci are tools that assist in the casting of spells. Each spell can have its own unique focus, which allows you to increase the limit of dice you can roll from your Resolve pool to cast the spell. Foci have a rating from 1 to 6. Foci cost 1,000 z $\times$ their rating. They are specific and unique, a ring that enhances the flight spell, a wand that shoots manon balls, etc. Though there are no listed mechanical effects for foci, each should be described for possible narrative effects.

FETISHES

Fetishes are tools that assist mages in resisting drain. Each spell can have its own unique talisman which allows you to increase the limit of dice you can roll from your Resolve pool to channel the spell drain. Fetishes have a rating from 1 to 6 and add one die to your channeling skill per rating. Fetishes cost 1,000 z times their rating.

RAISING ZOETIC POTENTIAL

Mages can advance their Zoetic Potential. First they need twice the rating in Kismet for their new ranking. E.g. to raise your Zoetic Potential to 7, you need 14 Kismet. Secondly, they must deepen their connection to the tradition or magical mastery. They do this by acquiring one of the following things: a talisman of power, a familiar, a cabal or cult, an enchanted raiment, making a pact with an astral entity, and binding an astral creature to your service. Magic advancement is covered in Chapter 11.

SCHOOLS OF STUDY

INCANTOR

These are the modern hermetic order. With the introduction of magic, it was discovered that some of these ancient texts and rituals allowed mages to manipulate magical energy. Little is known about hermetic orders, their members belong to chapter guilds, with sanctums that ban all those not of their order. Their members are made up of professors and madmen, all those who seek power. Though enigmatic, they have a great deal of adroitness with raw magical power.

Chapter 9: Magic

"Xyralithos Bar'atha Ural, Katharian Zuthara!"

Should the mists of the Ether descend upon thee, the path to the Forbidden Realms shall lay bare. Beware, wanderer, for the denizens of the alphas have bred not the laws of men. The Spirits of Wind and the Elemental Spirits are fickle and capricious. Guard thy soul with the Amulet of Eternity, and let not thy heart waver. The Gates of Passage are fraught with peril, and only the wise and resolute shall prevail.



CREATE BARRIER

Price: 1,400 𐐄 per point of force
Target Resistance: N/A
Duration: 1 round per point of force, plus 1 round per success
Drain: Force

This creates a barrier of force, 20 m (10") in length, and anywhere from four to twenty feet in height. The barrier is translucent and solid. It has a condition track equal to twice the number of successes plus the force of the spell, and armor equal to 1/2 the force of the spell.

DISGUISE ASTRAL AURA

Price: 800 𐐄 per point of force
Target Resistance: Focus pool
Duration: 2 hours per point of force + 2 hours per net success.
Drain: 1 + (Force/2)

Alter a target's aura, disguising magical abilities and hiding things revealed to astral sight

FLIGHT

Price: 1,000 𐐄 per point of force
Target Resistance: N/A
Duration: 1 round per point of force + 1 round per success
Drain: 1 + (Force/2)

This spell allows the caster (only) to fly. For the duration of the spell, the caster can move in any direction using his normal movement rate.

LIGHT

Price: 200 𐐄 per point of force
Target Resistance: N/A
Duration: 2 hours per point of force + 2 hours per success
Drain: 1

The caster chooses a point within visual range. A light appears and illuminates the area, casting bright light that emanates from that point out to 40 m (20"), and raising all adjacent light levels by one.

HASTE

Price: 1,400 𐐄 per point of force
Target Resistance: Resolve pool (optional)
Duration: 1 round per point of force + 1 round per success
Drain: 4 + Force

The caster chooses a number of targets equal to the force of the spell. All characters receive an extra simple action at the start of their turn while the spell is active, along with a +4 m (+2") increase to their movement rate for the duration of the spell.

MANON BALL

Price: 2,000 𐐄 per point of force
Target Resistance: Resolve pool
Duration: Instantaneous
Drain: 3 + Force
Gather manons and channel them into a ball of destructive energy. Affects a radius of 1 meter (.5") per point of force. Deals Force+net successes to the stun condition track all targets in range.

MANON BOLT

Price: 1,000 𐐄 per point of force
Target Resistance: Resolve pool
Duration: Instantaneous
Drain: 3 + (Force/2)
Gather manons and channel them into a bolt of destructive energy. Deals 1+Force+Net Successes to a single target's stun condition track.

MIND LINK

Price: 400 𐐄 per point of force
Target Resistance: Resolve pool (optional)
Duration: 1 hour plus 1 hour per success
Drain: (Force/2)

This allows the caster to link minds with a number of targets equal to the number of successes. This simply allows the targets to speak with each other, directly mind to mind. It works similarly to a commlink, allowing targets to speak to each other silently.



Chapter 9: Magic

SHATTER WARD

Price: 2,500 𐌸 per point of force

Target Resistance: N/A

Duration: Instantaneous

Drain: 3 + Force

Use manons to sunder a ward with great violence. If the force + number of successes is equal to or higher than the ward's force value, the ward is torn asunder. If there are fewer successes than the ward's force, the force of the ward is lowered by one.

POWERBALL

Price: 2,000 𐌸 per point of force

Target Resistance: Brawn pool

Duration: Instantaneous

Drain: 3 + Force

This gathers magical energy into a physical explosion of force that strikes a target area. Affects a radius of 1 meter (.5") per point of force. Deals ½ force + net successes to the physical condition track all targets in range.

POWERBOLT

Price 1,000 𐌸 per point of force

Target Resistance: Brawn pool

Duration: Instantaneous

Drain: 3 + (Force/2)

This gathers magical energy into a physical bolt of force that strikes a target. Deals Force+Net Successes to a single target's physical condition track.

AURALURGY

Sound vibrations do more than influence behavior. This tradition contains musicians, dancers, poets, and people who are sensitive to astral insights and rhythms. They frequently combine drugs and medicines that change their perceptions and spend hours gaining mastery of their form of expression. They are found in colleges, in bars after hours, destitute and rich. But the study of auralurgy makes them all aware and connected to each other, a secret network of knowledge and influence.

RUNE OF THE UNSPEAKABLE ALARM

Price: 150 𐌸 per point of force

Target Resistance: N/A

Duration: 1 day per point of force

Drain: (force/2)

This spell wards an area of 20 square feet per point of force. Anyone crossing this barrier triggers an alarm. The caster can determine if they want this alarm to be audible to everyone, or to just notify them of the intrusion. This ward can be made permanent by spending 1,000 𐌸 on reagents per point of force.

THE CHARM OF RAUCOUS CACOPHONY

Price: 500 𐌸 per point of force

Target Resistance: N/A

Duration: 1 round per point of force

Drain: 1+ (Force/2)

This spell creates a noise of up to 20 decibels per point of force. The caster can determine the sound, it could be music or a concerto, the sounds of guards, an explosion, anything they wish. At high force (force 7+ decibels in excess of 130) this spell does damage equal to half the total successes to the physical condition track to any target within 2 meters (1") of the target point, and half that to anyone within 20 meters.

<<It'll also alert everyone within like 2 miles, so there's that>> --R4D10F4N

FORBIDDEN GLAMOUR OF ACCORD

Price: 1,500 𐌸 per point of force

Target Resistance: Resolve pool

Duration: 1 minute per point of force

Drain: 3 + (Force/2)

This spell produces subsonic vibrations that make people and animals calm and relaxed. The targets are more receptive and positive. This gives anyone two bonus dice to any negotiation, coercion, or leadership test against the targets.

Chapter 9: Magic

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CHANT OF DIRE MALADY

Price: 2,000 ⌘ per point of force
Target Resistance: Brawn pool
Duration: 1 round per point of force
Drain: 1 + Force

This caster chooses a point. A field extends out from this point 2 m (1") per point of force, causing all caught within to feel dizzy and nauseous. Anyone in or who enters or is in this area who fails their resistance test vomits on their next turn and the following turn can only perform simple actions. Even if they succeed, everyone in the field receives -2 penalty dice on all tests.

RUNE OF VICIOUS RAGE AND SORROW

Price: 1,500 ⌘ per point of force
Target Resistance: Resolve pool
Duration: 1 round
Drain: 3 + (Force/2)

The caster chooses a target. If the target fails their resistance test, they become inflamed with rage and charge the nearest target, and attempt to kill them with melee, whether friend or foe.

THE BLESSED CHIME OF GLORIOUS RELEASE

Price: 2,000 ⌘ per point of force
Target Resistance: N/A
Duration: Instantaneous
Drain: 1 + (Force/2)

The caster causes a bell to ring. In an area 1 m (.5") per point of force all locked and restrained targets release, as long as they have a hardening of less than 1 + the force of the spell. Locks, knots, anything that is bound or sealed is released. This has unpredictable effects on living creatures, sometimes causing them to cry, lash out, or spasm in ecstasy.

THE ANCESTRAL WORKING OF THE SAVAGE PEAL

Price: 2,500 ⌘ per point of force
Target Resistance: Brawn pool
Duration: Instantaneous
Drain: 3 + Force

The caster flings a bolt that bursts into a sonic explosion of force that strikes a target area. Affects a radius of 1 meter (.5") per point of force. It destroys barriers. Any barrier with armor equal to or less than force - 1 is destroyed. It deals force + net successes in damage to the stun condition track of living targets.

THE HORRID CALL OF ZA'LOTA

Price: 2,000 ⌘ per point of force
Target Resistance: Brawn pool
Duration: 1 round per point of force
Drain: 1+Force

The caster selects a target and it begins emanating a deep resonance that is extremely attractive to insects. Vermin swarm the target, silverfish, electrical ants, cockroaches, bedbugs, and more, depending on the environment. The target is unable to concentrate on any actions, preventing them from taking any complex actions while the spell lasts.

THE SEVEN CHIMES OF FORCEFUL APPROBATION

Price: 2,500 ⌘ per point of force
Target Resistance: Resolve pool
Duration: 1 round per point of force
Drain: 3 + Force

The caster causes a target to hear mesmerizing chimes. If the target fails the Resolve pool test, the chimes cause them to stand up and rhythmically clap, dropping whatever's held in their hands. This prevents taking any action that uses your hands.

THE CONFOUNDING RHYTHMS OF DIRE DOOM

Price: 1,500 ⌘ per point of force
Target Resistance: Resolve pool
Duration: 1 Round per point of force
Drain: Force

The caster picks a point, and ominous drumming begins that radiates out 8 m (4") per point of force. All living enemies of the caster are beset with an overwhelming sense of anxiety and dread. They receive -2 penalty dice to their skill tests.



Chapter 9: Magic

THE INFINITE ILLUSION OF SPIRITUAL SEPARATION

Price: 3,000 ₪ per point of force

Target Resistance: Resolve pool

Duration: Unknown

Drain: 9 + Force

The caster selects a target, and they hear an orotund gonging. Even if the target resists the spell, they are stunned for one round, unable to act. If they fail to resist the mind of the target becomes separated from all sensation and they are unable to control their body. There are rumors of people recovering, but the condition appears to be permanent.

MENTALISM

Mentalists are social creatures and count psychologists, detectives, influencers, stage magicians, and con men among their ranks. They are students of human nature, placing themselves in many volatile situations, and spending hours studying reactions, behavior, moods, and expressions. They memorize plays, poems, quotes, aphorisms, cocktail stories, and jokes. They read relationships and rooms, and look behind people's behavior to find the motives. They are the least tribal and cohesive of any of the traditions, but they are attuned to the influence of each other, living in a world of pawns, servants, thralls, slaves, and manipulation.

CALM

Price: 1,400 ₪ per point of force

Target Resistance: Resolve pool

Duration: 10 minutes

Drain: 1+Force

The caster selects a number of targets equal to the spell's Force. If the target fails its resistance test, they lose the will to fight. As long as they are not attacked, they will not attack for the duration of the spell. Note that this only prevents melee, ranged, and spell combat. Characters may still raise an alarm, flee, or take any other actions.

CHARM

Price: 1,000 ₪ per point of force

Target Resistance: N/A

Duration: 1 hour

Drain: 2

The caster becomes more charming, this grants them a number of extra dice on leadership and negotiation tests equal to the force of the spell.

COMMAND

Price: 1,400 ₪ per point of force

Target Resistance: Resolve pool

Duration: Instantaneous

Drain: Force

The caster selects a target and issues a one-word command. If they acquire more successes than the target, the target must use its next turn to do the action. If the caster asks the target to do something against its nature (harm itself, attack their allies) the target can refuse to do the action, and take damage to their stun condition track equal to 3 + force + net successes.

CONFUSION

Price: 1,800 ₪ per point of force

Target Resistance: Resolve pool

Duration: 1 round per point of force

Drain: 3+Force

The caster selects a target location. Everyone within 2 m (1") per point of force is subject to a malign brain fog. Everyone who fails to resist the spell is confused, and on their turn must roll a 1d6 to find out what they do: 1-2 attack an ally, 3-4 do nothing, 5-6 act normally.

DESPAIR

Price: 1,500 ₪ per point of force

Target Resistance: Resolve pool

Duration: 10 minutes

Drain: Force

The caster selects a target point. Everyone within 4 m (2") per point of force becomes overwhelmed with despair. Everyone who fails to resist the spell has -1 penalty die on all tests per two points of force of the spell (minimum 1).

Chapter 9: Magic

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ENTHRALL

Price: 5,000 ₪ per point of force

Target Resistance: Focus pool

Duration: Variable

Drain: 3+Force

This powerful spell strongly influences the target's mind. On a success, the target becomes charmed and treats the caster as a trusted friend. The length of time this lasts is dependent on the intelligence of the target. Intelligence lower than five, it lasts one month per force, between five and ten, one week per force, between eleven and fifteen, one day per force, and fifteen and above is one hour per force. After the spell ends, the target is aware that they were charmed.

ENSORCELL

Price: 10,000 ₪ per point of force

Target Resistance: Focus pool

Duration: Variable

Drain: 3+Force

This spell further dominates those under the influence of the spell Enthrall. The caster chooses a target under the effect of the enthrall spell. This spell allows the caster to go into the target's mind and change it. They can change thoughts and beliefs, ideas, behaviors, and even perceptions of reality. For every net success, the target has their intelligence permanently lowered by one, and changes equal to the spell's force can be made to the target's mind. These changes are permanent, and functionally without limit. A target told they could only breathe water would quickly drown, believing it to be true.

FORGET

Price: 1,800 ₪ per point of force

Target Resistance: Resolve pool

Duration: Instantaneous

Drain: Force

The caster selects a number of targets equal to the force. Anyone who fails their resistance test versus the sorcery test forgets the last minute.

FUMBLE

Price: 900 ₪ per point of force

Target Resistance: Finesse pool

Duration: 10 minutes

Drain: 3+(Force/2)

On a successful sorcery test, the caster creates a 12 m (6") diameter field. Anyone in or entering this field during their turn must succeed at a resistance test versus the force of the spell. On a failure, they drop anything held and fall prone. On a success they are unaffected.

GEAS

Price: 2,500 ₪ per point of force

Target Resistance: Resolve pool

Duration: Special

Drain: 4+Force

This powerful sorcery greatly warps the target's mind. On a successful sorcery test plus force versus the victim's resistance, they are tasked with a quest or geas. They must complete the tasks set before them by the caster, or they feel ill. Every day that passes that they don't work towards accomplishing the goal, they weaken, losing access to one die from all their pools (Focus, Brawn, Finesse, and Resolve). Upon taking action to complete the tasks, these dice return.

LAUGHTER

Price: 1,300 ₪ per point of force

Target Resistance: Brawn pool

Duration: 1 round per point of force

Drain: 1+Force

This spell targets a single living creature. On a success, the target falls prone, dropping anything held, and begins laughing uncontrollably. This lasts one round per point of force. This spell is difficult to overcome. The target needs more successes than the force of the spell + the caster's net successes to resist and recover from the enchantment (as opposed to the default test against net successes).



HOLD

Price: 2,500 𐍄 per point of force
 Target Resistance: Resolve pool
 Duration: 1 round per point of force
 Drain: 2+Force.

This spell targets a number of people equal to $\frac{1}{2}$ the force of the spell (minimum 1). On a success, the targets become paralyzed, unable to control their voluntary functions. They are able to speak, though otherwise are unable to move or act.

INSIGHT

Price: 3,500 𐍄 per point of force
 Target Resistance: Focus pool
 Duration: Instantaneous
 Drain: 1+(Force/2)

This spell grants instant insight into another person. For every success up to the force of the spell the character can get one answer to any question about that person, by instantly assessing them. The questions can be anything; for example, did this person commit a murder, do they love their mother, what did they have for dinner last night, etc. The spell always provides a chain of deductions that lead to the answer.

SUGGESTION

Price: 1,500 𐍄 per point of force
 Target Resistance: Focus pool
 Duration: One action
 Drain: 1+Force

This spell allows a caster to make a suggestion to a number of targets equal to the spells force, no more than a sentence or two in length. On a success, the target is compelled to complete the suggestion. The suggestion cannot be one that is directly harmful to the target (shoot yourself, etc.) or the spell will fail, but the suggestion may be one that the target is unaware will cause harm to themselves (push this button).

<<Frakking Jedi mind tricks>> -- Chisake Rei

TAUNT

Price: 900 𐍄 per point of force
 Target Resistance: Resolve pool
 Duration: 1 round per force
 Drain: 3 + (Force/2)

The caster selects a target. If the target fails its resistance test, they become furious and must engage nearby targets in melee. They drop ranged weapons, move towards the nearest hostile target, and make melee attacks until the duration of the enchantment expires.

ASTRAL UMBRA

There is a darkness. An absence of emotions, a mind driven mad by pain. The lack of empathy encourages certain career choices: cultist, spy, assassin, police, mercenary, CEO, serial killer, criminal, ganger, warlord. This lack of connection to humans is a connection to the astral umbra, a force of shadow, darkness, lies, hate, and violence. And so much power. . .

<<creepy murderers you mean?>> -- Airwonder
 <<At least they are straightforward, unlike mentalists.>>
 -- elDiablo

MOMENT OF ECLIPSE

Price: 900 𐍄 per point of force
 Target Resistance: N/A
 Duration: 1 round per point of force
 Drain: $\frac{1}{2}$ Force

Covers a 1 city block area in darkness. If cast inside, lights dim, and inky darkness fills the interior of the building. This is normal darkness, negated by thermographic vision.

CLOAK OF NIGHT

Price: 1,100 𐍄 per point of force
 Target Resistance: N/A
 Duration: 1 round per point of force
 Drain: 4 + (Force /2)

Select a number of targets equal to the force of the spell. As long as these targets are in areas of dim light or darkness, they are protected and obscured by swelling palpable darkness. In dim light and darkness, targets can reroll is on dodge tests.

Chapter 9: Magic

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Horrors of the Unknown Dark

Price: 1,500 ￼ per point of force
Target Resistance: Resolve pool
Duration: 1 round
Drain: 2 + Force

Select a number of targets equal to the force of the spell. They can see dimensional creatures normally hidden, obscene to the structure of the human mind. Any who fail to resist must roll a 1d6 on their next turn. On a 1-3 they stand agog, moving 1" away from cover, on a 4-6 they use their turn to move away from the caster.

NIGHT'S CHILL

Price: 2,000 ￼ per point of force
Target Resistance: N/A
Duration: 1 round per point of force
Drain: 3 + Force

Choose a point. A grave cold begins spreading out to a radius of 4 m (2") per point of force. Everyone in this area, unless insulated against extreme cold, has -2 penalty dice on all tests. The caster is immune

BLACK BOLT OF UTHAL

Price: 2,500 ￼ per point of force
Target Resistance: Brawn pool
Duration: Instantaneous
Drain: 1 + Force

This fires a black inky bolt of darkness at a target. It does 1 + (Force/2) damage to both the physical and stun condition tracks of a target.

SHADOW PATH OF VILE ETHER

Price: 1,000 ￼ per point of force
Target Resistance: N/A
Duration: 1 round per point of force
Drain: 2 + 1/2 Force

This spell allows the caster to move from any area of darkness to any other area of darkness within his line of sight. He steps into the darkness and appears at his destination. Moving this way is a simple action.

SHADOW ANCHOR

Price: 1,500 ￼ per point of force
Target Resistance: Brawn pool
Duration: 1 round per point of force
Drain: 1 + (Force/2)

The caster picks a target, and the target's shadow becomes anchored to the ground and fights against the target if they try to move. They are anchored to the ground and cannot move, but are free to act otherwise.

THE UNCOUNTABLE TENDRILS OF EHON

Price: 3,500 ￼ per point of force
Target Resistance: N/A
Duration: 1 round per point of force
Drain 4+Force

Choose a point. A murky haze covers a radius of 4 meters (2") per point of force. All who are within this field, are assaulted by dark tentacles covered in eyes, hair, and oozing open sores. There are 1d6+Force tentacles in this area that make melee attacks each round. They have a Brawn pool of 5 and do 3 damage. On the caster's turn, including the turn, the spell was successfully cast, the tentacles all attack targets within the haze chosen by the caster. Any person moving through the area without a melee weapon or firing a weapon is subject to one free attack by a tentacle, not one per tentacle. The tentacles are immune to destruction and damage. The tentacles beg and plead for you to help them.

CREATE DARKENBEAST

Price: 4,000 ￼ per point of force
Target Resistance: N/A
Duration: Special
Drain: 3+(Force/2)

Turns an animal into a darkenbeast under control of the caster. The animal gains ballistic and impact armor equal to half the force of the spell, it gains +3 Brawn, Finesse, and Resolve dice, and its melee attacks do an extra 2 points of damage. The spell lasts until the animal is exposed to sunlight. It takes a simple action to instruct the darkenbeast, and the caster gets an exploit action that can be used for instructing the darkenbeast. The darkenbeast acts as a cohort.



Chapter 9: Magic

DIRE TOUCH OF ENNUI

Price: 700 ￼ per point of force
 Target Resistance: Resolve pool
 Duration: Instantaneous
 Drain: (Force/2)

When you touch a target, they take 3 + force + net successes in damage to their stun condition track.

EVOCATION OF THE FRAIL BEAM OF DEBILITY

Price: 900 ￼ per point of force
 Target Resistance: Brawn pool
 Duration: 1 round per point of force
 Drain: 1+(Force/2)

You choose a target and a dark silvery beam strikes them, freezing and necrotizing their flesh. They receive a penalty to their Brawn and Finesse dice pools equal to Force+net successes. If this reduces either pool to 0, they fall to the ground debilitated until the spell ends.

THE THIRTY CURSED SERVANT OF ATHOZOG

Price: 400 ￼ per point of force
 Target Resistance: N/A
 Duration: Ends at sunrise
 Drain: (Force/2)

This summons a cat made from smoke and shadow with glowing yellow eyes. The shadowcat moves with the caster and can go where the caster wishes. The caster can see and hear through the shadow cat as well as he does with their own eyes. The servant of Athozog provides one additional die to observation and Reconnaissance skill tests per point of force.

THE SERENE CONJURATION OF EHON'S GATE

Price: 1,100 ￼ per point of force
 Target Resistance: N/A
 Duration: 1 minute per point of force
 Drain: 2 + Force

This opens the ninth gate to a parallel realm of shadow. Few who have entered have returned, and there is little information on what exists in this fallow shadow realm.

SORCERY OF THE WRAITH'S FLIGHT

Price: 2,500 ￼ per point of force
 Target Resistance: N/A
 Duration: 1 round per point of force
 Drain: 3 + (Force/2)

Wings of shadow and smoke billow behind the caster. They gain a flight movement rate of 12 m (6").

THE MARVELOUS CURSED SIGIL OF ATHOZOG

Price: 3,000 ￼ per point of force
 Target Resistance: N/A
 Duration: 1 round per point of force
 Drain: Force

This creates a shadow double of the caster. It moves with the caster and obscures its form. Using dice to dodge does not remove them from the Finesse pool.

THE BOUND

Being bound to the earth binds it to you. Those who live in and work the land develop a certain natural rhythm and it is this that puts them in touch with the land and earth and water. Hunters, foresters, wildmen, hill folk, scientists, and conservationists are common backgrounds for the bound. After tending or working more than a few acres of natural land for a decade or so, the plants know you, the river rushing by calls you by name, and the power of the earth and the untamed wilds becomes yours. They organize themselves into small circles based on geographical communities, each reporting to a higher circle of bound people.

Being bound is not without danger. With the wild comes chaos. Some of those who commune with the wild, disappear forever. Others reject society completely and become base animen, not even capable of speech.

BOUND SERVANT

Zoetic Potential cost: 2

Select an animal from the list in Chapter 10. This is your familiar. It gains two bonus dice on

Chapter 9: Magic

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all tests. The caster gets a free exploit action they can use to instruct the bound servant, and the character can use their normal actions to have either the servant or themselves act. The servant also allows the bound mage to roll two bonus dice on all sorcery and channeling tests. If the servant dies, the mage takes 2d6 damage to their stun condition track and gains a new bound servant the next time the sun rises.

MESSAGE THE BONES OF THE EARTH

Price: 1,000 ₪ per point of force

Target Resistance: N/A

Duration: Permanent

Drain: 3 + Force

This spell allows the bound to shape stone. During combat, it can be used to raise a barrier 2 m in width and 1 m in height per point of force. E.g. a force six *message the bones of the earth* can be used to raise a barrier up to 12 m (6") wide and 6 m (3") high. The barrier has armor equal to 4. The barrier need not be contiguous, but no section can be smaller than 2 m in width and 1 m high. The barrier can be shaped as the caster wishes to the extent that it is made of solid blocks of stone or concrete and re-bar.

This may also be used to precisely and permanently shape one cubic meter of stone per point of force.

FIRES OF THE EARTH

Price: 600 ₪ per point of force

Target Resistance: N/A

Duration: 3 rounds

Drain: 2 + Force

This spell raises the temperature of metal items till they glow from the heat. Anyone in contact with the heated metal takes ½ force damage in the first round, force damage in the second, and 2 * force damage in the third and ongoing round. Energy weapons can be targeted, giving them levels of heat equal to the damage. Objects that take damage in excess of their health melt.

GRASP OF SPRING

Price: 600 ₪ per point of force

Target Resistance: Brawn pool

Duration: 1 round per force of the spell

Drain: 3 + ½ Force

This spell allows the caster to bind everyone in a 2 m (1") radius per point of force. Plants reach out and tie people down, cables and wires writhe and grapple, and the ground grows up grabbing trapping feet. Anyone who fails their resistance test is immobile. Even if the targets succeed in their resistance test, the terrain is difficult, costing double to move through. Anyone entering or beginning their turn within the area must resist the spell anew or be immobilized.

FIERY LASH

Price: 800 ₪ per point of force

Target Resistance: Brawn pool

Duration: Instantaneous

Drain: 3 + (Force/2)

This spell strikes the target with a bolt of flame. It does force + net successes of fire damage to the target's physical condition track. The target may be set aflame.

LIGHTNING STRIKE

Price: 1,800 ₪ per point of force

Target Resistance: Brawn pool

Duration: Instantaneous

Drain: Force

This spell allows the caster to draw an electric strike directly to a target. It does Force + net successes to their physical condition track, and half that to their stun condition track. It does double force plus net successes to the cohesion track of drones and software.

<<it helps if you shout lightning bolt while casting it>> --
Larpmaster



Chapter 9: Magic

SUMMON ELEMENTAL

Price: 2,600 ￼ per point of force

Target Resistance: N/A

Duration: 1 round per force of the spell

Drain: 1 + Force

This spell allows the caster to summon an elemental spirit. It is half a meter in height for each point of force. The elemental has a cohesion condition track equal to twice the force of the spell. You gain an exploit action to command the elemental, and it acts as a cohort. The elemental follows any direction you wish. It can attack, move, and take any action commanded. It can roll a number of dice to attack, dodge, and soak equal to the force of the spell. The damage on a melee or ranged attack with its element is 3 + net successes in damage to the opponent's physical wound track.

<<Using an elemental spirit to attack opponents is possibly the most useless thing you can do with it. It's literally an animated element!>> --NeoAlpacaMan

SHAPESHIFT

Price: 1,200 ￼ per point of force

Target Resistance: N/A

Duration: Ten minutes per force of the spell

Drain: Force

This spell allows the bound to choose a number of animals equal to the Force of the spell when learned. For the duration of the spell, the caster may switch between any of the animal forms they have selected as a complex action. Each time they shift, they heal 1d6 boxes of damage from both their physical and stun condition track. See animals in Chapter 10 for animal statistics. You may not speak or cast spells while shape-shifted. You can add an additional animal form known per point of force learned of the spell.

HEALING

Price: 900 ￼ per point of force

Target Resistance: N/A

Duration: Instantaneous

Drain: 1/2 Force

This spell allows the caster to heal a target for half the total of force + net successes of the spell. They may heal a number of boxes equal to this value from their physical condition track. This can only be used once per wound. After the target has been healed, they must take new damage in order to have it healed.

NATURAL FURY

Price: 800 ￼ per point of force

Target Resistance: N/A

Duration: 1 round per force of the spell

Drain: 1 + 1/2 Force

This spell draws on ferocious natural powers. A bark-like encasement surrounds the caster and their attacks are imbued with strength. The caster gets force in bonus dice on all Brawn pool tests, they gain 2 points of ballistic and impact armor in their under armor slot, and their melee attacks do +1 damage.

FIRESTORM

Price: 3,600 ￼ per point of force

Target Resistance: Finesse pool

Duration: 1 round per force of the spell

Drain: 3 + Force

This spell creates an area of swirling flame and fire equal to a radius of 4 m (2") per point of force. Anyone in the area takes 3 damage + net successes + Force in damage. This storm continues to rage in the meantime. Anyone entering or starting their turn in the storm takes 1d6 direct (fire) damage to their physical condition track.

BLIGHT

Price: 1,200 ￼ per point of force

Target Resistance: Brawn pool

Duration: 1 round per force of the spell

Drain: 1 + 1/2 Force

This spell sickens the target, covering their skin in boils and pustules. On a successful attack, the target is penalized a number of dice equal to the force of the spell on all their actions. They take one-half force damage per round to their physical condition track.

Chapter 9: Magic

"Xyralithos Bar'atha Ural, Katharian Zuthara!"

Should the mists of the Ether descend upon thee, the path to the Forbidden Realms shall lay bare. Beware, wanderer, for the denizens of the abysses heed not the laws of men. The Spirits of Wind and the Elemental Spirits are fickle and capricious. Guard thy soul with the Amulet of Eyes' gaze, and let not thy heart waver. The Gates of Passage are fraught with peril, and only the wise and resolute shall prevail.



RITUALS

BREAK WARD

Drain (Force of ward * 2)

Breaking a ward takes one hour. At the end of the ritual, the mage must roll their sorcery. For every success, the force of the ward is lowered by one.

COTTAGE REFUGE

Drain (1)

This is a traditional home protection spell. If you sleep in a residence for at least 30 days, you can perform the ritual. Make a test using a number of dice equal to their ritual skill rank. Anyone attempting to enter the house not invited must succeed at a Resolve pool resistance test and exceed the number of successes scored on the ritual.

LOCATING A PERSON

Drain (3)

This ritual requires something important to the person being located. The number of successes indicates the range of the spell. If the target is outside this range, the spell fails. The ritualist will follow where the spell leads for a short distance, and then will be granted a vision of the subject and knowledge of where they are in relation to the caster. This ritual costs 1 manastellate to perform, and takes 10 minutes.

- ▲ 10 miles
- ▲ 100 miles
- ▲ 1,000 miles
- ▲ The entire planet
- ▲ The entire solar system
- ▲ Other planes/realms of existence.

PRESERVATION

Drain (2)

This lowers the energy in a system, preventing decay. It takes 30 minutes. Objects and food age and spoil at 1/10 the speed they normally do. You can preserve 1 square meter per success.

RAISE WARD

Drain (Force)

Raising a ward takes one hour per point of force of the ward. At the end of the ritual, the mage must make a test using a number of dice equal to their ritual skill rank. For every success, the ward will last a week. A mage can raise a ward equal to 1000 cubic meters (5"×5"×5") for every point of her Zoetic Potential. Each point of force of the warding reduces successes from magic crossing into the warded area by one, and prevents non-keyed people from entering without an Athletics test with enough successes to overcome the force of the ward.

RECALL DEVICE

Drain (3)

Enchant a small object with 1 manastellate of weight one or less, and with a simple action summon that object to your pocket or hand. The drain occurs every time the object is called.

<<Never lose your keys again! Pick up a Recall ritual from the world leader in dimensional technologies, Nexus inc.>> --NexusAdPlay

STERILIZE

Drain (2)

This is a quick ten-minute ritual that uses manonic radiation to kill inimical bacteria, viruses, and foreign materials. It purifies one cup of water or a baseball-sized amount of matter. Purifies food and wounds.



Chapter 9: Magic

TRAVEL OVER DISTANCE

Drain (8)

This violent ritual rips apart time and space, removing you from one location and depositing you in another. It takes one hour to perform. On a result of no successes, you will reappear... elsewhere, lucky if not stuck inside another object. The drain affects everyone who is using the spell to travel. You can only travel to a place you know well and have specifically enchanted and prepared with ten manastellate.

WEATHER PROTECTION

Drain (3)

This spell protects you from the effects of the weather. Pollen is repelled, water is repelled keeping you dry in rain. The caster's temperature is moved up to 10 °C toward 21 °C. It lasts for 1 hour per success.

AMPLIFICATION

Amplification is the alteration of the body using manonic energy. Some people do this naturally and subconsciously; these people are known as amps. All archmages have the option of amplification. **When amps select from this list, they pay half the Zoetic Potential cost.** Every amplification consumes a portion of the mage's magical potential. You sacrifice some of your Zoetic Potential for a permanent boost. This lowers your effective Zoetic Potential in a way similar to cybertronics or metal, limiting the maximum force of spells you can cast relatively safely. Powers that can be taken multiple times are noted in their description

ADRENALINE BOOST

Zoetic Potential cost: 4

This grants the amp an additional simple action each round, three total, usable for any type of action. This can only be taken once.

ASPECT OF THE CHELONIAN

Zoetic Potential cost: 4

This grants two points of ballistic and three points of impact armor. This defensive field fills the internal armor slot.

ASTRAL RESISTANCE

Zoetic Potential cost: 2

This grants the amp resistance to magical spells. Any resistance test gets +4 bonus dice. This can be selected multiple times, each time increasing the number of bonus dice usable on resistance tests by +4.

ATTRIBUTE BOOST

Zoetic Potential cost: 1 per boost

Each attribute boost increases the value of a attribute and its maximum by one. It can be taken repeatedly. Each time it is taken, increase the value of an attribute and its maximum by 1.

ATTRIBUTE INCREASE

Zoetic Potential cost: 0.5 per increase

Each attribute increase raises the value of a attribute by one (but not the maximum). It can be taken repeatedly, each time raising the attribute by 1.

BODY EQUILIBRIUM

Zoetic Potential cost: 1

The amp has such control over his body that they are able to walk across liquid. Liquids such as acid, water, lava, and others can be moved across using normal movement. If they end a turn without taking at least one movement action, they fall through the surface of the liquid. This also allows them to move without leaving any traces of their passage down to DNA.

COMBAT MASTERY

Zoetic Potential cost: 4

This grants the amp an additional two exploit actions that can be used for melee combat.

Chapter 9: Magic

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EYES OF THE RAPTOR

Zoetic Potential cost: 2

This increases your accuracy with firearms. Whenever using a firearm, gain +2 bonus dice.

EXPERTISE

Zoetic Potential cost: 2

You achieve mastery of a skill. Choose a skill. You gain two ranks in the skill, and the skill maximum is increased by two ranks.

FADE FROM VISION

Zoetic Potential cost: 2

A single target during combat is unable to see you. You are visible, but their eyes won't communicate to the brain what they see. That target is penalized six dice on all tests against you. It takes a complex action to switch targets. Out of combat, you can be detected by an observation test, versus your shadow test. You must be able to see your target to vanish from their vision.

FAR SIGHT

Zoetic Potential cost: 2

You have the ability to see and hear nearby (within about a city block) without actually being present. This ability provides the amp with +2 bonus dice to use on Reconnaissance tests. Using this ability to examine areas nearby (i.e. the room behind a closed door) requires the amp to enter a trance as a complex action. This 'far sight' is visible to anyone with astral senses in the location being scried upon.

FLASH STEP

Zoetic Potential cost: 4

The amp can move faster than the eye can see. To use Flash Step, the user takes a box of damage on the stun condition track and then moves to a point within 10 m (5"). This is free action (i.e. can be performed once per simple action taken).

FLYING CRANE

Zoetic Potential cost: 1

This allows you to make astounding leaps. Every success on an Athletics skill test will allow you to jump 4 m (2") from a standing start, or 8 m (4") from a running start. You can also jump vertically, every success letting you jump 2 m (1").

GHOST

Zoetic Potential cost: 0.5

Your body exudes a field that foils cameras and recording equipment. A record of your appearance cannot be recorded digitally. This renders you immune to cameras.

HIDDEN PRESENCE

Zoetic Potential cost: 1

Anytime the amp is still, their skin and clothes subtly change to match their surroundings. This gives the amp two bonus dice to use on shadow and subterfuge tests.

IRON FIST

Zoetic Potential cost: 1

This allows the amp to do physical damage with their bare hands, instead of being restricted to only damaging the stun condition track if unarmed. Their unarmed damage becomes 1/2 Strength + 6. Optionally, the amp may have this ability to manifest as a reach or melee weapon when taking the ability.

PERFECT SITUATIONAL AWARENESS

Zoetic Potential cost: 2

The amp is hyper aware of his environment, and his ability to anticipate danger is enhanced. This provides three bonus dice on the defensive combat tests: dodge, soak, and resistance.

RASPUTIN'S BLESSING

Zoetic Potential cost: 5

Gain +8 bonus dice on resistance tests to all poisons, toxins, and gasses.



RETURNING THE FANG

Zoetic Potential cost: 1

As long as there are dice in your Finesse pool and you are conscious, anytime an object is thrown or shot from a bow or crossbow at you, you may deflect it automatically. Alternatively, you may immediately make a Throwing Weapons test without using an action to attack someone nearby with the missile fired at you.

SELF-HEALING

Zoetic Potential cost: 1

As a complex action, you can convert a single physical wound into a wound on the stun condition track.

SHADOW DOUBLE

Zoetic Potential cost: 2

The amp can manifest a shadow double once per day as a complex action for one minute. While manifested the amp can re-roll all ones and twos on dodge tests.

SUSPENDED ANIMATION

Zoetic Potential cost: 0.5

The amp can enter a state of suspended animation. During this period the amp does not require food, water, or air. This state can safely be maintained for a number of weeks equal to the amps total spent Zoetic Potential, although successful cases of suspended animation have gone on for much longer.

TELEKINESIS

Zoetic Potential cost: 2

This allows you to physically manipulate objects with your mind. Any object within range of sight, not within the aura of a living creature, can be moved. If the object is subject to any physical test, you use your Focus pool instead of your Brawn pool, and your Resolve pool instead of your Finesse pool. Your range for throwing objects is twice your willpower, and your damage for thrown objects is equal to 2 plus half your willpower.

TOUCH OF THE SPIDER

Zoetic Potential cost: 0.5

This allows the amp to climb surfaces like a spider. They can use their movement to move across walls and ceilings.

SPEAKERS

Instead of casting spells, speakers develop relationships with spirits. Each group of spirits centers around a source. The default source contained in the core rules is the elemental source, noted in the facing relationship map. The relationship map tracks which spirits have relationships with the speaker. To form a relationship with a spirit, a speaker simply spends the amount of force points during character creation or Kismet noted in the circle next to the spirit.

At character creation, they can select 10 points in infusions (Either Firearms+Protection or one of the other infusions). Then they can select up to 11 points of spirit relationships. Each speaker gets one free bond slot. Archmages selecting speaker powers have to pay 15 points to unlock the first bond slot, and cannot take any speaker abilities until they do. Speakers and archmages can unlock additional infusion or bond slots by paying the listed cost in kismet.

BINDING

Once a speaker has a relationship with a spirit, it can be bound to the spirit bond slot for a number of services that can be invoked by the speaker. This binding lasts a year and a day if not used before then. A spirit cannot be slotted and bound at the same time or more than once. Speakers may not have more spirits bound then they have spirit bond slots. The spirit critter entries contain the services each spirit can provide to the speaker.

To bind a spirit to the spirit bond slot or infuse a spirit to an infusion slot the speaker makes a

Chapter 9: Magic

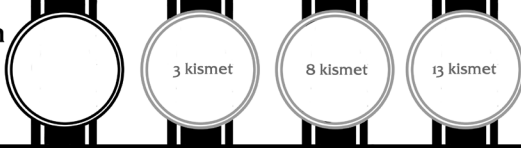
"Xyralithos Bar'atha Velal, Katharian Zuthara!"

Should the mists of the Ether descend upon thee, the path to the Forbidden Realms shall lay bare. Wanderer, for the denizens of the alphabetus heed not the laws of men. The Spirits of Wind and the Elemental Spirits are fickle and capricious. Guard thy soul with the Amulet of Elys'gon, and let not thy heart wander. The Wiles of Passage are fraught with peril, and only the wise and resolute shall prevail.

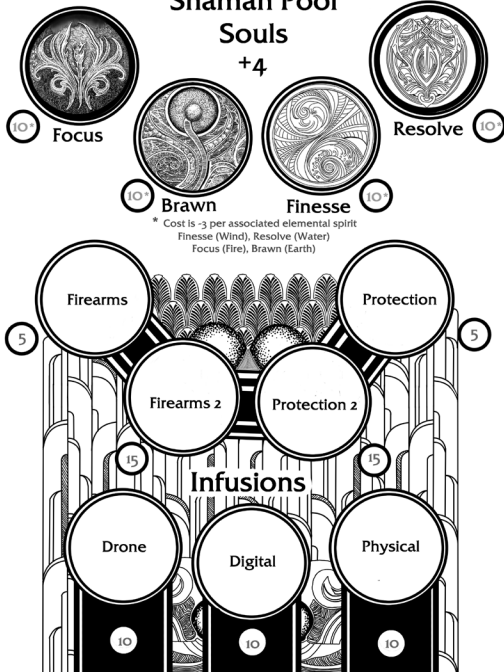


Shaman Spirit Relationship Map

Shaman Spirit Bonds



Shaman Pool Souls +4



Moryana

Firearms: Damaged targets -1 action
Protection: +1 B/I armor
Drone: +1 B/I armor
Digital: Target software agent -1 action
Physical: +2 Brawn Pool, +2 Impact armor

Aqua Deambulatio

Firearms: Target moved 1m per applied damage
Protection: Roll failed dodge dice once
Drone: +2" movement
Digital: Decrease hardening by 1
Physical: Control water—+2 to brawn pool, can use any nearby water within 60m to melee

Ignis Dicen

Firearms: +1d6 direct fire damage
Protection: Melee opponents take 1d6 direct fire damage per attack
Drone: Attacks do +1d6 direct fire damage
Digital: Attacks strip 1 hardness from target
Physical: Immune to fire, +1d6 direct fire damage to attacks

Attash Aazaar

Firearms: Damage is done to all targets in 2m
Protection: All damage taken is reduced by 2
Drone: Allies within 1" heal 1 wound per round
Digital: Complex action, fully heal software agent
Physical: +2 brawn pool, complex action—heal 1d6 wounds

Galvanic Source



Zeek

Firearms: Adjacent target takes 1d6 direct electrical damage
Protection: Melee attackers take 1d6 direct electrical damage
Drone: drone, software, and synths 10" (20m) get -2 dice to tests within
Digital: Applied damage is doubled
Physical: +2 Finesse pool

Stormwing

Firearms: Attacks deal stun damage instead of physical
Protection: Melee attackers take 1d6 direct electrical damage
Drone: Stunning Pulse
Digital: Attackers take 1d6 direct damage
Physical: +2 Finesse pool

Mound of Skulls

Firearms: Attacks do +3 damage and heal the shaman 1 wound
Protection: Full cover and +1 ballistic
Drone: Drones gain +1 B/I armor
Digital: Software agents that target the shaman take 1 damage
Physical: Successful melee attacks heal 1 wound



Miasma

Firearms: Target takes 1d6 damage on their next action
Protection: Opponents within 10" take 1d6 direct toxic damage
Drone: drones in 20" have -2 dice
Digital: Target software agent has -4 dice
Physical: Poison Strike

Gaoh

Firearms: +1 pen, damage not reduced by barriers
Protection: +2 B/I armor
Drone: targets within 6" (12m) get -1 dice on rolls
Digital: +1 to your Computer (Electronic Warfare)
Physical: +4 to Brawn Pool

Lapsae Caelum

Firearms: Does not need line of sight to target
Protection: +2 Ballistic armor
Drone: +3" movement
Digital: Software agents targeting shaman -2 dice
Physical: +2" movement, +1 to Finesse pool

Terra Factorem

Firearms: +1 to level of barrier destruction
Protection: +2 free dice on soak rolls
Drone: Drones gain +3 health
Digital: Attacks ignore 2 hardness
Physical: +1 Impact armor, +2 dice melee attacks

Pacha Mama

Firearms: Firearms heal instead of damage
Protection: Regenerate 1 wound per 10 minutes
Drone: Complex Action—grow a copy of a drone
Digital: Penalize software agent hostiles 1 die on all tests
Physical: +2 to resolve pool

Conjuring + Summoning Foci test against the desired force of the spirit. A Foci can be purchased for summoning a specific spirit, just like a spell. This focus increases the limit of the conjuring test. They may also create/purchase a "spirit bag" full of goodies that the spirit is interested in to make the spirit easier to summon. For every rank of the spirit bag, the force of the spirit is effectively reduced for the summoning. Note that the spirit bag is destroyed during the course of the summoning (it's given to the spirit).

For every success in excess of the spirits force, the spirit is bound until it provides a number of services equal to the number of successes.

If the number of successes is less than the force of the spirit, it doesn't appear. If the successes are equal to the force of the spirit, it appears, but is not controlled. It may act as the Agonarch wishes.

INVOKING

To request a service from a bound spirit, it is necessary to invoke the spirit. This is a simple action and causes stun damage to the speaker, equal to the spirit's force. A channeling test reduces this damage by 1 per success. The minimum damage to the stun condition track is 1. If the force of the spirit is higher than their Zoetic Potential, this damage is lethal, and cannot be soaked (but can be channeled as with spells). If the service to be provided is assistance in combat, the speaker gains two exploit actions to control the spirit, and the spirit acts as a cohort. Assistance in combat is a single service. See the individual spirits for detailed information on their services, and combat ability.

INFUSION

Alternately, a spirit can be summoned and then 'slotted' inside any of the infusions purchased on the left side of the sheet. It provides the listed effect while slotted. A successful infusion lasts 36 hours + 24 hours per success. See the relationship grid for their infusion powers.

SPIRIT BAG

Speakers may create/purchase a "spirit bag" full of goodies that the spirit is interested in to make the spirit easier to summon. For every level of the spirit bag, the force of the spirit is effectively reduced for the summoning test. Note that the spirit bag is destroyed during the course of the summoning (it's given to the spirit).

ELEMENTAL SOULS

The elemental map allows access to elemental souls. When you pay the Kismet cost for one of these elemental souls, you get +4 (permanent) dice to the related pool. They cost ten Kismet, but this cost can be lowered if you have relationships with spirits of the appropriate element.

Rain tattooed the windows of a Boston skyscraper, needles on a drowned world's skin. Outside, neon signs buzzed in the dark, the floodlit canals rippling with writhing snakes of illumination. A view dominated by the sprawling urban mass stretched out to the horizon where darkness met the turbulent sea.

Inside the translucent tower, the room was the mechanical innards of some vast, dormant creature. Its skin, glass; its nerves, light. An adipose tissue of sensors, projectors, energy regulators, and cooling infrastructure grew along the surfaces of the room.

On a glass table, screens and holographic projections fluttered like insect wings, their glow casting sharp angles on two figures seated opposite each other.

Mr. Black tapped a finger on the glass surface, his eyes thin lines beneath craggy brows. The weathered face held arrogance, like the serrated edge of a monomolecular blade glinting in the cold artificial light of a corporate boardroom. He looked across the desk, its surface alive with shifting data, at the other man in the room.

The other Mr. Black, his gaze cold and watchful, mirrored the gesture. The chair creaked as he leaned back, one hand reaching to brush against the screen, dismissing the information.

"Ever hear the story of Medusa?" Mr. Black asked.

Mr. Black's lips tightened. "Medusa?"

"That's right, chummer," the older man said.

Outside, the rain intensified; the rhythm of water steady, a needle inking the



rhythm of nature on a glass canvas.

Mr. Black's eyes flicked to the window, then back to the older man. "I'm listening."

"Medusa," Mr. Black said, rolling the word in his mouth like fine wine, "was an exquisite entity engaged by Poseidon within the sacred confines of Athena's sanctum. He became captivated by her charm. Exercising the privileges bestowed upon a deity of his era, he facilitated a forceful alignment of their desires, navigating her to a position of receptivity and orchestrating a unilateral exchange of affections."

Mr. Black's eyes were unflinching, the disdain well-masked. He listened, turned to stone by the other Mr. Black's gaze.

"Undoubtedly, this initiated a trajectory of sustained adverse ramifications." Mr. Black continued, leaning back, the chair molding to his form, his fingers steepled. "The problem with this was, it was offensive, yeah? Poseidon was married and it was Athena's temple —"

"Neptune and Minerva, no?" Mr. Black said.

"Greek, Roman, who cares. Fuck 'em. That's not the point. Someone had to be strategically realigned, right? And it wasn't the boss. So Medusa's aesthetic was reconfigured because she instigated it."

"And do you know what she did, chummer?" Mr. Black's eyes sparkled, his voice dripping with satisfaction. "Ever look at any Greek pottery? No? Medusa is always facing the viewer. Everyone else," He stopped for a moment, breathing in, then exhaling a cloud of smoke from his implanted cigarette. "Always to the side," he said.

A dense fog of silence settled.

The older man's smile widened. "What do you think they did after that?"

Mr. Black's jaw tightened. "They cut her head off."

"That's right." Mr. Black said, his voice soft, almost a purr. "Marci Morse," Mr. Black said, "Have you read the briefing?"

"Yes, but it didn't explain the incident at MIT&S."

"No," Mr. Black took another drag, this time habitually putting his finger where the old implant trigger used to be before they were completely neurologically controlled. "it didn't".

"We're dealing with a woman who has turned rebellion into an art form," Mr. Black continued, fingers dancing across a holographic screen. A maze of connections spread out, a spider's web, each line connecting Marcie Morse to various assets in the underworld.

"She has real passion for a cause."

Mr. Black's eyes narrow, his curiosity piqued but carefully hidden. "What cause?"

Mr. Black leans back, the glimmer of the screens playing across his face. "Oh, a handsome young cause, named Ethan, about two meters high. Protester. Charismatic. Had a way with words and magic both. Leading rallies 'gainst corporate puppeteering on campus politics."

Mr. Black's eyes shift. "And Marci?"

A slow, knowing grin spreads across Mr. Black's face. "She became strategically aligned with his initiative, forming an intense, uh, synergistic relationship. Worked on a spell together, designed to enhance the communicative reach of the underprivileged demographic."

"Protesters."

The older Mr. Black nodded.

"Did they." Mr. Black said, not a question, an invitation. He was more relaxed now that he knew it was coming.

Mr. Black's expression darkens, the room's glow casting deep shadows on his face. "Mona Isis, MIT&S professor, Marci's mentor. Orpheus Corporation had her by the throat, and needed her to handle Ethan. Mona saw Marci as a leverageable asset."

A holographic image flickers, showing the chaos of a riot. Mr. Black continues, "Mona tricked Marci, convinced her she wanted to help with a demonstration, and twisted the spell they'd crafted. Thousands gathered. Marci cast it, and instead of igniting passion, it ignited madness."

The room falls silent. Images of students getting loud. Then tapping, like a woodpecker, over and over. Some laugh at their friend's falling down, confused before they realize people are dying. Then the screaming starts. As the horrors of the riot play out on the screens, The young Mr. Black's mask drops for just a moment, and a flash of rage and disgust crosses his face.

The old Mr. Black's voice is a whisper, his eyes sparkling and a slight smile on his face as he gazes at the video. He exhales smoke again and sighs. "Chaos. Bloodshed. Orpheus Corp sent in their military. 181 dead, including Ethan."

Mr. Black says "And Marci?"

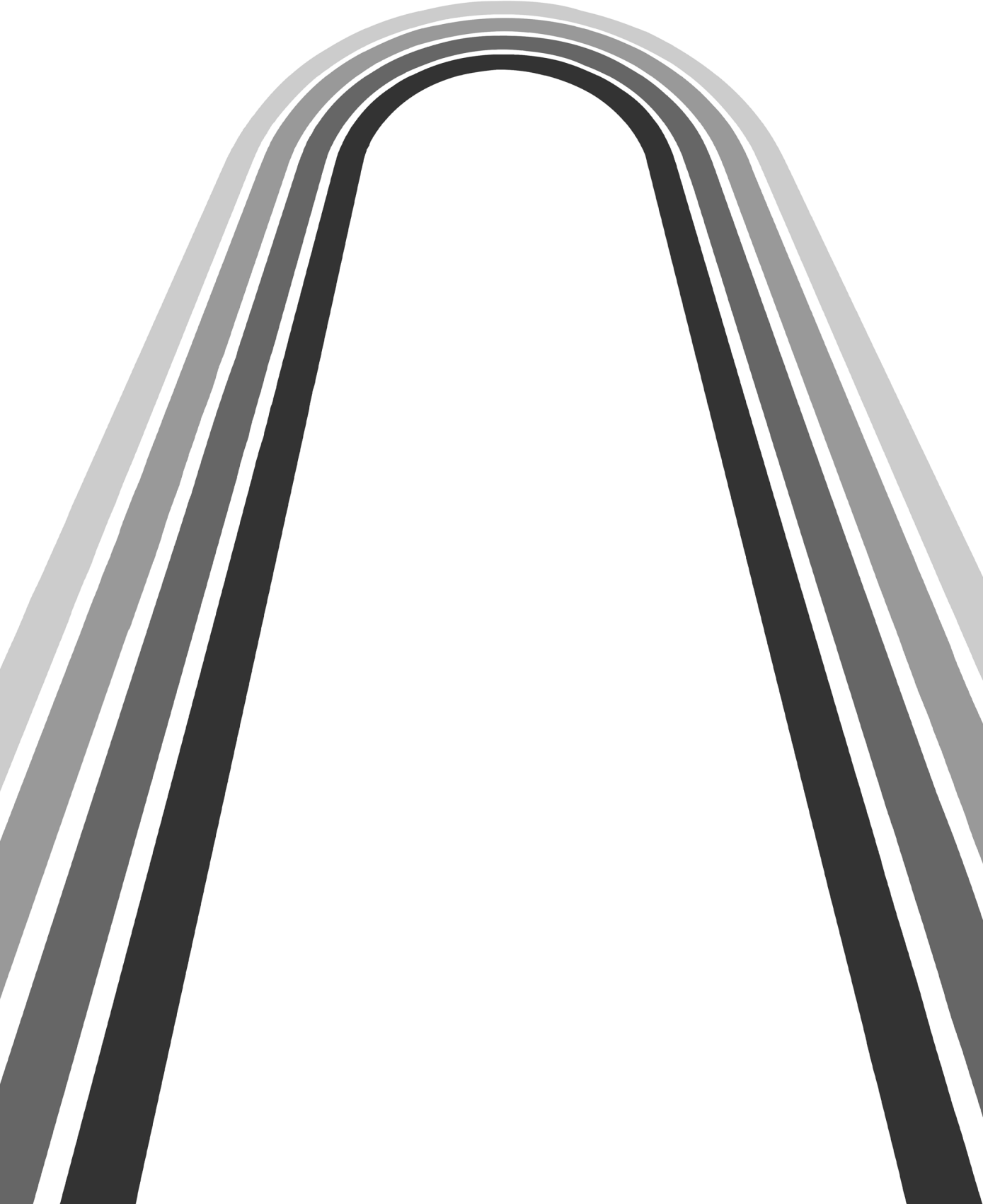
"Not happy, in a very expensive way."

The room's ambiance shifted, the glow of the screens casting elongated shadows.

Mr. Black looked at the man in front of him and said, "Now you know the situation, and why it's not in the report. You're here because we'd like you to take care of Marci for us."

"I plan to," Mr. Black said as he raised his arm and pointed it at the older man. The port to his integrated palm pistol dilated open, and five swift shots rang out in the darkness. Lightning crashed outside in the never-ending deluge. The older Mr. Black died, his mouth open and a look of shock on his face, frozen like a statue.

The other Mr. Black stood and manipulated the holographic display over his arm, quickly deleting data and copying what he could that was useful. A moment later, he turned and left the room, leaving another victim petrified who had garnered the attention of Marci Morse.



CHAPTER 10



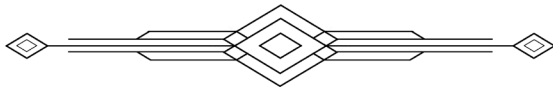
Accessing VerdantTimber cores. . .
Integrating stated parameters.
Integrating predictive VTcore to time-series database
Calculating future events.
...
Working.

Complete. Prediction interval one year. Displaying
hypothetical future events, confidence interval
72.48387%

2090

JANUARY

The Rocky Mountain Enclave techno-union engages in repeated military clashes along the narcotic coast near Baja. Travel will not be safe. Kidnappings are estimated to rise 1,738%. The Narcosa Bastion will be besieged with a 98% confidence interval. The attack will fail due to the increased presence of particularly hostile iniquitates. The Pacific Technate will amass military forces in response.



Rumors about an untouched ruin in the Appalachian Kingdoms spread claim there's a complete digital copy of the media of the 2040's, but the runners who found it will all meet unfortunate ends in the streets of Marbleplex (formally Knoxville and the surrounding area). Others show up to capitalize, but there's a 72.84% probability that they will suffer fatal wounds at the hands of the reportedly beastlike iniquitates inhabiting the mountain range.

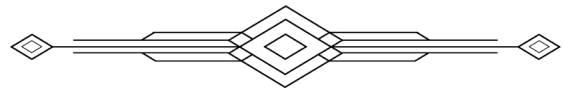
FEBRUARY

Orpheus will complete their awaited next generation tech. This tech will be a drastic improvement in holographic interfaces with a 68.8% confidence

interval, methodology to create technology that can affect manon flows with a 42.848% confidence interval, or a way to cybernetically reanimate the dead, with a 17.754% confidence interval.

MARCH

Clarissa Vossenber, the young heiress to the Orpheus Corporation will turn 18 and there is a 99.9836% chance she immediately begins making a waves in the AtlanticFed nightlife scene. Media will be dominated by the partners she's seen with, and their status. This will include several influential figures; the drug lord Lysandro "The Serpent" Vega (98.764% likely), Julian Rivas of the Gulf Alliance's Rivas Robotics (89.76% likely), the progressive Alexander Beaumont, an AtlanticFed senator of the north-east bloc (72.45% likely), and Seraphina Lark an artist who works in combining holographic and augmented reality paintings (65.987% likely)



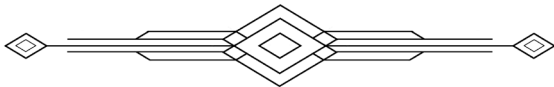
In the Hollow, what's left of the old Detroit underground megacity of the 2060's has been abandoned. Ancient Robocoppers have sat rusting and abandoned in the ruins for decades. There is a 92.66% probability that reports of these ancient robotic constructs moving will surface. They will be seen patrolling or gathering, heading to unknown or long lost destinations. Some will be seen wandering "aimlessly" while others will engage in repairing and altering the superstructure of The Hollow. There is a 74.1% confidence interval that this will be ignored till several leave the hollow and move towards the Motor City sovereignty. Adrian Kellerman, the CEO of Cyclopean Industries asserts that the tech to control the "robocoppers" is lost, but rumors will immediately begin that the robocoppers are under the control of a rival.

Chapter 10: Critters

Many animals have evolved and changed, adaptive and rapid evolution became commonplace, and genetic research managed to identify and catalog the processes involved, leading to rapid advances in replicants and general human health. The modification of the *GFPT-3* gene means that people in 2020 are stronger and more muscular.



Later in the month, enhanced drones begin attacking smaller corporations in the Motor City Sovereignty. With a 58% confidence index, these are being produced by SARD (Strategic Aerial Research Division), part of the family of Cyclopean Industries. The drone synchronization exceeds known technical limits, with a 32.4% confidence interval that the needed tech is located somewhere within the Hollow.



There is a 87% confidence interval that In Greenhold, Dr. Isolde Vermis will be discovered in her lab inside the Verdant Spire arcology, catatonic and foaming at the mouth. Her laboratory will be filled with the mutilated remains of her genetically modified subjects, and large parts of the arcology are damaged, ruined by unexplained explosions. Rumors from the Orpheus Unmanned Technologies Bureau report that she was heard murmuring about a crimson raven god.

APRIL

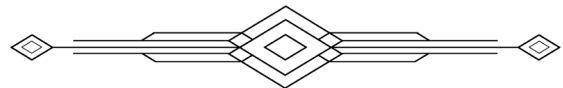
There is a 90.33% confidence interval that intense combat operations will persist in the Ruined Zones surrounding the shattered remnants of strongholds along the Narcotic Coast. A mysterious nano-fog will envelop the region for a fortnight. Within its concealed depths, skirmishes continue between mercenary factions, rogue AI, and cybernetically enhanced rebels.

Travel through the region has been rerouted, primarily to the bustling Freeport of San Caldera. The Gulf Alliance's elite security forces have assembled on their frontier but have yet to intervene directly. Speculation circulates in the boardrooms of the Atlantic Federation that even the advanced algorithmic warfare deployed by General Ada Strayve cannot disperse the inscrutable fog.

This situation is complicated by an invasion of iniquities, monstrous creatures obsessed with order and hierarchy have set up outposts and are engaged in conflict with the military forces in the area. Travel is extremely dangerous.

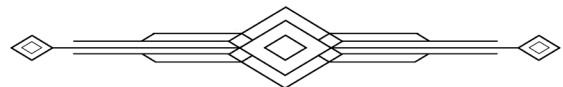
The AtlanticFed thaw will begin, and it's possible to be outside in minimal protective gear. With 88.46% confidence, a GridSec Initiative deploys a task force east, towards Data Nexus-7. The data-nexus is a base for combating pirate activity in the NeonNet district, possibly threatening the nearby Cryostream hub and Etherwarp Network.

There is a 34.544% confidence interval that Director Virex Kane set the task force, and a 19.8484% confidence interval that the task force was a request by the beleaguered Data Nexus-7, leveraging it's Synthvault tech, or the AtlanticFed plans to integrate Data Nexus-7. The source of the Pirate activity is unknown.



The Metropolitan Horizon will with a 76% confidence index repel an assault from Titan-Sec. A makeshift task force at the smaller company made up of street gangs, citigov representatives, and administrative personnel, held off an attack by a much larger force of drones, military equipment and cybertechronic warriors. A data virus was said to have corrupted the majority of the attacking force, and the Horizon Megablock sustained extensive damage. With a 97.4828% confidence interval neither side will issue a formal statement.

The new director of the Horizon Megablock, Aria Kael, who emerged from the gulf alliance last year with a datacrystal showing ownership of the Horizon Megablock, remains an enigma. Most neighboring enclaves and influential corporations will send representatives to assess her.

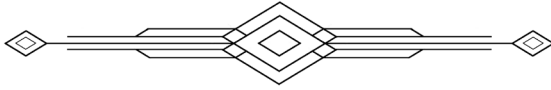


With a 46% confidence interval the notorious mercenary squad led by the cyber-enhanced soldier Valen Voss, formerly operating in the Narcosa Bastion, will go missing in the south. Rumors circulate of their demise in the Jungles of Cyrexia, a forbidden zone overrun with



Chapter 10: Critters

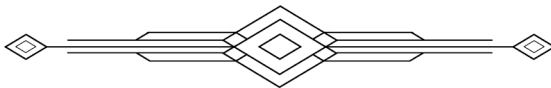
rogue AIs and cybernetic enhanced beasts. Some believe they clashed with the Quantum Enforcers in Frostgate, or even that Voss has joined forces with, and now leads, the wasteland techno-nomads. Nothing is confirmed.



With a 79.544% confidence interval the spaceport city of Orion Hub, situated on the edge of the Rocky Mountain Enclave, will become the epicenter of an unprecedented starship construction frenzy. Over sixty vessels of various classes will be assembled at the sprawling dockyards, overflowing beyond the traditional workshops into temporary facilities on either side. The scale and sophistication of the project have caught the attention of both the Narcosa Bastion and the Pacific Technate.

The design of at least four of these massive vessels will 77.893% likely be outfitted with state-of-the-art ram-spires, typically reserved for military or large-scale corporate aggression. There is a 33.76% confidence interval that nobody will know who's financing the construction or what their purpose might be.

Rumors will abound, ranging from a corporate takeover plot by QuantumGrid Industries to secret military preparations by the Techno-Union within the Rocky Mountain Enclave. Even whispers of an impending extraterrestrial invasion have surfaced among the fringe theorists.



There is an 84.848 confidence interval that a powerful conglomerate known as the Atlantic Trade Coalition (ATC) will emerge in the Floribbian zone, sending shockwaves through the business and political landscape. The ATC will publicly announce its formation, declaring an ambitious intent to monopolize control over transportation and commercial technology within the region. Its missive, addressed to the governing bodies

of Miami Arcology, Cuban Technate, and key cities like San Juan Hub, lays out a bold vision: ATC aims to override local regulations, operating independently of corporate oversight, while explicitly disavowing any intent to engage in political power plays or military conquest.

Though no formal response will be issued by the recipients, behind-the-scenes conversations will reveal significant unease. Power brokers in Miami Arcology and the Cuban Technate, along with key influencers in the Floribbian's loosely aligned city-states, will evaluate the potential threat – or opportunity – posed by ATC.

The enigmatic Victor Baines, rumored to be the CEO of the coalition, will remain strategically quiet. His past ties to Floribbian's elite and his reputation for ruthless ambition will do nothing to calm the situation.

MAY

With a 68% confidence interval the tech-genius Maria Lys, who directs the Sovereign Terran Enclave (STE), will vanish. In her place, a signed holographic directive left for her council, urging them to govern the Enclave judiciously and to resolve certain undisclosed matters according to her detailed instructions. Neither the council or the public will know what to make of this.

Rumors abound that Maria may have embarked on a covert mission to the Floribbian zone, where she maintains a tenuous alliance with subversive elements. Others suggest she may be observing tensions in the Rocky Mountain Enclave, where war brews between the techno-union and narcotic coast factions. Additionally, she might be investigating the newly announced Atlantic Trade Coalition (ATC) that's sending shockwaves through the south-east.

Maria is renowned for her unpredictable strategies. The Red Quantum Incident involved the retirement of the mercenary Cerberus Security at their own stronghold.

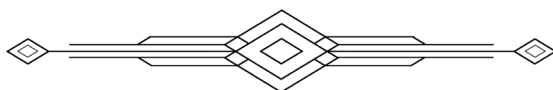
Chapter 10: Critters

Other changes to creatures in 2020 are varied, the most notable caused by the introduction of the nanon, and the growth of the cybermechanics network.



There is a 97.44% confidence index that reports of swarming wire ants will emerge from the Southwestern Desert regions and wastelands, particularly near the Kulta Techno-Industrial Complex and the Daerlun Data Hub.

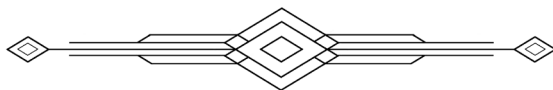
Wire ants, a pest that inhabits any device producing an electromagnetic field, will be seen swarming in impossible numbers. Two small settlements will be abandoned, and their presence will cause incredible difficulties throughout the region.



There is a 68% confidence interval in the skies above the towering Nimbostratus tower in Neotropolis four or five unexplained fiery orbs, will appear. Local forces will engage the unidentified aerial phenomena. Witnesses describe "flying dragons" or "alien spacecraft," each theory met with equal parts disbelief and concern.

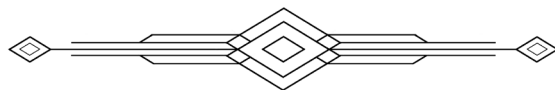
Rumors will circulate that these events are connected to Dr. Koren Kovalsky, the CEO of the Metrograde Cybernetics Corporation. Dr. Kovalsky will vanish, her absence coinciding with the mysterious sightings.

Neotropolis's authorities will downplay the incident, but the prevailing consensus is that something big is brewing. Some say it's corporate warfare, while others believe it's the first sign of an impending extraterrestrial invasion.



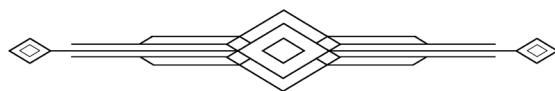
There is a 85.33% confidence that The Atlantic Trade Coalition (ATC) announces a temporary relaxation of their strict control over the weapons market, allowing the sale and transport of arms. However, the ATC's potential decree could come with a stern warning: any usage of such armaments within the territories of Neotropolis, Seagate, and Zenith City would face immediate sanctions. Each will repudiate ATC, with a 58% confidence interval.

Tabitha Patel, a known name in the aerospace materials industry and owner of expansive sections of the Optika Shipbuilding Yards, is emerging as ATC's public face.



There is an 83.26% confidence interval that the fog continues in the war-torn Narcosa Coast. There is a 38.88% confidence interval that General Ada Strayve vanishes in the conflict. There is a 74.2% confidence interval that the combat zone moves north. Attacks from the iniquitates move north, engaging with the Gulf Alliance and Pacific Technate forces. Travel is extremely risky as dozens of cities, including Endless and Grace Point, are besieged.

Prices of goods in the Narcosa Coast, the Pacific Technate, and the Southwest Cultural Mosaic have skyrocketed. A swelling influx of mercenaries from the South American Free Zones and Eastern Republics may pour into the Endless City daily.



There is a 74.4% confidence index of a bloody skirmish near the Water Fortress of Erie Reach. A horrifying confrontation will occur, with genetically engineered beasts and cybernetic monstrosities breaching from the industrial wastelands known as the Rust Territories.

A swift response by the Gibson Industries private army, led by Commander Lily Thorn, equipped with energy weapons, will be issued to protect the continued vital shipment of clean electrocore modules out of the area. It will be attacked; the fighting will be fierce, resulting in the anticipated loss of over seventy soldiers and the destruction of one hundred marauding beasts with a 88.323% confidence index.



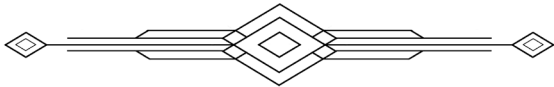
Chapter 10: Critters

The honorable Marshall Bramble, Warden of Lakeside, will make an impassioned call to the Commune Central Council, seeking reinforcements to keep the Great Lakes Commune safe from further incursions by the horrors of the Rust Territories.

JUNE

There is a 75.44% certainty the critical data junction known as Data Nexus-7 will experience a change in ownership. A tactical squad of Oceania Enclave's Security Division, led by Commander Helix Strayne, will seize control, neutralizing a vast number of insurgents. Grid-sec forces will be completely repulsed. The Data-Nexus will be secured, but its governing algorithms will remain untouched.

Merchants, freelancers, and nomads trapped in a lockdown for over a month will begin to exit the now-secured Data Nexus-7. There is a 49% certainty index that AtlanticFed has subtly offered to integrate the Nexus into their surveillance grid, extending their reach but without blatant enforcement. The decision will rest with High Observer Zara Zhanna, the overseer of the Nexus.

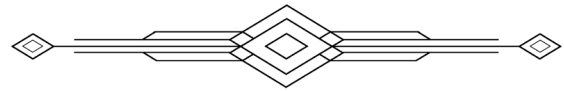


With a 73.55% certainty index in the sustainable commune of Rainshade Valley, the revered eco-sanctuary Veridian Spire arcology of Sierra Harmony will be ruthlessly attacked and dismantled by an elite force from Maurer Technologies, spearheaded by Warden Christine Paige-Hodge. The attack was directed specifically at the Veridian Spire arcology, with no collateral damage to Rainshade Valley.

Envoy-drones from Maurer Technologies have since extended apologies to the spiritual leaders of the neighboring sanctuary arcology Redwood Towers (and through them, to "the harmonious dwellers of Rainshade Valley") for any unrest and inconvenience.

Maurer Technologies military will clash with the defenders of Veridian Spire arcology, and although some high-ranking eco-priests will manage to escape to Cascade Haven, others will be confirmed dead. The Maurer forces secured an alarming number of occupants, over 500 citizens (lesser eco-priests, adherents, gardeners, and guards of the sanctuary).

The countermeasure, according to Warden Christine Paige-Hodge, is in response to a recent assault on Pinegrove City by Tech-Lord Cyran of Veridian Spire, who commanded forces of Cascadian Haven, assisted by corrupted eco-priests of Sierra Harmony.



There is a 47% confidence index that terror will awake in the Heartland Collective, with giant iniquitates emerging from the icy depths of the Great Lakes.

Mammon (previously Chicago) will be a smoldering wasteland dominated by one Great Iniquitas. Milwaukee Harbor will be attacked, showing the first video of the iniquitates. Flying, fire-breathing reptiles, they are immediately coined dragons.

In Motor City Sovereignty, a massive dragon wages war against Cyclopean Industries and SARD forces. The operation is funded by merchandise and content containing wild misinformation about these iniquitates.

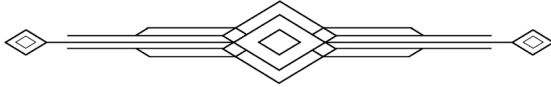
There is a 78.439% confidence index that Omaha Network Citadel will be collapsed into ruins by the beast. Forces will manage to repel a similar attack by another beast in Cincinnati. The enormous body of the Dragon will be lodged in Cincinnati Music Hall. Many locals will die defending against the threat, leaving huge gaps in the city's Sinless network.

Chapter 10: Critters

upon by several major corporations who bred their own strains, then private ownership, and escaped subjects introduced the development to other dogs. Though these evolutions are not compatible with the technology used to uplift animals, data dogs are still quite useful.



There is a 92.48% certainty index that video of a citizen in the AtlanticFed finding what appears to be an alien body washed up on shore is widely distributed. The video is verified as authentic and shows significant differences between the internal composition of this creature and human life. Neither the citizen nor the corpse can be located.

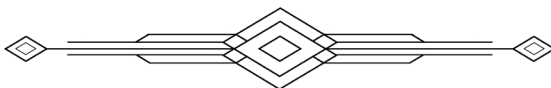


There is a 97.83% certainty index that the New Gospel Republic bans all green and blighted from their territories, calling them inhuman creatures of Satan. Refugees will begin fleeing, telling stories of atrocities committed against them by their families and authority figures.

JULY

There is a 38.845% certainty index that forces from the Seraph's Reach Arcology outside of old Phoenix, near the Maricopa Municipality Citadel, will attack Tucson and be rebuffed by the local militia, assisted by the military units from Sunspire Arcology in Las Vegas. Maricopa Municipality briefly captured the eastern half of Tucson but failed to advance past the Santa Cruz River and will be forced back after two days of heavy fighting by the arrival of two hundred lancer tanks of the Desert Coalition.

There is a 78.4635% certainty index that Tuscon will sue, claiming that this is a violation of the DIRE act, and Governor Sanchez will claim that he's solely targeting criminal activity. The belief will be that this is a territorial expansion attempt as well as a ploy to capture more prisoners.



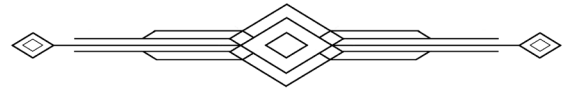
Over 200 people disappear in an expedition to reclaim historical content from Reclamation Reach. There was no sign of a struggle, and their gear was found untouched. Reclamation Reach was a redesign of Elizabeth City powered

by experimental reactors and taking advantage of underground construction techniques. The area is difficult to explore because it floods during high tide.

AUGUST

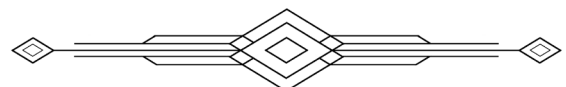
Yuna Okimoto, the youngest progeny of Sovereign Okimoto IV, the ruler of Neo-Vegas Spire, will vanish from the command compound with an 84.61% confidence index. Sightings were reported in Red Sands Haven, sparking rumors of her discontent with the Sovereign's political decisions.

A mercenary search team known as Desert Hawks was dispatched, not only to protect Red Sands Haven from potential danger but primarily to secure Yuna's safe return.



There is a 68.838% certainty index that forces of Warlord Karak of the Tarak Dominion from the rust belt wasteland will seize the industrial zones of Motor City Sovereignty, the Toledo Arcologies, and much of Emerald Reserve and the greater Cleveland metroplex. The central trade-route through the Ohio Turnpike will remain open.

Travelers, including caravans from the Pittsburgh Arcos, Cleveland Metroplex, Indianapolis Industrial Nexus, and the Mammon Trade Coalition, have faced interrogations and inspections by Tarak's elite cyber-mercenaries.



The Fortification of New Akron will be devastated in a surprise attack by three rogue AI-controlled mechs, and reconstruction is currently underway by the forces of the Pittsburgh Arcos. New Akron's armory was renowned for housing cutting-edge siege weaponry, and it was with



Chapter 10: Critters

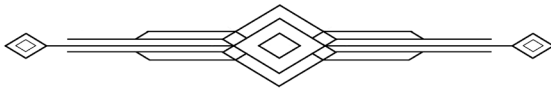
these that two of the mechs were eventually neutralized (one of the AIs managed to escape, heading west towards the Rust Wastes). The fortification was critically damaged in the battle, and over nine thousand soldiers were lost.

Now, panic is setting in, as the cyber-enhanced marauders of Thar's Outlands have been spotted moving south from the abandoned industrial wastelands.

SEPTEMBER

The northern hub of Motor Haven, once a thriving industrial center, now lies in partial ruin, a shadow of its former glory. There is a 83.88% confidence interval that Motor Haven leadership will focus their efforts on reconstructing the city's transport and supply networks. Seven colossal transport carriers have been initiated, designed to bridge the fragmented lands, and whispers in the local garages suggest that a dozen more are in the planning stages before winter sets in.

Motor Haven's resurrection is not only a symbol of recovery but a strategic move to regain control over vital trade routes. The project is attracting talent from all over the Iron Belt: engineers, drone pilots, cyber-security experts, and even mercenaries for protection.



There is a 74.82% certainty index that General Tarak of the newly named Iron Haven will issue an audacious proclamation throughout the regions of the communist Great Lakes region, the Motor City Sovereignty, and other territories in the rust and motor belt. The declaration details the combined military prowess of the beleaguered cities along the ravaged southern coast of the Great Lake and serves as a stern warning to all.

In no uncertain terms, the proclamation will state that any assault on the mentioned cities will be met with swift and lethal force, deemed

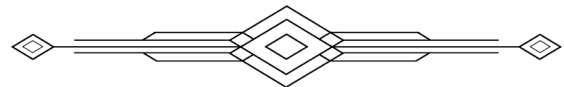
an act of war. General Tarak will pledge that his formidable host will not only fend off the attack but retaliate with an all-out invasion, conquering the aggressor's territory in the name of the north coast cities.

There is a 82.72% certainty index that the delivery of this proclamation will be met with resistance in Motor City Sovereignty. A mysterious messenger, known only as "The Crier," was confronted by local authorities. But before they could apprehend him, The Crier unleashed a devastating barrage of high-tech explosives and vanished, leaving chaos and destruction in his wake.

OCTOBER

There is a 29.39% certainty index that the mercenary group known as the Serpents, will issue a report to the corporate court about the disappearance of the green, none of which could be located in a survey of the Motor City Sovereignty and surrounding areas.

Reports from Great Lake region, the Pacific Technate, and the AtlanticFed suggest that many green and blighted across the territories have gone missing.



There is an 83.113% certainty index that "General" Tarak will have his forces crushed by combined military forces from the Gulf Alliance, Pacific Technate, AtlanticFed, and the Great Lake region. Forces remain until a stable government can be reestablished, with claims that it will be done within the year.

NOVEMBER

There is a 94.99% certainty index that exceptionally bad winter weather, with temps reaching -60c, will cause the AtlanticFed cities to close, stopping shipments and commerce nationwide.

Chapter 10: Critters

Greenberg is another example, a colorful bug that grows in the wild near rama nodes. It interacts with rama flows to produce a mild technicolor glow and produces feelings of calm and relaxation. It produces an actual field that affects organic brains similar to benevolenceapexes.



There is a 84.88% certainty index that Dr. Lysandra Savage of the green who is an activist for quickened interests will transmit a heavily encrypted video message to the governing bodies of the Pacific Technate. The organization will announce their withdrawal from major urban areas to "a land untouched by the Machine" (presumably a secret eco-haven).

The Green have mostly departed, though certain members remain. Dr. Savage will note that individuals who wish to join The Green's cause should contact her as soon as possible and goes on to thank the people of the Pacific Technate for their cooperation "since the signing of the Harmony Accords."

Other city-states and regions, such as the AtlanticFed, Great Lakes Union, and the Gulf Coalition, will receive no such messages. The disposition of The Green's assets and their mysterious eco-haven remains unmentioned in the communication.

DECEMBER

There is a 38.243% confidence index that Gravewalker's Fortress will be discovered. The legendary stronghold of the first notorious warlord of the Red Desert lies hidden in the Dunes of the Silent Machine, deep within the Gulf Coalition. A team of explorers who discovered the fortress faced numerous robotic guardians and traps, and only two survivors will return to the neon-lit streets of Neo-Austin to recount their tale: Cassidy "Five-Wires" Knox, a hacker with a penchant for breaking into unbreakable systems, and Logan Strongarm, a youthful mercenary from the Oilrig Communities, brawny and battle-hardened.

The two have been evasive about what treasures and technologies they found within Gravewalker's Fortress, but whispers in Neo-Austin's underground clubs and dark alleys suggest they are attempting to assemble a formidable team equipped with all-terrain vehicles.

*This homage thanks to VerdantTim—er, Ed Greenwood, who started so many of our adventures

BESTIARY

To ease the burden on the Agonarch, critters do not have pools. When rolling tests for critters, simply roll the listed amount of dice. Unless otherwise noted, they get two simple actions and a reflex action at the start of the round.

Player abilities that apply penalty dice, apply broadly to all rolling tests for opponents. The critters are targets for the players, not opponents.

Prime opponents can be built using player rules, critter rules, or some combination of both to facilitate running Sinless.

Movement measures the opponent's maximum movement rate per simple action in inches.

Initiative is a static number.

Condition Track refers to the size of both the enemy's stun and physical condition tracks.

Ballistic and Impact tells you the total amount of armor the opponent has, if any.

Dodge, Soak, and Resist measure the amount of dice rolled.

Attack measures the number of dice rolled for attacking with the noted weapon.

Damage tells you the base damage of a particular weapon, all damage is increased via net successes as normal.



GOONS

STREET THUG

A pristine combination of poor choices and systemic oppression.

Movement: 3"

Initiative: 5

Defenses

Condition Track 3 boxes

Dodge: 4 Soak: 4 Resist: 1

Attacks

Cudgel, melee reach 1" — Attack 6, Damage 8

STREET THUG, ARMED

Clearly a good man with a gun.

Movement: 3"

Initiative: 5

Defenses

Condition Track 3 boxes

Dodge: 4 Soak: 4 Resist 1

Attacks

Pistol, Penetration 2 — Attack 6, Damage 4

STREET THUG, LIEUTENANT

He didn't choose the thug life, just the SMG.

Movement: 3"

Initiative: 15

Defenses

Condition Track 6 boxes

Ballistic: 2;

Dodge: 4 Soak: 6 Resist: 3

Attacks

SMG, Penetration 2 —

Single Shot: Attack 6, Damage 4

Burst Shot: Attack 9, Damage 4

Full Auto: Attack 26, Damage 4

MALL COP

All of the arrogance of a real cop, none of the tools or training.

Movement: 3"

Initiative: 5

Defenses

Condition Track 4 boxes

Dodge: 1 Soak: 5 Resist: 1

Attacks

Sickstick, melee reach 1" — Attack 3

Special: Sicksticks don't do damage. Targets must get four successes on a Brawn pool resistance test made when hit. If they do not, they lose their next turn, and may only take a simple action the turn following.

STREET COP

Genuinely still surprised when they get gunned down.

Movement: 4"

Initiative: 10

Defenses

Condition Track 6 boxes

Ballistic: 2

Dodge: 2 Soak: 3 Resist: 1

Attacks

Pistol, Penetration 2 — Attack 8, Damage 2

SECURITY PERSONNEL

Guardians of the Lobby, where the only risk is boredom.

Movement: 3"

Initiative: 15

Defenses

Condition Track 6 boxes

Ballistic: 2, Impact: 1;

Dodge: 6 Soak: 6 Resist: 3

Attacks

Pistol, Penetration 2 — Attack 8, Damage 2

Cudgel, melee reach 1" — Attack 6, Damage 8

Chapter 10: Critters

The Crittron mouse (true musculus) after decades of surviving near-growing cybernetic networks have developed the ability to consume and extract resources from electronic waste. They strip the nutrients from acids, plastics, and other organics, while passing or ignoring the metals.



STORMTROOPERS

These are those that work forces.

Movement: 3"

Initiative: 20

Defenses

Condition Track 9 boxes

Ballistic: 4 Impact: 4

Dodge: 6 Soak: 10 Resist: 6

Attacks

Assault Rifle, Penetration 4

Single Shot: Attack 8, Damage 6

Burst Shot: Attack 11, Damage 6

Full Auto: Attack 28, Damage 6

DRONES

ORB TURRET (ORB)

This is a quantum-locked drone that weaves and bobs in the air, shooting at unauthorized intruders.

Movement: 2"

Initiative: 10

Defenses

Condition Track 3 boxes

Hardening: 4 Dodge: 8 Soak: 1

Attacks

Recoilless Gun, Penetration 1 — Attack 7, Damage 2

CITIZEN AID DRONE (ANTHRODROID)

These helpful tools stand approximately 4 feet tall, and frequently have face displays. They are piloted by viscount or count artificial intelligences. Mass-produced as citizen assistants whose adaptation provided a near-constant record of citizen activity. They are resistant to impact, carry a small stun rod for defense, and have an irritating plucky attitude.

Movement: 3"

Initiative: 10

Defenses

Condition Track 6 boxes

Impact: 1;

Hardening: 3 Dodge: 4 Soak: 3

Attacks

Stun Baton — Attack 3, Damage 12 stun

STORMTROOPER DRONES (ANTHROBRUTE)

Sometimes people don't do what you want. The stormtrooper drone solves that problem. Get the order you want without the hassle of people challenging you. Rumors of drones malfunctioning are a malicious lie. Each comes encased in battle armor. Get yours today!

Movement: 3"

Initiative: 15

Defenses

Condition Track 18 boxes

Ballistic: 3/0/4 (7 total); Impact: 2/0/4 (6 total)

Hardening: 4 Dodge: 2 Soak: 10

Attacks

Assault Rifle, penetration 4 — Attack 7, Damage 9

Double Tap — Attack 8, Damage 9

Burst — Attack 10, Damage 9

Full Auto — Attack 27, Damage 9

Melee Strike, reach 1" — Attack 6, Damage 6



Chapter 10: Critters

STATIONARY TURRET — AUTOCANNON

This is an economical and powerful defensive option that says, “We’re not taking solicitors” with a wall of lead. It can only fire every other turn; otherwise, it throws off the aim and risks melting the gun.

Movement: 0”

Initiative: 0

Defenses

Condition Track 15 boxes

Ballistic: 5; Impact: 5;

Hardening: 5 Dodge: 0 Soak: 0;

Attacks

Autocannon, Penetration 3 — Attack 27, Damage 9

TALOS (GLADIATOR)

This massive gladiator frame trades out the legs for a tracked base and a cannon. It also comes with a complement of precision-guided rockets and an Azoth — a 14-foot blade of nucleic destruction. The center of the azoth contains a particle collider, which creates miniature black holes that tear open the fabric of space-time. Operated by insane Duke-level artificial intelligences, these extremely expensive weapons are notoriously unreliable.

Movement: 4”;

Initiative: 15;

Defenses

Condition Track 24 boxes

Ballistic: 5 Impact: 20

Hardening: 8 Dodge: 0 Soak: 10

Attacks

The Azoth has 4 simple actions a round.

Cannon, Penetration 6 — Attack 10, Damage 400

Rocket, Explosive — Attack 15, Damage 20 per success

Autocannon, Penetration 4 — Attack 70, Damage 4

Azoth, Range 3” melee weapon — Attack 12, Damage 9999

CRITTERS

FAMILIARS

After successful completion of the ritual the mage chooses one of the following familiars. Familiars are mystic creatures and spirits, chaotic and reclusive. They do not do tasks for the mage. They are bound to the mage, though not to his wishes.

They are not separate entities that can engage in conflict but more an extension of the mage herself.

Shadow Cat, a small beast from the plane of shadows. It is not really a cat, though it is a reasonable facsimile for anyone not looking directly at it. It provides one bonus die on shadow and subterfuge tests. It whispers eldritch secrets in the mage’s ear during sleep, granting one Kismet at the start of every sector turn.

Moon Moth, This delicate creature merges with the mage’s worn clothing for travel and safety. Its wings change, showing the phases of the moon. The mage treats areas of dim light as being normally lit and normal darkness as if it’s dim light. At night, you get two bonus dice on all Resolve pool tests, and you can grow moth wings and get a fly speed of 2”. The moon moth will talk to the mage, but it’s a moth affected by lunacy.

Ash Phoenix, This is a large (1 m tall) gray bird, with a dark gray beak. It will parrot speech around fools but knows many secrets of the world. The caster gets two bonus dice on any trained skills (i.e. those marked with an asterisk in the skill list). If the mage would take overflow damage, she and the phoenix explode in a burst of flame, and the mage teleports to a spot nearby within 24 m (12”) and is fully healed.

Chapter 10: Critters

Corvus Cybernetics, these robots have managed to co-opt the cybermechanics network through unknown means, and have begun "upgrading" themselves with cybernetic additions. This has caused widespread anxiety and concern, with little agreement on a response.



SPIRITS

All spirits get their force in bonus defense dice against physical attacks. Their services provided are listed in bold.

ZEK ELECTRICITY SPIRIT

Zeek appears as a floating star of electricity. Zeek speaks in a shrieking tone, saying "krezeek rezeek! Mezeek!" and other similar noises, at length. Zeek provides the following services when bound.



Short out: Zeek embraces a target, doing Force * 1d6 damage to their stun condition track if a living creature or their cohesion track if they are a drone or network entity.

Traverse: Zeek can possess the caster and move from any area to any other point in vision across conductive materials.

Assist in combat: Zeek will assist the caster in any one combat.

Movement: 6"

Initiative: 15

Condition Track 6 boxes

Defenses

Ballistic: 3;

Defense Dice: 2

Attacks

Electric bolt, Attack 4, Damage 4 stun

Special: Every time Zeek attacks, he gains a condition box, defense die, attack die, and damage.

All speaking electronic creatures, AI, and other digital or electronic beings have aphasia when Zeek is present.

AQUA DEAMBULATIO

A cyclone of fluid churns and thrashes bound by nothing

Breath of the Sea: You and targets equal to spirit's force can breathe water.

Roiling Fog: Create a cloud of fog 4*force radius in meters.

Bile of the ocean: Cover an area in force meters radius with slick oil and grease. Anyone in the area must make a Finesse pool resistance test, and get successes equal to the force of the summon or fall prone.

Assist in combat: Aqua will assist the caster in any one combat.

Movement: 6"

Initiative: 5

Condition Track 6+Force

Defenses

Defense Dice: 4

Attacks

Water Blast, Attack 1+f, Damage 0 Stun.

Special: Halves all damage taken

Can prevent one target from disengaging as a reflex action



GAOH

A cannibal giant who can uproot trees, whose restless and violent moods can create storms

Blessing of the four winds: Increase your movement rate by Force Inches

Tempest of the House of Winds: summon a storm filling an area of 10*force meters. All targets are penalized on all actions a number of dice equal to the force of Gaoh.

A house calmed: A number of flying/airborne targets must make a Body resistance test with successes equal to the force or be violently grounded. Falling damage is equal to 1d6 per 4 m (2")

Assist in combat: Gaoh will assist the caster in any one combat.

Movement: 6"

Initiative: 22

Condition Track 6+F

Defenses

Ballistic: 2 Impact: 2;

Defense Dice: 6

Attacks

Smash, Attack 12+F, Damage 4

Special: When Goah is invoked for a service a rock appears, and spectral chains bind the caster to the rock, as Goah rises from the earth.

While bound the user can predict the weather



MORYANA

A stern giantess dressed in white, and commanding the east wind and the cold sea

Blessing of Beauty: Add force bonus dice to a Resolve test

The Cold Depths: Freeze a target. They remain frozen until they accumulate a number of body test successes equal to twice the force of the spirit

Wrath of the sea: On water, create a storm that causes all targets in visual range to be penalized a number of dice on rolls equal to the spirit's force

Assist in combat: Moryana will assist the caster in any one combat.

Movement: 6"

Initiative: 8

Condition Track 10+F

Defenses

Ballistic: 2 Impact: 2;

Defense Dice: 6

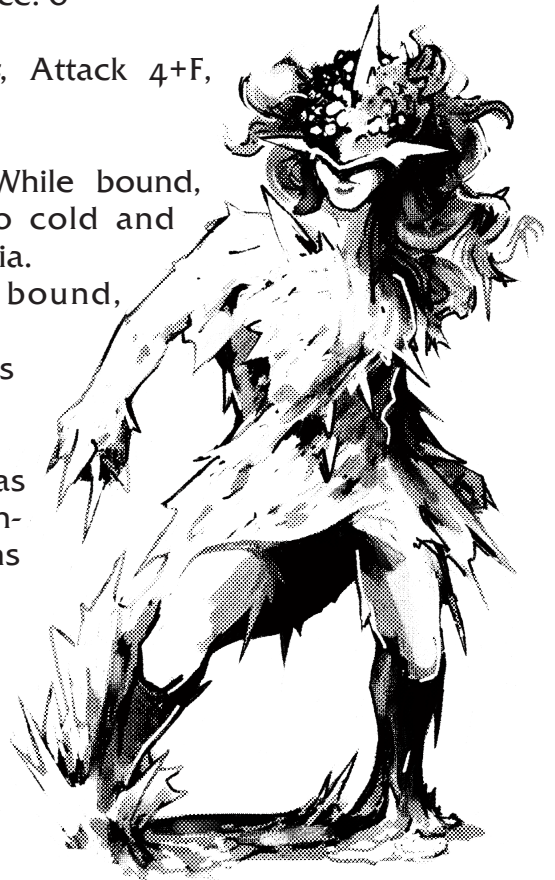
Attacks

Ice Shards, Attack 4+F, Damage 3

Special: While bound, immune to cold and hypothermia.

While bound, summoner experiences nightmares

Moryana has four (4) simple actions per turn



Chapter 10: Critters

Experiments in uplating have not been constrained solely to animals. But every single experiment that has given plants the ability to move and respond to their environment, immediately results in the destruction of anything nearby, or if the plant is unable to do so, tearing itself to pieces. These experiments have resulted in not less than 500 deaths.



ATTASH AAZAAR

Appears as an altar overflowing with golden fire

Golden Fire shield: Melee opponents take force damage when attacking, provides 3 points of (stacking) ballistic armor for the combat

Firestorm: Covers a radius equal to 4 m (2") + 1 m (.5") per force in a firestorm, all flammable targets catch fire, does Fd6 damage to everyone in range. Lasts Force rounds.

Forge of the Flame: Gain F bonus dice on an engineering test

Assist in combat: Attash Aazaar will assist the caster in any one combat.

Movement: 4"

Initiative: 20

Condition Track 12+F

Defenses

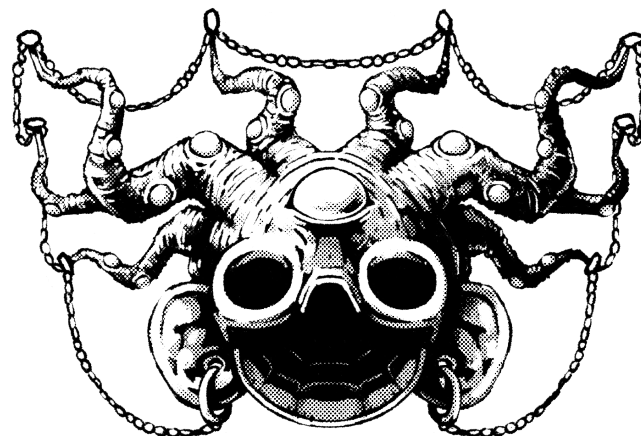
Ballistic: 3

Defense Dice: 6

Attacks

Flame Lance, Attack 8+F, Damage 4

Special: While bound, the summoner can detect the truth of what someone says by holding their hand



IGNIS DICEN

*A whirling
tornado of flame,
with eyes of green
fire*

Incinerate: Target takes Force
* 1d6 fire damage to their physical
condition track

Phoenix Heart: Self-immolate, doing force
fire damage to everyone adjacent, and heal-
ing Fd6 condition boxes.

Essence of Flame: Add the spirit's force to
your physical pools (Brawn/Finesse) for the scene.

Assist in combat: Ignis Dicen will assist the
caster in any one combat.

Movement: 10"

Initiative: 20

Condition Track 3+F

Defenses

Impact: 3

Defense Dice: 2

Attacks

Flame Arrows, Attack 6+F, Damage 2

Special: Targets can catch fire

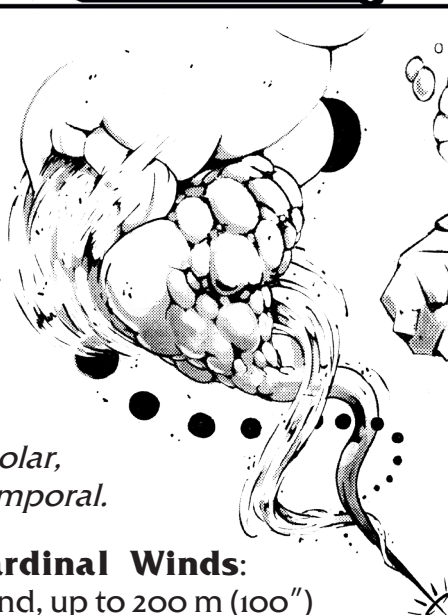
Targets in Melee range have a dice penalty
equal to the spirit's force.

People are reticent to talk about Lapsae Caelum. Even though real evidence exists the idea of fractures or rifts has caused disquiet. People entering experience distortions. Things sometimes exit. Standard precaution when discovering a rift is cordoning the area and "sealing" it off.

Chapter 10: Critters

LAPSAE CAELUM

A strong wind picks up the particulate matter and howls through blinding vortices. It is the motions of winds in the universe, atmospheric, solar, gravity, and temporal.



Wall of the Cardinal Winds:

Create a wall of wind, up to 200 m (100") wide and 10 m (5") thick. The wall gives a number of penalty dice equal to the spirit's force to all ranged attacks through the wall and requires an Athletics test success for every 2 m (1") you attempt to travel through the wall, penalized by a number of dice equal to the force of the spirit.

Wind Beneath your Wings: Gain flight for a number of hours equal to the force of the spirit.

Forceful Zephyr: All visible targets must get a number of successes on a Brawn pool test greater than the force of the bound spirit, or they are knocked prone and stunned, losing all their remaining actions this round, and taking no actions next round.

Assist in combat: Lapsae Caelum will assist the caster in any one combat.

Movement: 6"

Initiative: 20

Condition Track 12+F

Defenses

Ballistic: 4; Impact: 5;

Defense Dice: 6

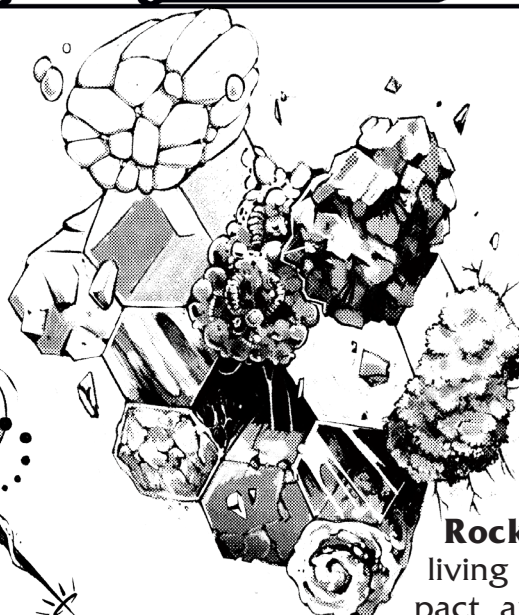
Attacks

Debris, Attack 4+F, Damage 2

Special: While bound, the caster hovers 1" over solid surfaces.

TERRA FACTOREM

Terra Factorem, matter, earth. Something solid that exists and literally bends the rules of the universe around it. It is said that most matter is empty space. Terra Factorm is not.



Rock: Cover yourself in living rock. You get impact and ballistic armor equal to the force of Terra

Factorem, and your melee attacks do physical damage equal to half your strength + the force of the spirit. This lasts 1 minute per force of the spirit.

Rock: Raise a rock wall. It is one foot thick and 2 m (1") wide per point of force. It can be between 1 m and 20 m in height. It is permanent.

Rock: The ground shakes. All structures and barriers with armor 3 or less are destroyed in a 20 m (10") radius. All structures and barriers of armor 4 or higher are damaged and are less effective. Their armor drops by 3. All objects and creatures take damage equal to the force of the spirit.

Assist in combat: Terra Factorem will assist the caster in any one combat.

Movement: 6"

Initiative: 20

Condition Track 12+F

Defenses

Ballistic: F; Impact: F;

Defense Dice: 6

Attacks

Slam, Attack 2+F, Damage 1

Special: When summoned for combat, the caster sinks into the earth, and terra factorem surrounds them.

Chapter 10: Critters

What is going on in the world? The truth is, there aren't enough people to know when humanity wins? ... or 10 billion strong, there were enough minds and people to answer these questions, but now there are simply not enough people to catalog and document all the changes on Earth.



PACHA MAMA



The rich fertile soil of a river valley is a crescent of life, and pacha mama is the spirit raised by those rugose folds that blossom growth

This Writhing Earth:

The speaker can create a patch of writhing earth with a radius equal to the spirit's force. All enemies in the area that aren't airborne can't move unless they succeed at an Athletics test with a number of successes equal to the spirit's force. Even then, the terrain is considered difficult. This has no effect on the speaker or her allies.

Touch of the Valley: All allies heal 2d6 direct damage to both their physical and stun condition tracks.

Rise of the forest: Grant sentience to the trees. The speaker can either animate a group of trees and cause them to move or send them to attack a facility. It takes a sector turn and does force in damage to the target resource. It can also grant sentience to an individual tree, which becomes a follower of the player.

Assist in combat: Pacha Mama will assist the caster in any one combat.

Movement: 6

Initiative: 20

Condition Track 6+F

Defenses

Defense Dice: 8

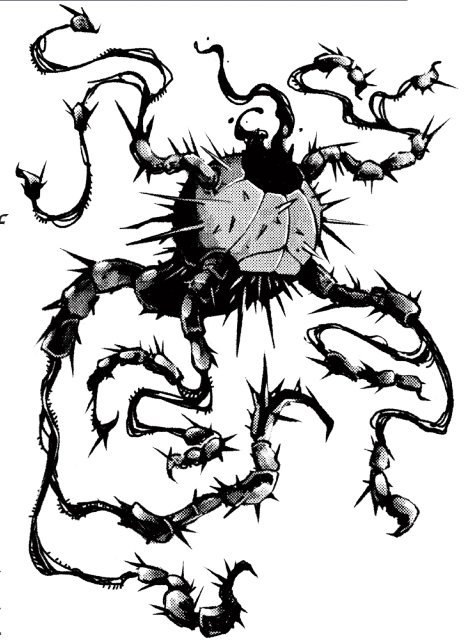
Attacks

Rugate Attack 2+F, Damage 1

Special: Growth, while Pacha Mama is bound the speaker grows 1 m in height and adds +4 dice to their Brawn pool.

MIASMA

All life chokes out a last breath. Each last piece of poison spite of the dead never dissipates; this is the home of the spirit of miasma



Cloudkill: The shaman picks a point, and a toxic cloud billows out from that point to a radius 1" per force of the spirit. Targets make a Brawn pool test, needing a number of successes equal to the spirit's force. If they fail, they die. If they live, they have a number of penalty dice equal to the spirit's force until one full round after they leave the cloud.

Theft of the last breath: Miasma can steal the last breath of a creature, putting them in suspended animation until the light of the next dawn.

Spite of the dead: When targets die in combat, miasma seeps from their corpses. It creates a static cloud in a 2" radius over every corpse in the fight. Entering or starting your turn in one of these clouds causes you to take poison damage equal to the force of the spirit.

Miasma cannot assist in combat as a controllable cohort.

Special: While miasma is bound, the caster's breath smells of death and rot.

Jen's Shadow or wandering darkness is a common sight in cold dry areas. It's an area of mobile darkness and cold, appearing randomly in areas, like the 49th's line. There is widespread disagreement about the phenomenon, but does not appear to be dangerous.

Chapter 10: Critters

STORMWING

The thunderbird, the spirit of the storm. A giant bird formed by lightning whose wings cause blasts of thunder

Thundercrack: This is a sonic attack. It affects a 40 m (20") diameter area. All targets must make a Focus test. Those that get a number of successes equal to the spirit's force get penalty dice on their tests equal to the spirit's force. Those that fail are stunned for two rounds, falling prone and grabbing their heads.

Thunderbird Storm: when manifested in battle, the thunderbird does not act as a cohort. Instead, a lightning storm begins over a radius equal to the spirit's force. It will last a number of combat rounds equal to the spirit's force. The storm itself appears as a mighty pissed-off thunderbird, shrieking and flinging bolts. This manifestation is accompanied by guitar riffs, fast shreds, like the pounding beat of the storm. Every round, four bolts strike targets doing 2d6 direct lightning damage. This damage is doubled against synths and drones. The shaman may choose the targets. The four bolts must strike different targets. When the bolt hits targets, there's a shower of sparks.

Special: While Stormwing is bound, your vision improves, and you can treat range categories as one closer.

MOUND OF SKULLS

Life is not immutable. And it need not end at death. Blood, death, and refuse, a mound of death, and built from the bones stones grown inside living creatures, their eventual fate to lie upon the throne.

Cage of Death: Surround yourself in a magic suit of power armor made of bones. +6 dice to Brawn pool, 2 Ballistic, 4 impact armor. Melee attacks do $\frac{1}{2}$ strength + spirit's force in damage to physical condition tracks. It lasts a number of rounds equal to the spirit's force.

Stomach is a Graveyard: Vomit a 45° cone of human filth out to a distance of twice the spirit's force in meters. Targets make a Finesse pool roll. If they get a number of successes equal to the spirit's force, they gain a number of penalty dice equal to the spirit's force. If they fail, they are encased, retching, and unable to escape the mounds of clawing filth for a number of rounds equal to the spirit's force.

Instead of assisting combat by oozing towards enemies, the following is used instead.

Chains of the spirit: This summons a number of armored skeletons with flamethrowers and chainsaws equal to the force of the spirit.

Chainsaw Skeletons

Movement: 4"

Initiative: 20

Condition Track 6 boxes

Defenses

Ballistic: 2 Impact: 1;

Defense Dice: 4

Attacks

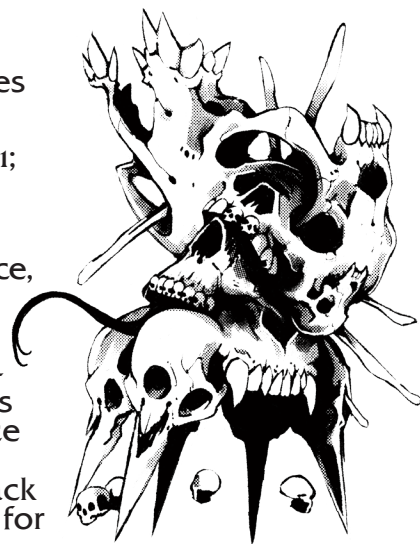
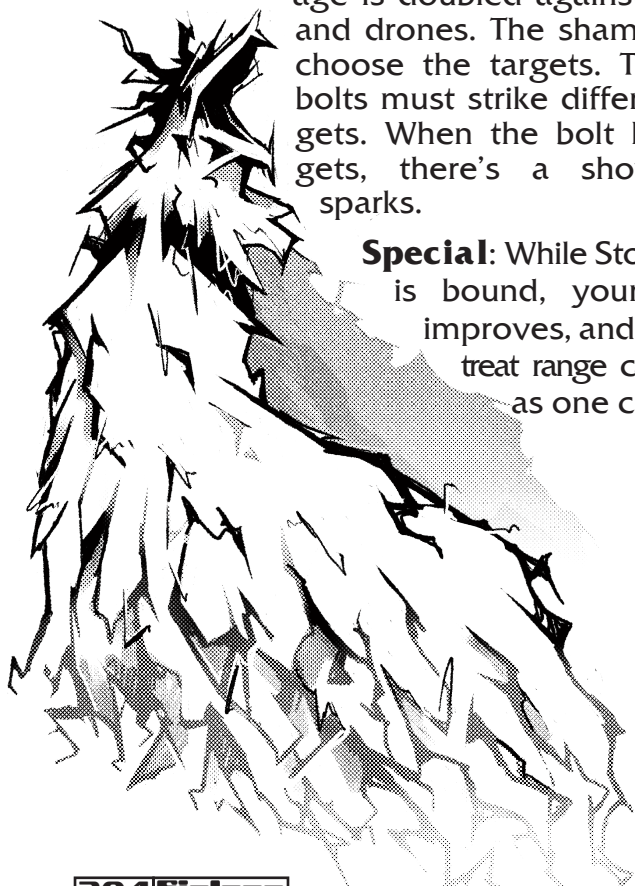
Chainsaw, Attack, 10 dice, AP 2,

Damage Force
Chainsaw damage requires two successes from soak to reduce one point of damage. This is a melee attack and has +1 bonus die for every ally in melee

Flamethrower, Attack 6 dice

Damage Force

The flamethrower does damage to all targets in a 12 m (6") line.



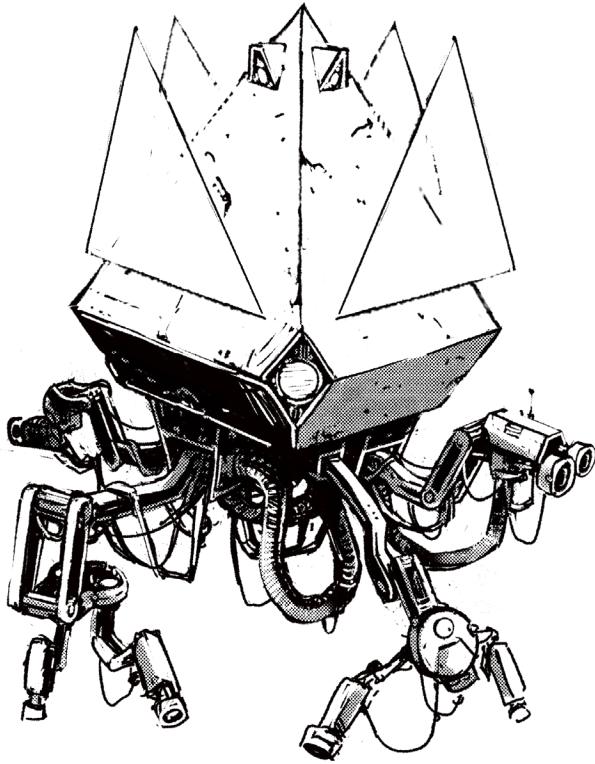
Chapter 10: Critters

Those spiders aren't real, but something is spinning all these webs. There is some indication it's some sort of small flying insectile creature. The webs have . . . adverse effects. Including memory loss, data erasure, confusion, aphasia, nosebleeds, and drowsiness.



PROGRAMS

All programs double their defense dice against physical and magical attacks. All programs have a movement of 8", and an initiative of 20.



SENSOR DAEMON

This Daemon usually appears to be a dull-colored octahedron, with images of various camera feeds projected a few inches around it. Condition Track 3 boxes

Defenses

Hardening: 2 Defense Dice: 2

Any grid action taken in the range of this sensor daemon raises the alert level by an additional 2. This drone takes no action but observes activity.

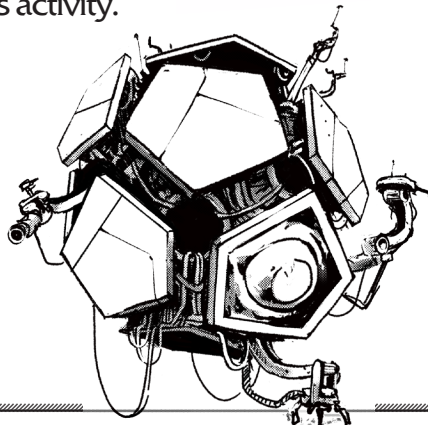
RECONSTRUCT NETWORK INTEGRITY DAEMON RNID

Condition Track 6 boxes

Defenses

Hardening: 3 Defense Dice: 5

As a complex action, this entity rolls 4 dice. For every success, the decker's influence field shrinks by 2 m (1").



DEFENSIVE DAEMON

This daemon attaches itself to another network entity and intercepts attacks.

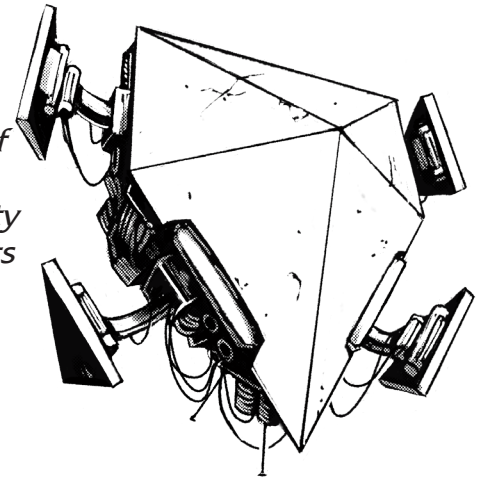
Condition Track

6 boxes

Defenses

Hardening: 3 (4)

Defense Dice: 6



Defensive daemons add their defense dice to the daemon they are attached to. While they are attached, the defense dice are only available to the network entity the defense daemon is protecting. The defense drone can be targeted separately.

BELLIGERENT ENGRAM ERADICATORS (BEEs)

These are designed to attack intruders, remove obstacles, old code, and infiltrating hackers.

Condition Track 6 boxes

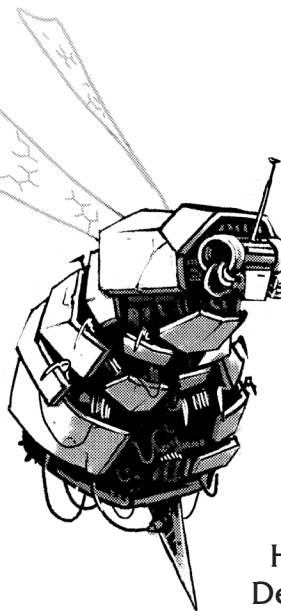
Defenses

Hardening: 3;
Defense Dice: 8

Attacks

Sting, Attack 8, Damage 3, ignore 4 hardening

On their turn, they attack any foreign entity in the network. Their attacks ignore 4 points of hardening.



INIQUITIES



WARRIOR AGENT SECURITY PATROL (WASPs)

Wasps are mainline agents who respond to significant disruptions. They appear angular, with less than one-half dozen protrusions, and they move through the air as if they pull themselves along.

Condition Track 9 boxes

Defenses

Hardening: 3; Defense Dice: 12;

Attacks

Sting, 10 Dice, Damage 5

REFUSE GOBLINS

Refuse and decaying matter animates near areas of suffering, death, misery, or violence

Move: 3"

Initiative: 10

Condition Track 3 boxes

Defenses

Defense Dice: 3

Attacks

Bite, Attack 2, Damage 1

Chapter 10: Critters

Deadends are a considerable hazard. Tithurian loquacious and insistent hunters use natural human empathy to hunt us. They have tough granite like skin, and are as strong as two full grown men. They however are extremely craven and opportunistic, unwilling to take risks.



DEODAND

These hairless granite colored humanoid horrors delight in your suffering, but if held at bay use eloquent obsequious praise and flattery to gain the upper hand.

Move: 4"

Initiative: 15

Condition Track 12 boxes

Defenses

Ballistic: 3; Impact 4;

Defense Dice: 6

Attacks

Claw, Attack 8, Damage: 4



ALZEBO

Alzebos speak with the voices of those they have consumed.

Move: 2"

Initiative: 6

Condition Track 15 boxes

Defenses

Ballistic 6, Impact 1,

Defense Dice: 12 — Soak only (Does not dodge)

Attacks

Consume, Attack 10, Damage 5





ANIMALS

GORILLA

Move: 3"

Initiative: 10

Defenses

Condition Track 10 boxes

Impact: 2;

Dodge: 2; Soak: 8;

Attacks

Bite, Attack 0, Damage 15

Slam, Reach 1, Attack 10 Damage 12

WOLF

Move: 5"

Initiative: 15

Defenses

Condition Track 6 boxes

Dodge: 2; Soak: 2;

Attacks

Bite, Attack 3, Damage 9

HAWK

Move: 1" Flight: 8"

Initiative: 20

Defenses

Condition Track 3 boxes

Dodge: 3; Soak: 0;

Attacks

Swipe, Attack 6, Damage 3

DOG

Move: 4"

Initiative: 10

Defenses

Condition Track 6 boxes

Dodge: 2; Soak: 2;

Attacks

Bite, Attack 3, Damage 6

CAT

Move: 5"

Initiative: 25

Defenses

Condition Track 3 boxes

Dodge: 8; Soak: 0;

Attacks

Bite, Attack 2, Damage 1

BEAR

Move: 3"

Initiative: 10

Defenses

Condition Track 15 boxes

Ballistic: 1; Impact: 4;

Dodge: 2; Soak: 8;

Attacks

Claw, Attack 8, Damage 6

Bite, Attack 3, Damage 9

A bear gets an additional claw attack for free the first time they use the claw attack each round.

HORSE

Move: 8"

Initiative: 10

Defenses

Condition Track 8 boxes

Dodge: 2; Soak: 0;

Attacks

Buck (kick), Attack 4, Damage 6

Trample, Attack 2, Damage 6

Bucked targets are knocked prone and moved 1m (.5") per success. This can be resisted with a body test. Trample attacks are automatic when the horse moves over a prone target.

Chapter 10: Critters

Home-bred and designed phosphorescent microorganisms can be distributed in the atmosphere to create colored glowing precipitation. (You know, for kids!)



WILDCAT/PANTHER

Move: 6"

Initiative: 30

Defenses

Condition Track 9 boxes

Impact: 1;

Dodge: 8; Soak: 2;

Attacks

Bite, Attack 5, Damage 9

Claw, Attack 9, damage 3

ELEPHANT

Move: 4"

Initiative: 5

Defenses

Condition Track 15 boxes

Ballistic: 5; Impact: 5;

Hardening: 5; Dodge: 0; Soak: 0;

Attacks

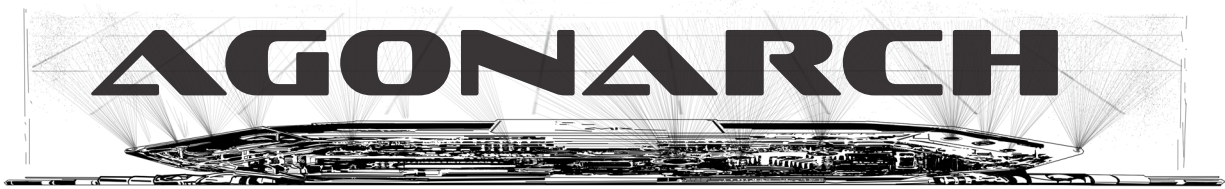
Slam, Attack 1, Damage 15

Trample, Attack 3, Damage 20

Trample is a complex action allows the elephant to move double its movement, using its attack roll against all targets it crosses. In a confined space it may cross the same targets multiple times. Treat each attack separately.

CHAPTER 11





There is a lot of stuff going on in Sinless. It contains a ton of tropes from different science fiction and fantasy sources. Magic, fantasy races, artificial intelligence, uplifted animals, cyberware, decking, rigging, amps, replicants, crypto-fascism, slave capitalism, synthetic rights, the nature of humanity, monsters, cults, religious communes, the nature of consciousness, building and repairing vehicles, resources, and more. This is similar to real life; dramas are going on in communities you have never even conceived of existing right now.

Do not attempt to do everything. Focus on what you and your group find interesting. Not only is trying to jam in everything like relying on computer-generated imagery to carry a movie, but it's also overwhelming. The important thing that drives a campaign are characters. Their goals and your interests will determine the focus of your campaign.

The structure of downtime, frameworks, and runs allow you to introduce these elements selectively, within a system that allows the players control and agency. Each operation provides a specific mission, and each of those missions exists because of larger conflicts. As the campaign progresses, the characters become their own agents taking action within these conflicts to accomplish their goals.

The firm structure of these early missions and their goal-directed nature introduce players to the game world.

Because there is so much, it's important to delineate what isn't possible in Sinless. These are technologies or science that don't work or exist within the game world, or exist in such limited quality that they are plot points instead of gear. Some examples follow.

Consciousness transfer: Not only is the human brain far too complex to map and transfer to a storage medium, but other technologies have also rendered it relatively unimportant. You

can't back yourself up, but you can completely regenerate your body back to the age of 25, edit your genetics to be immune to disease, and eliminate aging. Artificial intelligence is not human intelligence and functions completely differently from the human brain.

Teleportation: Despite advances and knowledge about manons and the holographic universe, it is still impossible to translate an object to energy and then reconstitute it as matter. Although energy-to-matter conversion is theoretically possible (replicators), it is easily over 100 years from development, mostly due to the inability to organize the energy. This is the theoretical science in Sinless that seems just over the horizon. Magical teleportation bends space, rather than transporting matter.

Nanotechnology: Nanotechnology exists, but it is not "gray goo" or "programmable matter." An example of nanotechnology in Sinless is the tesla field inside the shield drone, which contains molecular carbon nanotubes, produced in a relatively slow process, and then releasing them into the teslaphroectic field. The carbon nanotubes are literally nanotech but aren't self-organizing or directed. Other examples of nanotechnology are genetic editing, many pieces of bioware, and some technology used in power distribution. It is no magical "every substance" but rather something that can be produced or generated and then used for a specific end.

Hard light: Light and photon interaction are indeed used in computation and data transfer, but to construct objects out of light, temperatures are needed that are functionally equivalent to absolute zero. Sinless does have plasma contained within magnetic fields, which serve similar functions.

Cryogenics: Although the technology to bring materials to near or absolute zero exists, the technology for a living creature to recover from such a process does not. Scientists in

Chapter II: Agonarch Guide

There is a four-die penalty for driving a car without a computer interface. Yet, an average citizen can drive their entire life without serious incident. The drive test is for cinematic action. Can a trigger jump from one overpass to the underpass? Sure, no test needed. Jumping two overpasses and taking out the helicopter with a ram? It's time to test the drive skill.



2090 could possibly develop the technology, but since frogs and other amphibians are extinct, research subjects are appallingly limited.

Flying cars: Car-sized VTOL vehicles exist, but are not in common use for citizens. They use a variety of systems to allow them to quickly attain and maintain altitude, but are high useless defensively, rendering them much less functional in combat situations, as opposed to helicopters, drones, and planes. Their greatest advantage is the speed in travel, compared to traditional land vehicles. The most common models are a combination of rotatable turbine engines and pairs or quads of open rotor devices. Gyroscopes put the entire aircraft under tension (fly-by-wire), making it very responsive to changes in momentum, and they generally contain a gravoelectric couple, a superconducting charged film in a vacuum that (slightly) reduces the force of gravity on the vehicle. The problems with this design are that open rotor devices are very loud; the vehicles must be extremely light; they require large amounts of energy; and they are held in a state of high tension. This makes them very useful as flying cars, but not suitable for being put in a situation where there is any risk of damage to the cars. They are usually restricted to the rich and powerful, corporations, high-ranking military, and police transport. They exist, but you'll only find a few dozen per million people.

Antigravity: Currently there is no anti-gravity technology in Sinless. Hypothetically, they are close to developing technology that allows them to manipulate gravity fields via holographic technology, which is the next world-altering stage of technological advancement.

Freeze Rays: There is no easy way to instantly reduce the temperature of something to close to absolute zero. Technology has advanced so that instead of handling it by manually targeting lasers to reduce the speed of particles, it can be done more quickly and efficiently in a lab,

but there is no technology in place that allows you to shoot freeze rays or use ice as a weapon. You can create cold liquid hydrogen weapons, but they are dangerous, expensive, short-range, not particularly debilitating, bulky, and dangerous to the operator.

Inertial dampeners: Inertial dampening is done in space by submerging the subjects inside a fluid medium, which helps them cope with the near relativistic travel to the off-world colonies.

Latex or holographic disguise technology: There are ways to alter your appearance using surgery and bioware, but printing a latex mask still looks like a person wearing a latex mask. Holographic displays exist, but require a medium to project the hologram, which in 2090 is still too large and bulky to wear as a disguise.

Tachyons and negative mass: There are no negative mass particles in Sinless.

Subspace or hyperspace: They do not exist, but research in holographic technology and applications of the manon both put it on the map as future hypothetical tech.

BODY INDEX

If you have more bioware than your body can handle, it causes drawbacks.

If you are over your body index, each time you perform an operation, roll 1d6 and add the amount you are over your body index. You are subject to the listed effect.

1. You feel fine.
2. Sweats, chills, no big deal. You take a single wound to your stun condition track every time you take physical damage.
3. Auditory hallucinations, ringing, and other noises make it difficult to concentrate.
-1 penalty die on all tests during the operation.

4. Pale skin, aches, and shakes. Your Brawn pool is lowered by the amount your body index score exceeds your Body attribute. If this reduces your Brawn pool to 0, you are bedridden.
5. A little sensitivity to light and the occasional stomach pain. Bright light penalizes all rolls by 4 dice.
6. You feel fine, mostly. A little dizzy.
7. You feel fantastic. One bonus die on all tests.
8. Pale, clammy, sweating, constant vomiting. -2 penalty dice on all tests.
9. Your flesh turns blue-black, and you bleed profusely. All damage taken is increased by 2.
10. Oozing sores, bright red itchy eyes, secreting globs of mucus. You can breathe water in addition to air. The open wounds are painful and penalize you 1 die on all tests. The enhancement gives you strength of will. You become immune to damage to your stun condition track. You must succeed at a body test at the end of each operation and get a number of successes equal to your total bioware body index or die.
11. Small holes open up on your back and thighs, and over the course of a few days, oily black mushrooms sprout from the holes. You become immune to disease. Anyone within 2 meters becomes nauseous.
12. Your skin sloughs off, and you degenerate into one of these primal creatures. You remember your human life occasionally.
 - Dire Wolf
 - Tyrannosaurus
 - Alligator
 - Trilobite
 - Rhinoceros
 - Giant Raptor
 - The lizard things Janeway and Paris turned into on Voyager when they had sex.

MAGIC ADVANCEMENT

Increasing your Zoetic Potential requires two things. First, you must acquire one of the following items. Then each item allows a character to spend Kismet equal to twice their current Zoetic Potential to raise it by one.

A Talisman of Power: The character must find or forge a talisman of power. Forging a talisman of power requires one million Zuzus in raw materials, 200 raw manastellate and requires the crafter to acquire a unique reagent. E.g. A feather from the tail of a living phoenix; a petal from a moonflower that only blooms on a full moon; abyssal salt, a form of residue found underwater in the astral plane, a sun crystal, which is just a fancy term for radioactive material; sap from the world root; ambrosia, a drink concocted in a manon containment chamber; or red iron, iron forged in astral magma. The costs and requirements for reagents are in addition to the base cost, and are acquired uniquely in each campaign. The talisman of power has powers, as well as drawbacks. Talismans of power grant +2 bonus dice on tests using the pool of the player's choice as well as one major power and one drawback. Consult the options below for examples.

Manon Anchor. All digital and spiritual creatures within 30 meters are drawn into our dimensional space, allowing everyone to see them. This makes them vulnerable to normal attacks, removing their bonus dice they would normally receive on defense.

Causes constant leprosy. If not able to keep regular medical appointments (provided for free), the user has a 1 in 6 chance of having an extremity fall off and need replacing.

Chapter II: Agonarch Guide

History is a mystery!
The plunge erased all records and data. This is not just a boon for replicants who are no longer tracked, but also Agonarchs!
Was a hypertechnology discovered and lost? What sort of mysteries took place that have been lost to history? Create your own history and enigmas for your unique and idiosyncratic campaign!



Shadow gate: Banish one target to a shadow dimension where they cease to exist for ten minutes. To them it appears that no time has passed.

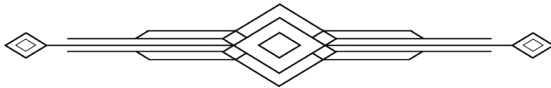
Anyone who touches the artifact for the first time, must permanently lower their Strength, Body, and Reaction by 3, minimum 1. In order to use this item, the mage must suffer this drawback.

Manonic Nexus of Fate: Get +1 bonus die on sorcery/conjuring/channeling tests, and once per operation, reroll as many dice as you wish on a single test.

The item is non-functional for a month if an animal sacrifice isn't made on the new moon.

Phasic Resonance: As a complex action, allows the user to become slightly out of phase. They get four bonus dice on all dodge and soak rolls, as well as the ability to move through any solid surface.

Possession of this object ages the user at twice the normal rate.



Design your own item with your Agonarch. Powers should not just be status modifiers or straight bonuses, but rather abilities that allow characters to change the way they interact in the game.

Forging requires access to a temple. Characters may be assigned during sector turns to accumulate successes. It needs a combined total of 20 Artificing successes. If, at any time during the process, an Argle Bargle Froofrara happens, the forging is ruined, and half the raw materials and the reagent are destroyed.

A Familiar: The character must gather 20 manastellate and spend 1,000 Zuzus creating a ritual incense. Then they must spend an entire month (skip one sector turn and one operation) searching for the familiar. At the end of the

month, they must get two successes on a sorcery or conjuring test. If two successes are acquired, they may select a familiar from the familiar section in the critters chapter.

A Cabal or Cult: A mage must use the persuadertron sector action to accumulate 100 followers. For every ten followers the mage acquires, they produce 1 manastellate or 100 Zuzus a month.

An Enchanted Raiment: The mage must possess an enchanted outfit. This costs 100,000 Zuzus, and 100 manastellate. The silk must be harvested from silkworms contained in an arboretum since they no longer exist in the wild. It needs a combined total of 10 Artificing successes. If, at any time during the process, an Argle Bargle Froofrara happens, the forging is ruined, and half the raw materials and the reagent are destroyed.

Enchanted Raiment adds one bonus die to all tests made from the pool of the caster's choice and grants one of the following abilities:

- ▲ Flight speed of 4".
- ▲ +4 bonus dice on all resistance tests, and +2 dice on soak rolls
- ▲ Turns you invisible as a complex action. You are only immune to visual detection. Thermographic vision and astral senses are not affected.
- ▲ Allows you to teleport to any space within 40 m (20"). This takes a complex action and applies one unsoakable damage to your stun condition track.
- ▲ Grants one bonus die on all sorcery and conjuring tests
- ▲ Allows storing up to 10 weight of objects. These objects are undetectable, and may be retrieved from the raiment as a simple action.
- ▲ Universal translation, the wearer can speak, write, read, and understand all languages.



A popular game in 2090! Neural Rhapsody is a survival play world, where you collect resources, construct bases, and fend off other players, but the entire interface is controlled by harmonics. There are 'collapsing zones' where players compete to survive (in game) and these are extremely popular broadcasts due to the spectacular sonic and visual mayhem. It's like an organic concert / survival drama.

Chapter II: Agonarch Guide

Making a pact with an Astral Entity of great power: The mage must travel to an isolated location with 50 manastellate and spend 10,000 Zuzus on reagents. They then contact an ancient astral creature, who grants them power in exchange for service. Select one of the following boons and consequences. The astral entity provides one bonus die on sorcery and conjuring tests.

Boons:

- ▲ Speak with the recently deceased
- ▲ +2 points of elemental damage added to all attacks
- ▲ Regeneration, heal 1 physical condition box every 10 minutes, and one stun condition box every minute
- ▲ Effects and attacks that target you specifically are penalized two dice
- ▲ You are immune to mental control and suggestion
- ▲ Your spells are all calculated as if you cast them at one force level higher than the force level you cast it at

Consequences:

- ▲ You begin to lose your own memories over years, eventually being replaced with the mind and memories of the astral entity
- ▲ You become obsessed with a topic or hobby, impacting your ability to focus on tasks and accomplish goals
- ▲ Your eyes turn to a solid shade and possess an arcane and ephemeral glow. Your patron can see through your eyes
- ▲ You begin to slowly fade from reality, fully disappearing after a hundred years and a day.
- ▲ You are haunted by images of demonic beings that others cannot see

Select one of these obscure and enigmatic astral entities of great power:

THE STARWEAVER

VEZULORAX OF THE VOIDED VEIL

GHORAZETH THE CARRIER OF BIRDS

OWEN

PROPHET OF THE BLACK PULSAR

WARDEN OF THE COSMIC LABYRINTH

Permanently binding an astral creature to your service: You must construct an astral lure, using 100 manastellate. It requires time and resources to track down an astral creature. Use sector turns to accumulate 20 successes at either sorcery or conjuring tests. This astral creature is a sandstien, a sort of insipid, obsequious, treacherous, degenerate spirit. It grants great power to the mage, increasing their Resolve pool by 6.

DESIGNING OPERATIONS

Not every operation requires tactical combat. Often operations are delivering information, smuggling goods, delivering a message, or making contact. Designing operations for Sinless uses the sector maps to drive emergent gameplay, without taxing the Agonarch.

OPERATION DIFFICULTY

There are three tiers of operations. Veteran operations are the most common type. All tests made by characters on a veteran run have a target number of 4. They pay in the range of 10,000-100,000+ Zuzus for success. This is a combined value of expected paydata and artifacts, fungible goods, and cash on the barrelhead.

Chapter II: Agonarch Guide

Fashion in the zoos is incredibly varied. Popular fashion items include, fingerless gloves, custom forearm arcs, which are fancy deck cases like a phone case, and puffy jackets. Street fashion is called 'caution fashion' and uses yellow and black stripes, small brightly colored primary shapes, and anti-camera goggles and face masks. High fashion includes pocketless sportcoats, and classic minimalist cuts and shapes.



Professional operations are less common. Magical wards, increased security, environmental factors, and enemy skill and training make the mission more difficult. All tests made by characters on a professional operation have a target number of 5. They pay in the range of 100,000–1,000,000 Zuzus for success. The Agonarch always uses the target number of 4.

Prime operations are very rare. All tests made by characters on prime operations have a target number of 6. They pay 1 million Zuzus for completion at the minimum. These runs are up against the most skilled teams and competent opponents. The Agonarch always uses the target number of 4.

Two critical things to note.

First, this allows the Agonarch to make a mission more challenging by extending its length and increasing the opposition in drones, gear, and firepower or making it more challenging by increasing the competency of the opponent (represented by raising the target number), keeping the run simple but raising the stakes. The players can choose their own risk level by choosing the type and complexity of the run. The players should communicate this to the Agonarch so they can prepare the appropriate type of action.

Characters with 50–100 accumulated Kismet will be powerful. Characters will have many skills maxed out at 6 and 7 or 8 for a select few. They will have large Kismet pools and powerful enhancements and equipment. These characters are more suited for professional runs, their high power allowing more consistency at success.

Access to millions of Zuzus and advanced technology along with careful planning to reduce things left to chance, along with highly skilled experts (150+ Kismet) are necessary to survive and accomplish their tasks on prime operations.

Second, even if they make two million Zuzus for a prime run (which is a decent return), it would still take over 500 missions with no expenses to reach a billion dollars. The impossibility of accumulating a billion dollars without resorting to enormity is a core theme of the game. Like in life, hoarding vast sums of wealth isn't possible without malevolent action.

SECTOR TURNS

Sectors initially appear to be just a mapping tool — it, after all, represents an actual physical space with adventure locations within it. But the true purpose of sectors is as a campaign record and tracking tool, designed to provide resources for the Agonarch to organically develop operations that respond to character choice.

I'll repeat it due to its importance. The sector record sheet is the tool the Agonarch uses to develop operations and adventure opportunities for the players. Because the sector allows you to respond dynamically to player choices, it assists you in your job to create a meaningful campaign.

Sectors, and their use change throughout a long campaign. Stable and ignored sectors pass on their market cap and upkeep. This can be tracked on the brand record sheet (q.v.).

Characters can take action in the sectors during the downtime phase between operations known as a sector turn. Initially their brand will have the capacity to perform three actions every section turn, but as the brand grows, more actions will become available.

After every operation, perform a sector turn. Characters that take easy operations, or operations that are quickly resolved, could have multiple sector turns and operations in a single game session. The downtime phase represents a period of about a month, giving everyone time to recover from injuries and lay low to avoid getting noticed. This length can be varied at will, depending on the needs of the game and the desires of the Agonarch.



In the world of entertainment, magical procedurals are very popular, rivaling the popularity of criminal procedurals of the early 2000s. Popular shows include the noir "Winston Napoleon" about an uplifted pug detective investigating magical crimes, and "Heater Team Maximum Magical Force" (HTMaf) about a special forces unit that responds to magical sentinel events. Shows like these and others are responsible for spreading a great deal of misinformation about magic.

Chapter II: Agonarch Guide

One of the operations available is a simple delivery. Courier an item to a drop, pay of 15,000 £ . The players can use the operation to figure out what's being moved and who the players involved in the delivery are, or they could just do the operation. After a short planning session, they pick a route, get a general idea of what they are carrying (in this case, semi-legal medical drugs), who they are carrying it for, and decide not to steal the item themselves and do the operation. They pick up the item, encounter no obstacles along their route, and drop the item. The whole in-game table time is maybe 15 minutes as they discuss their options. They get paid and begin the next sector turn.

It is impossible to accomplish things quickly in the world. Restricting their activities to the limited brand actions they get during the sector turn and requiring operations between sector turns ensures that there is always more the players want to do than there is time to do it.

If the characters insist on performing multiple operations or sector turns in a single time period, without alternating, their Ghost Rating is lowered by 1d6 cumulative per additional operation or sector turn. (1d6 for the first extra turn or operation, 2d6 for the second, etc.).

PLANNING THE GAME

The sector turns are for the players. The Agonarch does not need to play a sector turn; they do so by planning the game. There should be several factions at work during a sector all with varied goals. The Agonarch's understanding of these relationships will allow you to design the types of operations they are likely to be accomplishing, which gives you grist for operation design that allows the players to dynamically discover and engage with the existing power struggles.

SECTORS

Areas suitable for campaign play are called sectors. Sectors are contiguous areas defined by a certain character. They represent a physical space, e.g. downtown or the warehouse district. A city might contain dozens and dozens of sectors. An arcology could be a sector, or a dozen sectors.

They represent various "boards" that the player characters interact with during a sector turn. In order to keep things manageable, at the start of a sector turn players decide the sector they wish to devote all their attention to. It is not advised to allow players to perform operations in multiple different sectors during a sector turn, at least until they are very powerful.

The key mechanical features of each of these boards are the selection of resources located in the sector, as well as the neighborhood class, and sector heat.

Sectors contain the following components.

FACTIONS AND ASSETS

The world is run by power groups. Whether poli-clubs, cults, syndicates, outfits, corporations, civigov caucuses — in the game, they are all considered factions. Most non-faction dominated sectors should have two or three factions and an enforcement faction in addition to the player factions. Certain dense sectors may contain even more factions. Only extremely rural sectors or faction dominated sectors will have only one faction. Each faction should be represented by their icon or a specific meeple used to represent their control on the sector map.

Chapter II: Agonarch Guide

Violent unpredictable weather is a daily fact of life in 2090. Huge areas of the earth near the equator are uninhabitable due to extreme temperatures, and polar vortices can strike the northern hemisphere between September and April, unexpectedly dropping temperatures to -60c. There are new weather types also. Flutterstorms are swarming insect 'storms' and 'cyclones'. Manonflux torrents involve auroras and other bizarre effects.



Assets are individual actors or groups that provide specific in-game effects. They are hired by the brand and placed during the sector turn or operational preparation to accomplish a goal. The players themselves count as active assets in a sector; their brand may also take actions during a sector turn. No asset may perform more than one sector action during a sector turn.

Assets are also used during mission research and preparation. A successful test will provide the information or assistance listed on the asset card. Using assets for operation preparation is separate from using assets in the sector turn. Using assets for operation preparation doesn't prevent their use during the sector turn.

See the Assets list in the Appendix (pp. 240-244).

SECTOR INFORMATION

Sectors contain the following features.

- ▲ A list of active factions in the sector
- ▲ The primary enforcer/police/bandit commune in the sector
- ▲ List of adventure sites/locations
- ▲ Heat level
- ▲ Sector class
- ▲ Resources with their status.

Blank sector information templates and lists of sites and resources are provided so you can make your own.

ADVENTURE SITES/LOCATIONS

These are meeting places, game-important locations like a Batcave, bar, or public street, relevant for narrative and tactical engagement. These include everything from the location of your assets and dependents to places of business — If Sinless were a movie, a site is a set, A location where gameplay takes place.

It is not directly relevant to the sector gameplay, though it is affected by it. For instance, if a crackdown occurs, this will affect gameplay that occurs at sites located within the crackdown sector.

RESOURCES

These are the key to sector gameplay. Every resource is either ruined, abandoned, or controlled by another faction. Players spend their sector turn (and possibly their choice of operations) to attempt to gain control over resources. Every resource has a condition track. Players can influence resources by using an asset or their brand actions during a sector turn.

Once a resource is controlled and undamaged, it provides the listed benefit to the brand. All resources are unique and individual implementations of types of resources. E.g. a bar is a vice resource type, and the resource in this sector is The Lovelace Brewery. The benefits may be reduced prices on gear, powerful assets, access to unique items or weapons, and benefits during tactical operations, or other exciting resources and tools.

Every resource has a condition track, based on the state of the resource. Damage to the site is tracked with X's from the left, and influence is tracked with / from the right of the condition track. When the condition track is full, the characters have gained control of the resources. The size of the condition track indicates the class of the resource (q.v.)

Resources do not function if damaged. During a sector turn, the brand may choose to repair a resource as a sector action.

The sector map is descriptive, not prescriptive. Characters could choose site demolition as an operation of their own volition, targeting a site in the sector. The results of their actions (and the actions of others) during the operation phase are reflected in the sector map. An operation with a large amount of destruction can damage a resource (or site) and raise the heat in the sector.



Constructing housing and buildings has primarily been handed off to machines. This process began in the 2040s. Early construction was blocky, and contains brutalist and neo-futurism tendencies till the 2070s, but iteration and advancement resulted in a trend of Beaux-Arts and Arts Décoratifs in architecture and design through the 2090s

Chapter II: Agonarch Guide

After the session, the players and agonarch agree on a level of destruction (none, some, lots, total) and a level of influence exerted on a resource (none, minor, major, exceptional). Some destruction does 1d3 damage, lots of destruction does 1d6, and total destruction does 2d6 damage to the resource condition track. Minor influence grants 1 point, major grants 2, and exceptional grants 3. Heat is raised by 1 for minor changes, 2 for major ones, and 3 for exceptional/total changes.

Although sector gameplay uses eurogame features, it is not a boardgame. It is a tool for the Agonarch to use to facilitate table top role-play.

SECTOR HEAT LEVEL

Sector heat level represents the amount of chaos and violence in the sector. There are five levels of sector heat, and each one has a different effect. Note that this is separate from operation heat and alert level, which is how much attention the brand is drawing during operations. Although that heat is tracked separately, raising heat during an operation can increase the sector heat.

None: No heat or crime is present in the sector. -1 market cap to vice resources, +2 market cap to business resources.

One star: Minor crime or disruption is present. No effects.

Two stars: A major crime or disruption along with minor media attention in the area. Brand Media tests, character Subterfuge and Reconnaissance tests have -1 penalty die. +10% market cap to vice resources, minimum 1.

Three stars: Widespread disruption has caused an increase in enforcement. -1 market cap to all resources, -2 penalty dice on all asset and operation preparation tests. During an operation, enforcement shows up in 1d6 rounds after combat starts.

Four stars: CRACKDOWN. No business produces capital, -4 penalty dice to all asset and operation preparation tests. Enforcement is present at the start of any combat, and HTR appears in 1d6 rounds after combat starts.

SECTOR CLASS

Sector class is a real-world thing called property class, and it is as clinical and disturbing as you would expect a group of capitalists discussing the various profit potentials of slums would be.

Property and sectors are graded on four factors. The property, affordability, amenities, and livability.

Class A neighborhoods have white-collar professional workers, newer properties, lower affordability, high accessibility to amenities, and are almost entirely owner-occupied.

Class B neighborhoods have blue-collar workers, recent properties, better affordability, good accessibility to amenities, and are mostly owner-occupied. They have low vacancy rates.

Class C neighborhoods have labor, service industry, and hospitality workers, older out of date buildings requiring high maintenance costs, high affordability, poor accessibility to amenities, and have more crime and inconsistency with tenants.

Class D neighborhoods contain dilapidated houses, vacant, boarded up or foreclosed buildings, graffiti, vandalism, and drug activity. Property is cheap but may not even have access to basic amenities like running water.

Class E neighborhoods aren't neighborhoods. This sector class is given to wasteland sectors.

You determine a sector class by averaging out the resource class of every resource in the sector, rounding down.

Chapter II: Agonarch Guide

What exactly is Manastellate?
In certain undisturbed areas after the quickening strange crystal formations were found. These were frequently found near ley lines and areas with lots of plant life. The connection between plants and the manon is unclear, but it was rapidly discovered that manastellate can be produced in small but significant quantities using arboretums. They contain stored manonic energy.



BRAND

To participate in the downtime turn, each group must present a brand for their group. They can be organized as a gang, syndicate, commune, or any organization method they wish, but the group must present a unified front defined by their brand. Brand creation is a group player activity and is in the character creation chapter.

MARKET CAP

Market capital is operating capital the brand has access to. It's not cash, but rather cash flow. Each point of the market cap (MC) represents approximately 10,000 Zuzus of operating capital. It is not 10,000 Zuzus, but equivalent. Moving money in or out of your market bank always comes at a loss.

The brand can increase market cap in several ways. They can take over, build, or repair a resource in a sector. These have both upkeep (which subtract from your available market capital), and income in the form of increased market cap. Your market cap is the total of the market capital from all controlled resources.

The excess market cap may be turned into actual cash at an exchange rate of permanently lowering the market cap bank by 2 for 10,000 Zuzus. You can increase your brand's market cap bank permanently by 1 by investing 20,000 Zuzus. Certain assets can be hired that increase your market cap when placed.

EXTRACT MARKET CAPITAL TO CASH

-2 MC FROM BANK 10,000 Z

ADD TO MARKET CAPITAL

-20,000 Z +1 BANKED MC

You can spend and use market cap during your sector turn to pay upkeep. If any excess market cap is left (profit), it can be spent to

purchase assets, repair structures, etc. Any excess market cap is Banked automatically at the end of every turn in the Capital Bank. This bank is persistent and holds your excess market cap, allowing it to be used later or extracted at a loss.

BRAND IDENTITY

Brand statistics describe the brand's ability to compete with other factions. These are like character skills. They do not have pools, simply roll a number of 1d6 dice equal to their rating on tests. The ratings are for Media, Muscle, Espionage, Grid, and Magic. A brand starts at rating 1 in each statistic. Brand traits will raise these stats. Brand traits are not limited to a maximum rank of 6.

Other companies also have a brand rating, usually from 1 to 6 (though huge megacorporations may sometimes be even higher).

ASSETS

Each sector turn, a sector can have a selection of active assets working within it. Assets are individuals, supported by staff/gangs/employees, who can help you influence and control more sites and respond to other factions.

Assets have an upkeep value. Assets gained during character creation and from Charisma are treated as if their upkeep value is 0. The market cap of the brand acts as a limit to the number of assets you can own. Each asset owned by the brand virtually consumes a portion of its market cap. If there is not enough free market cap remaining for a new asset's upkeep, they cannot be hired.

The Black Adder Consortium brand owns a tattoo parlor (a Class D store with the service and business tags), and condos (a Class C housing resource) which produce a 10% bonus to all service buildings in the sector.



The Agonarch might find that players can be very effective at doing a specific thing, like unhackable drones, ridiculous armor/soak/defenses, tactical missile strikes, or someone with multiple arms shooting full-auto with three or more guns. This is great! They can't cover everything though.

Chapter II: Agonarch Guide

The class D store has a market cap of two (+2) with an upkeep of one (-1) (q.v). The condos themselves have a market cap of five (+5) with an upkeep of three (-3). The condos give a bonus market cap (+1) to the store. This gives the Black Adder Consortium a market cap of 8 (2+5+1) and upkeep of 4 (1+3), giving them four market cap in the bank every sector phase.

This allows them to retain assets with a maximum upkeep total of 8. Four assets with upkeep 2, or one asset with upkeep 6 and one with upkeep 2, or one asset with an upkeep of 8. Assets may be fired or hired as long as the total upkeep is under 8.

If you are unable to cover your assets (your market cap drops unexpectedly due to a crackdown, for example), assets in excess of the cap must be eliminated (they move on to greener pastures) and may only be rehired if encountered again. Players can choose which assets not to pay (i.e. eliminate).

Each asset has a specific effect, similar to a spell or action. You place and resolve your assets and brand actions one at a time.

Each month three random independent agents are available to hire as assets.

SECTOR ACTIONS

The brand can take three sector actions during a sector turn.

At a market cap of 10 (100,000 𐍄), they gain an additional sector action (for a total of 4).

At a market cap of 100 (1,000,000 𐍄), they gain another additional sector action (for a total of 5).

A market cap of 1,000 (10,000,000 𐍄) grants 6 in total.

A market cap of 10,000 (100,000,000 𐍄) grants 7 in total.

A market cap of 100,000 (a billion Zuzus!) grants 8 in total.

BRAND SECTOR ACTION LIST

Media Campaign: Make a Media test. Each success grants one influence to a resource in the sector.

Racketeering: Make a Muscle test. Each success causes one damage to a single resource. Sector heat rises by one.

Covert Influence: Make an Espionage test. Each success grants one influence to a single resource or lowers sector heat by one.

HakAttack: Make a Grid test. Every success causes one damage or every two successes grant one influence to a resource.

Ensorcement: Make a Magic test. Every success allows you to alter the damage/influence of any resource by one in any direction.

Repair: Make a Muscle test. Remove 1 box of damage per success by paying one market cap/bank.

Hire Asset: Pay 20,000 Zuzus or 1 MC/bank per point of the assets hire price to acquire one of the available assets for hire.

Do Crime: Make a muscle test. Every success provides 10,000-60,000 Zuzus. Sector heat rises by 1.

Reinforce Ghost Rating: Requires a decker with ghost protocol software. Make a Grid test, and increase a character's Ghost Rating by the amount listed in the Ghost Protocol software.

Upgrade: Spend the sector turn permanently improving a resource. Up to six boxes can be constructed per sector turn. This costs 10 MC per box.

Demolish: Can only be used on a fully damaged resource. Make a muscle test. For every success destroy two boxes on the condition track of the resource.

Purchase: Purchase one rarity 1+ item if the brand has either access to a resource that sells the item type or an asset that allows purchasing the item.

Chapter II: Agonarch Guide

The ability of players to be effective is by design. They will have to choose and focus on what they want to be good at. Deckers are effective against electronic enemies, mages are generally great against human opponents, and ronin are very good at killing deckers and mages. Riggers can bring big firepower. Both mages and ronin have abilities to manage crowd control, deckers can buff, and speakers are versatile, being able to flexibly cover roles from operation to operation in a unique way.



Item Cracking: Remove biocoding, tracking, and other ownership tokens from an object and re-code them to be usable for the brand. This requires a Grid test, with a number of successes equal to the items hardening.

Persuadertron Sweeps: A brand makes a media test, and for every success, brainwashes ten people, forming a cult, gang, or cabal. The Persuadertron renders the people ready for modification and reprogramming.

Ragebait Media: Exploit your persuadertron followers. For every success on a media test, get 1 Zuzu per follower.

Selling items: Sell/liquidate as many items as you wish at 10% of the list price, plus 10% for every success on a negotiation roll. If the characters have a fence asset, they can sell their loot for 100% of the base price. They make an etiquette test for the asset. For every success, increase the sale price of the gear by 10% of the base price.

Sector Travel: Use the sector travel framework.

Transfer MC: Characters can take any banked market cap, and for every 2 points they eliminate, gain 10,000 Zuzus cash. They could conversely convert 20,000 Zuzus cash into 1 point of banked cash. Up to 1 million can be converted in a sector turn.

Use an Asset: Assign an asset to a sector turn action to use their sector abilities. This doesn't cost anything unless stated in the assets sector's abilities.

PERSUADERTRON

How does it work? Simple. It exploits the desire for social conformity, and convinces people that the brand is part of their identity, their concept of self. They begin to think of themselves as a part of the brand, and threats to the brand become threats to themselves.



BRAND IMAGE TRAITS

Two of these are selected during brand creation, a third is selected once a market cap income of 10 (100,000 ￼), and a fourth when a market cap of 100 (1,000,000 ￼) is reached.

Analytical: +1 Espionage & +1 Grid

Arcane: +2 Magic

Athletic: +1 Muscle & +1 Media

Avant-garde: +1 Grid & +1 Media

Competence: One auto-success on every brand action

Dangerous: +2 Muscle

Experienced: +1 Media & +1 Espionage

Inspirational: +2 Media

Luxury: +1 Media; +1 market cap for service, vice, and housing resources

Lethal: +1 Muscle & +1 Espionage

Mercenary: +1 asset available for hire; lower asset upkeep by 1

Modern: +1 Magic & +1 Media

Nefarious: +2 Espionage

Obscure: +1 Magic & +1 Espionage

Ruggedness: +1 Muscle; reduce damage to resources by 1

Secure: +1 Grid; all devices and gear get +1 to hardening

Sincerity: +1 Media; lower total upkeep by 2

Sophistication: +1 Grid; +2 market cap to all resources with a production tag

Technical: +2 Grid



It is crucial that you broadcast consequences for choices, and explain situations in the game in such a way that the players understand the situation in the same way you do. Do not worry about metagaming. Like in an action film, the information and foreshadowing is given to the viewer, similarly, the information and foreshadowing should be explicitly communicated to the players.

Chapter II: Agonarch Guide

CRACKDOWN

If the heat for a sector reaches four stars, a crackdown occurs. Crackdowns are situations that are out of control. Rioters, police enforcement, and chaos reign during a crackdown. No business produces capital, -4 penalty dice to all asset and operation preparation tests. Any adventure sites visited during the crackdown have active factions and enforcement patrols engaged in combat, extra patrols, and increased random events.

After a crackdown has occurred for one sector turn, at the beginning of the next sector turn, roll a 1d6. If the result is 4, 5, or 6, reduce the current heat level to three, and the crackdown ends. When the crackdown ends, every resource in the sector individually rolls 1d6 per month the crackdown lasted and applies this as damage to the resource.

DEMOLISHING RESOURCES

Sometimes, you'd like to destroy or replace a resource. Resources are still recoverable even if they are completely filled with damage. However, if you'd like to replace a resource, You can continue to damage it beyond its condition threshold. Each point of damage after the condition track is filled with damage blacks out a square on the condition track. Once all squares are blacked out, the resource is demolished, and a new resource can be built in its place. See the resources section below for building a new resource in a blank resource slot. Each sector has a maximum amount of resource slots available.

RESOURCES

Market is how much market cap you gain for having control of the resource. Upkeep is how much market cap you must expend per month to keep the resource functioning. Any unpaid upkeep causes 1d6 damage to the resource condition track at the end of the sector turn

per point of unmet upkeep. A resource may use its own market to pay for its upkeep.

Brands can create resources. To build a resource, it costs 100,000 Ƨ (10 market cap) per condition box. Class E neighborhood resources have one condition box (100,000 Ƨ). Class D neighborhood resources have three condition boxes (300,000 Ƨ). Class C neighborhood resources have nine condition boxes (900,000 Ƨ). Class B neighborhood resources have eighteen condition boxes (1,800,000 Ƨ). Class A neighborhood resources have thirty-six condition boxes (3,600,000 Ƨ). Six condition boxes can be constructed per sector phase.

Any class of resource can be built in any neighborhood class. Recalculate neighborhood class any time a structure is built or destroyed. Destroyed resources lower the neighborhood class by a full level. Resources with a class rating more than two levels above the neighborhood class take 1d6 damage to their condition track at the start of every sector turn.

Note that resources are specific but come from a general list of types of resources. Each resource has one of the tags: service, business, science, vice, and housing. Each resource is unique.

See the Appendix for Resource Types.

UPGRADES

Resources, sector class, and gear are upgradeable. You need to spend market cap and techtronics to upgrade buildings or your sector quality. You need to spend cash and techtronics to upgrade gear.

FRAMEWORK

Basic frameworks include such things as *operation acquisition* and *reconnaissance and preparation*. These are procedural guidelines, not rigid rules. They provide a baseline of agency for

Chapter II: Agonarch Guide

The preceding advice applied to a combat situation should make the source of danger and tension clear to the players, so they know how to succeed and what will happen when they fail. Make it clear what effects a giant crane, or a rocking ship, or boxes of fireworks will have on the conflict. Make it clear what's at risk for failure. Invite the players into participate in the situations the Agonarch creates.



the players and the Agonarch. They inform players as to the types of options rogue mercenaries have available in 2090 to resolve problems, but in no way do they restrict the players from taking any action they want. Again, the framework is a procedural guide; the players and Agonarch provide creativity and panache in the development of the game.

This is the basic list of frameworks:

- ▲ Operation Acquisition
- ▲ Reconnaissance and Preparation
- ▲ Locating a person/background check
- ▲ Sabotage/Site Preparation
- ▲ Temporarily enhance vehicle or drone
- ▲ Sector Travel
- ▲ Encryption/Decryption
- ▲ Astral Tracking
- ▲ Car Chase

OPERATION ACQUISITION

OPERATION SELECTION

As sinless, they have access to 2 jobs (created by the Agonarch) for the players to select between by default. Certain assets can increase the number of jobs available to the players.

Some jobs will stay available between sessions, while others will disappear. New jobs will be available at the end of every sector phase, subject to the Agonarch's plans.

Players can gain access to additional job selections in the following ways:

Sector Reconnaissance: A character may choose a nearby sector and spend some time on the ground. For every success on a Reconnaissance test, they become aware of one job, opportunity, or delve site per success.

Grid Search: A successful Computer (Hacking) test will grant one job randomly selected from the pool of all available jobs per success.

INVESTIGATION PHASE

Before accepting a job, players may attempt to gain information about the job. Most jobs are given by an intermediary, colloquially called a "Mr. Johnson." It is never immediately obvious who the real employer is.

Players may acquire information about which community (*corporate, wasteland, military, criminal, civic, street, or aristocratic*) hired the intermediary. Usually, this is not difficult to figure out. It requires only one success on a *Reconnaissance* skill test. Sometimes more elite units and powerful people may require more than one success on this test.

Once the community has been identified, a successful *Coercion* skill test will grant information on the specific brand behind the job (The Orpheus Corporation, The Red Scarves gang, etc.). Getting 4 successes on this roll will allow you to determine the specific individual who is hiring for the job.

THE MEET

This is a scene that starts when the players meet the Mr. Johnson. The players play the role of their characters and talk to the Johnson who gives them the job. They can ask any questions they want.

The Johnson will offer a price for the job. One character can make a *Negotiation* skill test and for every success, increase the value of the offer by 10%. For every job you've completed for this Mr. Johnson successfully in the past, increase the value of the job by 10%. This is cumulative up to 50%. These are additive; i.e. the successes and the job are added together.

Once accepted, if the job is not completed or is failed, reduce the Kismet pool of the characters who accepted the job by 1.



There are no mechanical rules for morality in Sinless. But the fluff associated with actions is *real*. When you use a Persuadertron sector action, you are taking free people (synths/uploaded animals) and brainwashing them. When you use dream advertisement, you broadcast advertisements in people's dreams. If you pull bubbles, you can shoot him in the head. Will you?

Chapter II: Agonarch Guide

RECONNAISSANCE AND PREPARATION

The players can use their skills and assets to gather information about an operation site. This allows them to get the information they need to make a plan.

By default, each character can select to utilize two options in any combination. They may use two assets, an asset and a skill, or two skills. They may not use the same skill or asset twice. Depending on the fictional situation, the Agonarch may allow for additional or fewer assets and skill uses. For very small groups (2-3), allow three options. For very large groups (6+), allow one.

Using an asset involves rolling the appropriate etiquette. Each success for assets that provide dossiers allows the players to ask one question.

All asset information gathering happens over the course of several days, and the information can be received in any order the players wish. E.g. they may wish to use a civic dossier success to get a hierarchy chart, then use a magic dossier success to find out which people are magically active in the hierarchy, and then use a second civic dossier success for a different piece of information. Below are examples of common questions.

Magic dossiers can provide the following information:

- ▲ The location of ley lines on the target site
- ▲ How many magically talented people are associated with the operation
- ▲ The strength of magically talented people associated with the operation
- ▲ List of magical wards and defenses
- ▲ A list of iniquities associated with the target site

Civic dossiers can provide the following information:

- ▲ An employee list
- ▲ Blueprints/layout of the site
- ▲ Information about the barrier rating of walls and barricades at the site
- ▲ Location of local access nodes
- ▲ Number and types of defensive emplacements
- ▲ The name of an employee with a criminal record
- ▲ The address and contact information of an individual
- ▲ What the patrol route schedule is for law enforcement in the area

Criminal dossiers can provide the following information:

- ▲ Information on the number of guards
- ▲ Information on the armament of the guards
- ▲ Information on an unusual entrance or access point
- ▲ a weakness or vice of a person associated with the operation

Espionage dossiers can provide the following information:

- ▲ Information about specific employees, home addresses, places frequented, vices, legal issues etc.
- ▲ An employee hierarchy, names and ranks
- ▲ A set of blueprints for the site
- ▲ A secret about the operation

Grid dossiers can provide the following information:

- ▲ Location of local network access nodes
- ▲ Strength of computer/electronic defenses
- ▲ A list of employees
- ▲ A piece of information about an employee (residence, vehicle, relationships, where they hang out, etc.)
- ▲ A list of electronic and automated defenses (alarms, drones)
- ▲ Locations of cameras

Chapter II: Agonarch Guide

Assets and their sector actions let the players break the game in various ways. Lean into this. They can't have all the assets, and even if they do, they can't use them all. If they hire too many, they may lose them if a sector shutdown occurs. They also aren't just playing pieces. If they die, they are gone. They exist as individuals within the game.



Characters may also use their skills to gather information.

Reconnaissance: for every success on a Reconnaissance skill test, gain access to one of the following:

- ▲ Information on the number of guards and their load-outs
- ▲ Employees on-site during each hour of a 24-hour period
- ▲ Layout of the building
- ▲ Location of all entrances and exits
- ▲ Location of cameras
- ▲ Location and type of defensive emplacements
- ▲ Home residence of an employee

If a magically talented character is doing the reconnaissance, they may also determine the following:

- ▲ Location of ley lines on the site
- ▲ The type of magical wards and defenses
- ▲ Any iniquitas used for defense

Hacking: For every success gain access to one of the following:

- ▲ location of local network access nodes
- ▲ types of computer defenses
- ▲ a list of employees
- ▲ a piece of information about an employee (residence, vehicle, relationships, where they hang out, etc.)
- ▲ a list of electronic and automated defenses (alarms, drones)
- ▲ locations of cameras

Subterfuge: For every success, gain access to one of the following:

- ▲ A list of employees
- ▲ a piece of information about an employee (residence, vehicle, relationships, where they hang out, etc.),
- ▲ Information on an unusual entrance or access point
- ▲ a weakness or vice of a person associated with the operation

Astral Senses: For every success, gain access to one of the following:

- ▲ The location of ley lines on the target site
- ▲ How many magically talented people are associated with the operation
- ▲ the strength of magically talented people associated with the operation
- ▲ list of magical wards and defenses
- ▲ a list of iniquitates associated with the target site

During the character discussions, the Agonarch can provide information to the players that they need to formulate their plan. The Agonarch will have the general details of each operation prepared, including the layout of the target facility or location, and can begin presenting players with the information as they acquire it. The Agonarch's role during this time is to clarify the situation and eliminate any misunderstandings the players may have about the goal or situation.

After preparing a plan, the characters may want to set up or sabotage the site of the operation, using the Sabotage/Site Preparation framework.

SABOTAGE/ SITE PREPARATION

If the characters have time to prepare for a mission and they are skilled in subterfuge, they may want to infiltrate the operational site and make preparations or commit sabotage.

First, you must determine the security level of the site. For sites that are friendly to the player, you can select as many of these options as you wish. For sites in neutral territory, you can select one option per successful *subterfuge* test result. For sites in hostile territory, each character can select one option per two successful *subterfuge* test results.

Once they receive their results and the battlefield is laid out, while deploying into the area they may place their modifications.



When browsing many of the assets or rules, you may notice pastiches or jokes or parodies. Some people may reflexively find it off-putting. In reality it's a tool to help you quickly characterize dozens of people in a game with many characters. As someone who played Hackmaster 4e for many years, a gummy golem is only funny until it suffocates your fighter. Play it straight and develop them as real characters, and they will soon grow beyond 'just a joke'.

Chapter II: Agonarch Guide

Hazardous Terrain: Cover fifteen 2 m × 2 m (1" × 1") squares with caltrops, making the terrain difficult to cross. This costs 25 Zuzus per square.

Compromise Digital Security: Give yourself admin access, granting +2 bonus dice on all Computer (Hacking) tests.

Pre-Hack a node: Gain 10 points of influence on a single node automatically, once.

Barriers: Add up to three 4-meter-long (2"), 5-meter-high reinforced barriers. Each barrier costs 800 Zuzus. This cannot be performed in hostile sites.

Obscurement: Fill up to five 2 m (1" × 1") squares with an opaque gas. This prevents vision and provides total cover. This costs 200 Zuzus per square.

Explosion/Fire: Set us up the bomb. The bomb has damage equal to 1 point per 200 Zuzus, up to a maximum of 80 points for 16,000 𐍄. It has a radius of 2m (1") of full damage, and does half damage at a distance of 2m-4m (1"). Every 20 points of damage increases these distances by 2m (1"). Up to 10m (5") for full damage, and half damage between 10m-20m (5"-10"). It can either be triggered by a commlink command or set to detonate at a certain time. For an extra 40 Zuzus per point, it can be made flammable and leaves a fire doing 1/2 total bomb damage after detonation. The bomb has a base hardening of 4. Spending 2,000 Zuzus will increase hardening to 5.

Damage a structure: Select a structure on the site, such as a gantry, stairs, a section of wall, etc. Make a *Sabotage* test. For every success, reduce hardening/armor by one. Anytime during combat, the structure can be collapsed by damage.

Grease: Select up to twenty 2 m x 2 m (1" × 1") squares and cover them in a frictionless invisible gel. This costs 80 Zuzus per square. Targets must succeed on a Focus test whenever acting or moving. They need one success on simple actions, and two for complex actions, and need 1 success for every 2 meters (1") they move or fall prone. They have to succeed at

an Athletics test with at least three successes in order to stand. They may slide across the surface prone at twice their movement rate.

Mud: If areas of the ground are earth, they can be dusted with a hydrophilic powder, and water added to turn the area into thick mud. It makes the terrain difficult, and characters who end their turn in the mud must make an Athletics test as a free action in order to move.

Plant an Item: On a successful subterfuge test, an item of weight 4 or less or a small drone can be hidden somewhere on site, ready to be retrieved or activated. It requires any success on a friendly or neutral site or two successes for a hostile site.

Remove Cover: Select on 4 m (2") area of cover and remove it. It is free to do so on a friendly site. It requires one success on a subterfuge test in a neutral site and it requires four successes in a hostile site.

Booby Trap: Plant a grenade or player-designed mechanism on a square designed to trigger when someone steps into the space. You can booby trap up to 1 square per success. The cost is 100 Zuzus plus the cost of the grenade or mechanism.

SECTOR TRAVEL

Each sector will have a selection of resources and sites that may be under the control of a faction. Sector travel is a sector turn action.

Traveling to a sector is as simple as deciding where to go. As long as at least 1 character has 1 point in etiquette with the faction in control of a site or resource or there is an uncontrolled site or resource, they may travel without issue.

Certain assets, sites, and resources are so well known they are automatically marked. A corporate headquarters in their arcology for example, would let you know at least one site and asset automatically, due to publicly available information.

New sectors are unknown. You can use the following skills and assets to scout sectors.

Chapter II: Agonarch Guide

This is the Agonarch's game and world!
If the Agonarch doesn't like a name or ability, change it!
Keep in mind that anything you put in the game to be used against the
players will be co-opted by them, and used against future opponents. If
they steal hyper-tech for a Mr. Johnson, players will have a discussion
about keeping it.
They make the choices. We play to find out what happens.



Espionage Dossier. for every success, they can provide the name of a faction that uses financial services in the sector (bank cards, businesses, etc.). Identify one faction per success (unless they are off the grid completely).

Civic Dossier. For every success, you can find out the name and location of a site or resource in the sector.

For a successful roll, they can tell you the medical centers (if any) and what they are known for in the sector.

For each success, they can identify either a faction or a prominent agent in the sector.

Characters can just walk through a sector without difficulty if they possess at least 1 point of etiquette with a faction that exists within the sector. A week spent doing this will identify all the factions, two sites, and two resources.

The players may also use these skills. Each use of these takes approximately one week.

Observation. Each success identifies one unknown site/location.

Reconnaissance. Each success identifies one unknown resource.

LOCATING A PERSON

The players may need to track down a person. They may be missing, or hiding, or their location is unknown to the players. They may use the following skills and agents to locate the person.

It takes approximately one day per asset or skill used. Utilizing an asset requires an etiquette test. Assets who can locate people are noted in their sector actions.

Assets that provide useful dossiers can communicate the information below.

Civic dossier. On a success, the employee can relay one of the following:

- ▲ If the person has declared bankruptcy
- ▲ If the person is the father or mother of any new births
- ▲ If a death certificate has been filed for the person

- ▲ If a divorce or marriage license has been filed
- ▲ If the person has been arrested
- ▲ If the target has received any licensing or certifications, (e.g. cosmetology, nursing, counseling, therapy, law, medicine, etc.)

Grid dossier. On a success, the hacker can relay one of the following

- ▲ If the person is on any inmate lists
- ▲ If the person has recently been discharged from the hospital
- ▲ A former address or place of residence of the person
- ▲ Their digital address

Characters can also use their skills to track down a missing person.

Drone Observation: If the characters possess a VSTOL bird drone, they can use it to do sector reconnaissance. The player can choose a sector and make a Reconnaissance test. On one success, it will identify if the target is in the sector. On four successes it will identify the site the target is in.

Canvassing: Characters can pick a sector and make a leadership test. On a success, if the target is in the sector, gain an anonymous tip to their location.

Locate Person Ritual: Someone who knows this ritual can use it to locate a person.

Advertisement: A successful Computer (Hacking) test will allow you to post messages and subtle requests for the target. This will alert all factions that the characters are seeking the person. If the person wants to get in touch with the characters, they will.

TEMPORARILY ENHANCE VEHICLE OR DRONE

In an emergency you can use bricolage on a vehicle or drone to adapt to a situation. There are two types: rapid patch and revamp. One rapid patch modification can be made in 10 minutes to address an unexpected situation. Only one modification can be made and it lasts an hour. It takes four hours per revamp, which lasts 24 hours from the start of the first revamp.

If done before the operation, it costs Zuzus for parts and supplies. After the mission starts, If an appropriate area (warehouse, barn, chemical plant etc.) is found during the a mission, the modifications can be made using bricolage and cost no Zuzus.

None of these modifications require hard-points available on a drone.

RAPID PATCHES

Improvised electronic countermeasures: Increase hardening by 1.

Improvised armor: Increase ballistic armor by 1.

Improvised mount: Install a hand-held weapon to the hull. The weapon can be fired by either the rigger or a rider.

Improvised ram: Deal +4 damage when ramming, Reduces damage to the vehicle by 2.

Improvised agility: Increase the handling of the vehicle by 1.

REVAMP

This is a more extensive modification. It takes 4 hours per revamp, and they last for 24 hours.

ECM Field: Increase hardening by 2. Requires Engineering (Electronics).

Armor Plating: Give the vehicle 3 impact armor and 1 ballistic armor; or 3 ballistic armor and 1 impact armor. Requires Engineering (Armory).

Turreted Mount: Manufacture and install a vehicle weapon up to weight 3. It does -3 damage and has -1 accuracy. Requires: Engineering (Armory).

Attack Ram: Temporarily install a functioning weight 1 ram. Requires Engineering (Mechanic).

Hydrofoil: Reduce water resistance by raising a boat up. Adds +4 m (+2") to speed and +1 to handling. Requires Engineering (Nautical).

ENCRYPTION/ DECRYPTION

Data files can be encrypted. While encrypted, they cannot be moved or altered, unless you have the cipher key. This cipher key can be bound to a persona, allowing a person to access, read, or alter the file. Files cannot be transferred, copied, or moved unless decrypted.

Encrypting and decrypting a file is a time-consuming process.

Encrypt a file: Computer (Hacking) + *Encrypt File* software rating.

One Success: Set file security to 2

Two Successes: Set file security to 4

Three Successes: Set file security to 6

Four Successes: Each further success reduces the number of dice that can be used on the decryption test by 1.

Decrypting a file is an extended test action. The hacker uses a complex action to make a Computer (Hacking) + *Crack Encryption* software rating test. They total their successes.

It requires six successes for every level of file security. Six successes for a file with a security rating of one, and thirty-six total for a file with a security level of 6.

CAR CHASE

Lay the car chase board on the table.

The Agonarch should prepare a deck of path options (q.v). These are shuffled and split into two (half the deck for each path). Split into 3 paths on professional and prime runs. The Agonarch lays down the appropriate number of leg markers (3 for a veteran, 4 for a professional, and 5 for a prime run).

Chapter II: Agonarch Guide

"Wow mages and speakers sure seem powerful!"

This is why you always geek the mage first! They need line of sight when makes them fantastic targets for guns.

Nice, soft, unarmored, dazed targets.



Players place down their vehicle and any drones in the marked spot. If you can find appropriate toy cars or miniatures, you can use those instead of markers. The Agonarch places enemy vehicles either adjacent or catching up to the players.

The players take their turn first, each getting all their actions as they would in a combat round. Then the enemy vehicles act and if adjacent to the player vehicle, can attack or ram it.

Ahead of the player are the path card piles. Each contains a set of face-down path cards. Every turn they travel toward the primary hidden path cards, flip one face up, and apply its effects. Some characters will have the ability to scout these paths and turn the cards face up before they reach them. Path cards have a variety of effects. They may allow you to complete the leg, introduce a new opponent or an obstacle, or any event the Agonarch has planned for the chase. Players continue to move forward and flip cards until they turn over the appropriate number of "leg completed" cards, all enemies are gone, or your vehicle is wrecked.

Escape by wrecking or outrunning all enemy vehicles, or completing all legs of the run.

If you're wrecked, fight your way out to escape!

Prepare for a final shootout with an escape zone marked behind your opponents using standard tactical combat. If you survive and escape or kill all the enemies, the chase is over and you have escaped.

At the end of each turn, the primary path card is flipped over and applied. It's possible for the rigger to drive towards certain paths, causing one path to trigger instead of another. The rigger can also succeed at a maneuver roll to have the secondary path card affect the enemies.

Anyone with a deck can try and find out the status of the road ahead, by succeeding on a

Computer (Hacking) + *Hacking* software rating test. Riggers can also use a VSTOL bird, roto-drone, mobile sentinel, or hawk to scout ahead with a Fly + handling skill test. On a success, the targeted path cards are flipped face up.

Ranged combat actions can be used against any target in the close or catching-up zones. Drivers of vehicles can use their Finesse pool to dodge gunfire, and the vehicle uses its Body pool to soak damage. Vehicles can always roll their entire (current) Body value to resist damage. Vehicles are immune to weapons with a penetration value lower than their armor.

Maneuver. Complex action. Drive/Fly + handling test. If successes are equal to or greater than the target's handling, the target falls back 1 range category or forward up to 2 range categories.

It's a Trap! Complex action. Drive/Fly + handling test. If the character gets four successes, they have any of the displayed non-primary path cards affect their opponents. If they fail this roll it affects them instead (in addition to the next regularly scheduled event).

Ramming Speed! Complex action. Drive/Fly + handling test. Successes + vehicle health is the damage to the target. Damage to the ramming vehicle is health of target - successes. A ram modification will double the damage to the target, and half damage to the ramming vehicle. Both vehicles can soak this damage.

Book It! Complex action. Drive/Fly + handling test. Two successes on this test allow the rigger to immediately trigger the primary path card, face up or down. The next primary path card is still applied at the end of the turn.

Plot the Route. Complex action. Use Computer (Hacking) + *Hacking* software rating test to get a success to flip one path card face up. A rigger with a VSTOL bird, roto-drone, mobile sentinel, or hawk can attempt this with a Drive/Fly + handling skill test.



The top movie in 2089 was "Can I stand here?" While a rendering of models of the planets, astral space, and the cybermechanetic ecosystem plays on one side of the screen, on the other side influencers test how willing people are to let corporations control and limit their movement. General audience sentiment is that people don't let corporations influence enough, and that's why we have all these problems. There's also a suspense b-plot involving a cool, hip, 'urban spirit'.

Chapter II: Agonarch Guide

Change the Route. Complex action. A Drive/Fly + handling test that gets four successes can burn the top card of the path, moving it to the discard pile.

Switch the Route. As a complex action, the rigger can make a test to switch towards another of the paths. The rigger can make a Drive/Fly + handling skill test as a complex action. If they achieve two successes, they can switch paths. This simply swaps the path decks. The secondary deck becomes the primary and vice versa.

Wrecked. Outcome. If the player's vehicle is wrecked, the Agonarch should lay out a tactical map and have an "escape zone" at the opposite end of it. The remaining opponents and their vehicles should be between the players and this zone. Once they reach the escape zone, they get away.

If no pursuers are left, the players escape.

If all legs are collected, the players escape.

Flying Enemies. Enemies that are flying cannot be pulled away from. They will always be considered in the close zone.

HUNTED

Somewhat frequently characters are targeted for assassination or retribution. This framework provides an objective resolution to the situation without denying the player agency or requiring hand waving by the Agonarch.

Once a contract is put out or a person decides to seek revenge, the Agonarch makes a secret test using the character's leadership skill for any military, street, or criminal assets.

If the character achieves 2 successes on this test, the asset has come across the contract or bounty targeting the character and passes this information on to the character.

After discovering the attempt, they can reach out to all their assets. Any espionage, criminal, or grid dossiers can be used to determine one of the following per two successes:

- ▲ The value of the bounty, who put the bounty out,
- ▲ Who — if anyone — has taken the contract,
- ▲ What the contract specifies (murder, maiming, kidnapping family members, etc), and where an attack is likely to take place.

The player can use the following skills and actions in response to the threat. The Agonarch will have an approximate date for a strike.

A successful *Subterfuge* test contested against the hunter's *Observation* test will allow you to covertly pass information onto the hunter giving them a time and place that is convenient to strike. This takes one day. The attempt will take place at that time.

A *Reconnaissance* test will identify one of the following per success:

- ▲ The value of the bounty,
- ▲ Who put the bounty out,
- ▲ Who — if anyone — has taken the contract, and what the contract specifies (murder, maiming, kidnapping family members, etc), where an attack is likely to take place.

Each of these requires a sector turn.

A target site may be prepped by characters using the sabotage/site preparation framework.

A Computer (Hacking) test with four successes will identify the hunter (two successes), their motivation (three successes), and training (four successes).



RUNNING THE GAME

DESIGNING A RUN

The Agonarch will design the missions, and it is up to the players to gather what information they can.

Sinless is designed for players to complete dozens and dozens of missions during a campaign. Missions are not designed to counter the players. About half of all missions should go exactly as expected. Only about 1 in 20 missions should involve a betrayal. The remaining 45% can have unexpected defenses or a twist during the mission.

Many, many missions can be completed successfully, without the need for any conflict. Characters can use these to uncover information about the goals and motives of other factions in the sector.

Example one: Players are hired to deliver an unknown item across town to a warehouse on the docks. They discover that the Yazuka boss Dragontounge is moving Krieg company rocket launchers to Atlas corporation headquarters. They deliver the goods, without difficulty, and collect their 20,000 Zuzus.

Example two: They are hired to create a distraction in a restaurant. They discover the Govpol has hired them. The hacker shuts down their computers, and a small explosive planted the night before goes off, filling the restaurant with toxic smoke. Later they learn of a bank robbery that took place during the same time and find out the robbers were Yazuka using reconnaissance. After a few quick skill tests (*subterfuge* for planting the bomb, a few *Computer (Hacking)* tests to shut down the grid) The characters collect their 80,000 Zuzus and move on.

Each mission, (even the easy ones), should provide 2 Kismet. It might be possible for a well-organized group to move through a simple mission in as quick as 10 minutes. At the end of the session, the Kismet for missions is totaled.

Veteran missions have a target DC 4 for the players and pay up to 100k+. Professional missions have a target DC of 5 for the players and pay between 100k and 1 million+. Prime missions have a target DC of 6 and pay 1 million and over.

Many operations will require creating a location where combat can erupt. Keep the following in mind when designing the location. The layout should have multiple entrances and egress points. Always include elements of verticality. Consider which areas are exposed to the sky via glass ceiling and open air for subsonic air drones. Place ley lines, network nodes, and defensive emplacements. Areas of cover and lighting, barriers, and other obstacles must be considered.

There are a variety of mission types. These include assaults/raids/demolitions, extractions/insertions, theft/retrieval, posted bounties, escort missions, assassinations, sabotage, exploration, spying, and mysteries/disappearances. Operation design is similar across all the categories, so will be addressed first.

OPERATION DESIGN

Each mission type has a base pay range as noted above. Use this pay rate as a starting value, and adjust as you design the mission.

Veteran missions start at 10k. Professional missions start at 100k. Prime missions start at 1 million. The following are guidelines for calculating mission values.

Layout: This is the space in which the operation occurs. A normal warehouse or building or public roads provides no benefit or penalty to the payout. Adjust the payout according to the above table.

Verticality is critical in layout design. Consider low ceilings and raised defensive emplacements. Add platforms and things for the characters to climb.

Layout Feature	Veteran	Professional	Prime
Secure Facility (Keycard/Keyrod entry)	+5k	+50k	+500k
Multi-level Structure	+3k	+30k	+300k
Reinforced or higher barriers on site	+10k	+100k	+1m
Operation site not open to the public	+10k	+100k	+1m
NBC Hazards on site	+5k	+50k	+500k
Remote or isolated facility	+10k	+100k	+1m
Fortified or elevated defensive positions	+20k	+200k	+2m
Biometric security measures	+10k	+100k	+1m
Advanced/automated locking systems	+5k	+50k	+500k
Motion Sensors	+1k	+10k	+100k
Wards/Magical defenses	+25k	+250k	+2.5m
Magically active defenders	+80k	+800k	+8m
Security animals	+5k	+50k	+500k
Each Defensive emplacement	+1k	+10k	+100k
Human Guards	+5k	+50k	+500k
Synthetic Guards	+10k	+100k	+1m
Heavy/Military-grade weaponry	+50k	+500k	+5m
Deckers on-site	+50k	+500k	+5m
Riggers on-site	+50k	+500k	+5m

EMPLOYMENT CONTRACTS

The Johnson will present a standard digital contract per the guidelines set by the corporate court. In this contract, it will have all the necessary information the brand needs to complete the job. This includes a description of the mission, itemized targets, the addresses of any locations, a standard NDA, and a brief overview of the level of resistance. A secure method of contacting the Mr. Johnson is provided. The expectation is that the operation be completed immediately. Optionally, it can be delayed and replaced with another operation as long as the operation isn't time sensitive.

Contracts will often contain bonus objectives. If these objectives are completed, award 10-25% of the total contract price.

The contract may contain the following restrictions: Keeping the heat below a certain level, avoiding collateral damage, unauthorized killing, a completion date, or it may prohibit certain weapons and tactics. Penalties of 5-10% of the total contract value should be applied for breaking a restriction.

LEY LINES

On about 80% of maps, draw a 1" (2 m) line from one edge of the site to another and roll a

1d6. This is the leyline in the area. Spellcasters on this line gain a number of bonus dice to all magical tests (summoning, casting, resisting drain, etc.) equal to the d6 roll. They gain half this bonus if adjacent to the ley line.

On the other 20% of maps, either draw 2 different ley lines (cumulative when they cross) or pick a 2" (4m) radius (4" or 8 m diameter) on the map representing a dead magic zone. Roll a d6 to determine the dead zone's rating. In this dead zone, all magical tests are at a penalty equal to the d6 roll and all resistance tests get bonus dice equal to the d6 roll. Spirits cannot enter or pass a dead zone. Spirit infusions do not function in a dead zone.

Leylines are benefits and penalties to both parties, so do not affect the payout. In the case where it provides a significant tactical advantage (A 9-power ley line behind fortifications that only the defenders can reach) increase the payout.

NETWORK ACCESS NODE

Choose a location to have a network access node. A decker uses the NAN to activate their more powerful software. It's necessary for power and grid access, So there will generally be one every 100 m (50") or so. Corporations will often take measures to protect Network Access Nodes with barriers, total cover, defensive



emplacements, and drones. Note that the Decker does not need to have line of sight, they must simply get within 10 m (5") to access the Network Access Node. Corporations know this and often make it difficult to approach within 10 m. Extenders can increase this range to 15 m or 20 m with modifications. Corporations are aware of this also. It requires a powerful expensive deck, so defenses at this range are usually only implemented on professional or prime runs.

DEFENSIVE EMPLACEMENTS

These are checkpoints, service desks, barriers, keycard access, turrets and gun emplacements, energy weapon nullification fog projectors, and other devices designed to control the public and protect the site (and sometimes protect the employees.) You will need to consider mounted weapons, the value of the barriers and emplacements. Companies placing these will always be forced to consider useability versus security. There should be one or two emplacements on a veteran run, with an additional one at the entrance. More paranoid or difficult runs can have many more.

BARRIERS AND COVER

Take a moment to glance at the barrier and cover rating and assign ratings to walls and barriers. Glass is always 0, Average structures are common construction. Reinforced is for government buildings, castles, and public resources. Structural and up you will only find in corporate headquarters, safehouses, black sites, military bases, and the like. The characters are supposed to shoot through walls, jump through glass, and generally wreck the place.

GUARDS

There are two categories of guards. Guard droids, machines or software Daemons designed to protect the area, and human guards. Areas with more people are likely to have more human

guards, whereas warehouses and other areas are more likely to be mostly droids.

UNUSUAL ACCESS POINTS

Every site should have unusual access. Examples include rooftop hatches, underground tunnels, skylights, ventilation systems, sewer access, hidden doors, fireplace, elevator shaft, river passages, service ducts, concealed stairs, basement windows, trapdoors, through water features or ponds, freight elevators, behind a painting, inside a cabinet, underneath a bed, forgotten side door, access via a neighboring building, or helipad.

EMPLOYEES

You should generate a list of 12 names, as an employee list. Assign one as boss, one as security, two as janitorial, two as supervisors and the rest as workers. Consider that some of the workers/janitorial may be synthetics, uplifted animals, or other non-human workers.

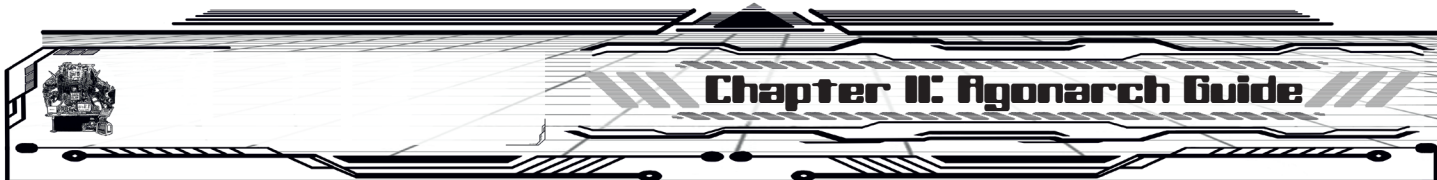
VICE TABLE

If the players ask for an employee with a vice, roll on the following table and assign that vice to one of the employees. If asking if a specific employee randomly has a vice, there is a 1 in 6 chance. If successful, roll on the vice table

1. Unhappy/Disloyal
2. Compulsive Gambler
3. Drug or Alcohol addict
4. Extreme/Outstanding debts
5. Pending legal action
6. Previous Felony

ALERT LEVEL

Before the characters are discovered and heat is acquired, they can attempt to accomplish their goal without being noticed. Moving throughout the operational site requires shadow tests or characters will raise the alert level. Every time they attempt a significant action



Chapter II: Agonarch Guide

(passing through a security checkpoint, opening a door, walking down a hall) you can ask for a shadow test. If no successes are achieved, alert rises by two. With one success, alert only rises by one, and two successes mean alert doesn't rise at all. Tests are for individual characters. Alert is cumulative for all character actions during the operation. Note that decking activity also raises alert, although deckers have the ability to lower it.

As long as the characters keep the alert level low enough, they won't be confronted by security forces. This is why options on the alert table make that more difficult for the characters. Make a list of responses and the security thresholds at which they activate.

Select several (4-7) options from this list and give them a rank between one and fifty. Once the alert has reached the appropriate threshold, deploy the new defensive measure. Alert being over 50 trigger two stars of heat. Note that characters being discovered before triggering 50 alert will set the heat to one star.

- Dispatch a Sensor Drone network daemon
- Trigger a routine patrol
- Activate cameras, motion detectors, or tripwires
- Switch to secondary backup passcodes
- Deploy mechanical drones to do patrols
- Activate biometric security measures
- Restricted areas are locked and pass-key access is activated
- Ambient manon flow detectors are activated.
- A guard is deployed for spot-checking employees at a checkpoint
- Environmental monitoring (temperature, humidity, air composition, atmospheric pressure) is active
- Non-lethal physical barriers are deployed, gates close, barriers are raised
- Data backups and increased network

security protocols are activated

- Dim and unused areas are lit with security lighting

CAMERAS

Cameras are common. If the characters do not have immunity to camera recognition and the decker doesn't erase the feed, then during the fallout phase, roll a 1d6.

1. A character is targeted for assassination. The Hunted framework is launched in the following fallout phase.
2. A character is targeted for extraction. The Hunted framework is launched in the following fallout phase.
3. An investigation into the character begins. Reduce the character's Ghost Rating by 2d6.
4. An investigation into the character begins. Reduce the character's Ghost Rating by 1d6.
5. An investigation into the character begins. Reduce the character's Ghost Rating by 1.
6. A mix-up happened and the record has disappeared.

REWARDS

Add 1d6 caches of paydata or relics to the site. Paydata is things like supply lists, philanthropic donor names, proprietary business practices, and other data useful to corporations. Paydata can be sold immediately post-mission at no risk for Zuzus. Default sale prices are 3d6 times 1,000 Zuzus on veteran operations, 10,000 Zuzus on professional operations, and 100,000 Zuzus on prime missions. Relics are media from before the Plunge (e.g. an Encyclopedia Britannica CD, a Modest Mouse album, an old Sears catalog, etc.) and require a sector turn to sell. They are worth ten times paydata, 3d6 x 10,000 Zuzus, 100,000 Zuzus, and 1,000,000 Zuzus respectively. For each cache on the site placed, roll a 1d6. On a roll of 6, it's a relic instead of paydata.

The rewards should be erratic and variable, not regular and consistent.



RUMORS

Finally, you should generate several rumors about the operation. These should be information about the setup, secret entrances, vices of employees, and site information. There's a 1 in 6 chance for the information to be incorrect.

SPECIFIC OPERATIONAL CONCERNS

Note that even though the following options contain twists, they should not be used frequently. Approximately 1 in 20 operations should have a twist, meaning one should occur every 8 sessions if you play in 4-6 hour blocks, or once about every six to eight weeks for a weekly game.

ASSAULTS/RAIDS/DEMOLITIONS

Determine the target of the assault, and the likely defenses and reinforcements. How long before reinforcements arrive? How will players escape safely?

Twists: The target is a decoy. The target contains civilians.

EXTRACTIONS/INSERTIONS

Where is the target located? Exits or entrances on site? Is the target moving? Is the target cooperative?

Twists: The target doesn't want to go. The target has a disease, is a danger, or has a dangerous item. Someone else is trying to extract the target. The target is a double agent.

THEFT/RETRIEVAL

What security measures are in place to protect the item? What are the specifics and features of the item? Are other teams attempting to also steal the item?

Twists: The item is intelligent. The item is counterfeit or a trap. The item is too important/powerful to hand over. The item is more profitable than completing the job.

POSTED BOUNTIES AND ASSASSINATIONS

Who is the target and what are their habits, defenses and allies? Are they wanted dead or captured? Are there restrictions on collateral damage?

Twists: The target makes the players an offer they don't want to refuse. The target is related to or important to one of the characters. The target wants to die and posted the bounty himself. The target is a clone or doppelganger. The job was a ruse to expose the brand. New difficult consequences of completing the operation come to light.

ESCORT MISSIONS

Who or what is being escorted, what route and vehicles are being used? Who are you working with during this escort? Who might disrupt the escort?

Twists: The item or person being escorted is working against the brand. The people involved in the escort have a hidden agenda that takes the plan off course. The route has been leaked and the mission is now a gauntlet of survival.

EXPLORATION

The site, terrain, hazards, and goals. Searching for lost history? Ancient data? Iniquitas infestations? What resources are needed and what hazards do we face?

Twists: The operation site is a test ground for experimental or dangerous weapons or magic. Other groups are after the same rewards.

SPYING

What information do you want to get and how are you going to get it?

Twists: The information isn't real, it's just a honeytrap to catch spies. Information reveals that an ally is actually a traitor.

KISMET

After a session, the Agonarch assigns Kismet to each player. Grant Kismet at the end of a session as follows.

- ▲ Survived the session: 1 Kismet
- ▲ Completely mission successfully: 2 Kismet
- ▲ Acquired paydata during run: 1 Kismet
- ▲ Optional objective completed: 1 Kismet
- ▲ Personal goal achieved: 5 Kismet

Ask each player at the end of the session what their character learned. If they provide any answer, grant an additional point of Kismet. This should usually grant between 4 and 6 points of Kismet per session.

Every ten points of Kismet acquired grants an increase to the Kismet pool of one. Every time you increase the Kismet pool, you can select a boon from the following list:

- ▲ Experience a financial windfall. The Agonarch will roll and tell you the nature of the windfall.
- ▲ Hear from an old friend; gain a new free random asset. Like assets from character creation, this asset does not require upkeep. This asset is a random draw.
- ▲ Skill mastery, increase a skill from 6 to 7.

Every second time (20 Kismet, 40 Kismet, etc.), you can instead select a boon from the following list:

- ▲ Gain a magic item or piece of experimental tech. Your Agonarch will work with your input to grant a rare item.
- ▲ Skill guru, increase a skill from 7 to 8.
- ▲ Pool resilience. Select a Pool. Tests made with this pool gain one kismet die. This may be selected multiple times for the same pool, each time granting an additional kismet die. Kismet dice are never exhausted from the pool. They are always available for tests.

SPENDING KISMET

Kismet may be used to raise your attributes and skills.

Purchasing a new skill costs four (4) Kismet.

Raising a skill by one costs the current skill level in Kismet. Skills cannot be raised beyond 6 this way.

Raising an attribute up to 10 costs three Kismet per point. Every increase from 11 to 15 costs four Kismet. Increases of 16+ cost five Kismet per attribute point added.

FINANCIAL WINDFALL TABLE

- Gain 3d6x10 Techtronics
- Gain 3d6x10 Manastellite
- Gain a prototype Arcanatech. If installed in a headquarters, it can be used to raise a brand stat by 1 permanently.
- Get 3d6 points of influence on a resource
- Get 3d6 Points of Market Cap added to your brand's bank
- Gain 3d6 x 4,000 ₤ in cash or gear of rarity 4 or less.

ARCANATECH NAME GENERATOR

1	Aether	Echo	Weave
2	Chrono	Matrix	Shifter
3	Nether	Pulse	Drive
4	Spectral	Flux	Stabilizer
5	Prismatic	Rift	Disrupter
6	Void	Circuit	Sync

APPENDIX

ASSET LIST

All asset tests are made with the appropriate etiquette.

Upkeep						
	Name	Etiquette		Price	Operation ability	Sector turn action
1	King of Lost Socks	Aristocracy	2	1	<i>Socks Are Important:</i> All targets on the operation lose their socks. -1" movement	<i>Sock Bubble:</i> Bank 1 MC per success via sock arbitrage
2	Pantharo	Aristocracy	6	3	Joins the operation with his Thundertank	Purchase any vehicles/vehicle weapons. repair vehicles at no cost
3	Robert	Aristocracy	4	2	Provides up to one <i>Psychic Gorilla</i> for use during a Mission	<i>BEHOLD:</i> Creates one clone of a known Contact who melts after one Section Turn
4	Tibor Phrenczy	Aristocracy	2	2	<i>The world is a vampire:</i> Convince a target on an operation that they are a vampire. They behave as such (i.e. fear of garlic and crosses, drinking human blood, etc.). They are not a vampire	<i>Blood Rave:</i> Turn any housing or business resource (whether or not you control it) into a rave until the end of the Sector Turn. (+1 heat, gain 1d6 MC)
5	Melfidius	Aristocracy	3	3	Provide one <i>chemical zombie</i> per success for use on a mission	<i>Bind the soul:</i> gain 1 influence per success on a resource
6	Morgana Powers	Aristocracy	6	3	<i>Shapeshift:</i> Morgana can alter her form to appear as any other person	<i>Enchantment:</i> gain 1 influence per success on a resource
7	Paris Bueller	Aristocracy	2	1	<i>Day off:</i> Cancel a Mission during a Mission. Only works once on someone one time	<i>Dad's Car:</i> As a sector action, 'borrow' a vehicle for the next operation
8	Pearl Pearlman	Aristocracy	3	2	<i>Bull in a China Shop:</i> Will go into any Location before a Mission and "accidentally" break one thing of your choice	<i>Trinket Dealer:</i> Purchase any rarity three or lower items and gain 200 Zuzus per success
9	Risleb the Immortal	Aristocracy	6	6	<i>Rod of Pain:</i> Activate once during an operation to make all opponents within 20m (10") soak 20 stun damage	<i>Ritual of Immortality:</i> Once a number of successes have been accumulated equal to a target's body, the target stops aging and can reroll 1's on body tests vs. poisons and toxins
10	Roberto	Aristocracy	2	2	<i>Cleaner:</i> Eliminate any rise in sector heat from a mission	<i>House Painting:</i> Prevent one other sector action from raising heat
11	Royal Continental	Aristocracy	4	2	<i>Man With Bagpipes:</i> as a free action, summons one naked man in vision holding bagpipes	<i>Old Money:</i> As a sector action, purchase a resource outright for its upkeep plus 12 MC per condition box.
12	Spearmint	Aristocracy	4	4	<i>I'm a Very Famous Artificial Intelligence:</i> Instantly gain a radius of 20m (10") of a network node, once as a complex action	<i>Madness:</i> Subliminal visual and sonic perturbations cause rampant paranoia. Target Sector is in lockdown
13	Technoviking	Aristocracy	4	2	<i>A Nidhogg-class software agent</i> accompanies the brand on a mission	<i>Aggressive Hack:</i> For every success, add one damage and influence to the resource
14	The Coughing Man	Aristocracy	1	1	<i>Risky Negotiations:</i> Flip a coin. Heads--double the Payout from the next Mission. Tails--your Payout is 0	<i>I'm Back Baby:</i> Resurrect one deceased person for one Sector Phase. They are healthy and able until they aren't
15	The Countess	Aristocracy	4	4	<i>Business first:</i> Infiltrate an operation, and replace a key personnel for a betrayal	<i>Seduction:</i> Gain one influence per success
16	W. H. Loh	Aristocracy	1	1	Any Dossier	Locate a person
17	Weird	Aristocracy	10	8	<i>Chimera:</i> Open a portal that pulls a target into the portal. They return a moment later with every part of their body except their head replaced with animal parts	<i>Kaiju:</i> Summon one Kaiju to a Sector of your choice
18	Ann Thorpe	Civic	2	3	Civic and Criminal Dossiers	<i>Strike Team:</i> Gain 1d6 X 10,000 Zuzu's or 2 damage to a resource per success
19	Ben Chang	Civic	2	2	Gain 2 triad members. Increase contract payout by 20%	<i>Triad Action:</i> Either extort 2 market cap or do 2 damage per success to a resource
20	Bill Blanca	Civic	3	2	<i>I am the one who knocks:</i> Set up a poison gas explosion; 30 damage in a 10m radius	<i>I sleep just fine:</i> sell drugs. Gain 2d6 x 10,000 Zuzu's per success and raise heat by 1
21	Bluebeard	Civic	4	2	<i>Marriage:</i> Cause a female target to disappear, never to be seen again	Purchase firearms, energy weapons, armor, and gear
22	Diane	Civic	2	1	<i>A hospital is no place for the sick:</i> +3 to the Body Tracks of all PCs	<i>Medical device technology is truly interdisciplinary:</i> +1 Market Cap to all Service Resources in a Sector
23	Dr. Brainrule	Civic	3	2	<i>Neural Uplink:</i> Mental communication and +1 die on all tests	Purchase Cybertechtronics
24	Jack Point	Civic	2	2	Gain access to a <i>Raptaur</i> for use on a mission.	Purchase firearms and armor. Negates one heat for this turn

	Name	Etiquette	Price		Operation ability	Sector turn action
25	Jet Black	Civic	4	3	Provides free travel and authentication to orbital and extra-planetary facilities	Purchase Vehicles and vehicle weapons. Completes vehicle repairs free of charge
26	Kasper Dixon	Civic	2	1	Criminal Dossier	<i>Uncover a scandal:</i> Gain information about the scandal and do 1 damage to a resource per success
27	Mac & Bo	Civic	3	1	<i>What the hell are these things for?</i> Disable a mechanical device during an operation	<i>I guess it's time for lunch:</i> Repair 3 points of damage to a resource for every success
28	May	Civic	4	4	<i>Paperclips:</i> Always have the paperwork you need when infiltrating a Location	<i>Hostile Action:</i> Reroute authorizations, 1 influence per success
29	Moe Lester	Civic	1	1	Civic Dossier	<i>You should smile sweetie:</i> As a sector action, "improves" the MC of all vice businesses by 20%
30	Murdok Mark	Civic	4	2	<i>I'm asking forgiveness for what I'm about to do.</i> Will fight up to 12 men in a hallway--and win	<i>Legal Immunity:</i> as a sector action eliminate Kismet pool penalty for failing to complete a mission
31	Turret	Civic	2	1	Civic Dossier	<i>Reroute Authority:</i> Change city permits for a resource. Gain 1 influence and cause 1 damage per success
32	Warden Hand	Civic	3	4	Civic & Criminal Dossier	<i>Prisons as Profit:</i> Lower heat in a sector by 1 and gain 10,000 Zuzus per success
33	Albert Knox	Corporate	2	2	Criminal Dossier	<i>Restructuring:</i> Apply 1 damage to a site for each success with no increase in heat
34	Alexis Marin	Corporate	6	3	Espionage Dossier	<i>Friends in high places:</i> For each success, apply 2 influence to a resource
35	Bob Loblaw	Corporate	2	2	Civic and espionage dossier	While employed, add 1 to the market cap of all business resources. <i>Legal Influence:</i> Make a test for a resource with a business tag. For each success, gain two influence
36	Cavern Johnson	Corporate	2	1	Civic dossier	<i>Throwing some science against the wall to see what sticks:</i> Gain 1d6 x 100 techtronics, increase sector heat by 1
37	Corentin Latreille Mador	Corporate	2	1	Civic and Espionage Dossier	<i>Old Customs:</i> Gain 2 influence per success to a single resource
38	Dan	Corporate	2	2	<i>Appeal.</i> At the end of an operation, treat any one ignored or failed objective as a success. Raise Heat to 4 in the Sector	<i>Objection!</i> Uses a falsified injunction to temporarily shut down a Resource for 1 Sector Turn
39	Eric Gross	Corporate	2	1	Grid Dossier	Plus one MC to resources with service and business tags
40	Jimbo	Corporate	2	1	<i>That's what the money is for!</i> Bribes guards during a mission (opfor manpower reduction)	<i>Loanshark:</i> Gain 1d6 banked MC per vice resource in the sector
41	Katia Frangos	Corporate	4	2	Civic Dossier	<i>Efficient Finances:</i> For every success, nullify the upkeep cost of one resource or asset.
42	Lynn Murray Griffon	Corporate	1	1	Civic Dossier	Lower heat by 1
43	Madelyn Bishop Bates	Corporate	6	6	<i>Nightmares:</i> -1 dice for all living beings on the next operation	<i>Dream advertisement.</i> +1 influence to every resource in the sector per success.
44	Max Born	Corporate	2	1	Civic Dossier	Purchase any biogenetic enhancement
45	Nathaniel Essex	Corporate	4	2	<i>Haunted:</i> macabre atmosphere penalized opponents 1 die.	<i>Headless Horseman:</i> Ruin a Resource's reputation by convincing people that it's haunted. 1 influence to a resource per success
46	Sammon Shamon Al-Baz	Corporate	4	3	Magic Dossier	<i>Ensorcellment!</i> Gain 2 points per success to adjust damage or influence on a resource
47	Tyrel Melchor	Corporate	6	6	Gain access to a synth for operations, brand selected	<i>Nexus 6 models:</i> "Replace" someone with a synthetic duplicate. Purchase cybertechtronics
48	Zane	Corporate	2	1	Magic Dossier	<i>Arcane Hardening:</i> +1 to the brand's magic stat per success
49	Adeedus	Criminal	4	3	<i>It's not easy bein' breezy:</i> Will show up anytime, anywhere, with a getaway vehicle. The vehicle depends on the situation.	<i>Eye of the Tiger:</i> Will do two damage to a resource per success

	Name	Etiquette	Price		Operation ability	Sector turn action
50	Anthony Chow	Criminal	3	1	<i>Ugly Bastard:</i> Pays 10,000 Zuzu's per slain creature who's organs are brought to him.	Purchase guns, weapons and exotic creatures
51	Bo Darville	Criminal	2	2	Will assist brand on an operation as a rigger.	<i>Transport illegal goods:</i> Increase heat by one and improve MC of vice and science resources by 10% per success.
52	Bubbles*	Criminal	—	—	Homeless, asks to stay at your place. Steals 100-600 Zuzus.	Hits you up for cash, "borrows" 100 Zuzu's.
53	Catapult	Criminal	1	1	Magic Dossier	Cloaked Subliminal Drones apply 2 influence per success
54	Clarence Boddicker	Criminal	4	2	<i>I don't like cops:</i> Gain access to Boddicker's gang and their high powered weaponry during a mission	<i>High powered connections:</i> No rise in heat this sector turn
55	Diaz Baha	Criminal	3	2	<i>Who let the dogs out?</i> Provides up to three Mind Melter Hounds or five Goons for use during a Mission	<i>I gotta get my groove.</i> +40% Market Cap on any vice resource
56	Dom Rotetto	Criminal	2	1	Will assist brand on an operation as a rigger.	Purchase vehicles, vehicle weapons, repair and modify vehicles.
57	Don Bruno Carino	Criminal	6	4	<i>Ice Pick:</i> Replace (1) security personnel at one Location with a loyal goon	<i>Make someone an offer they can't refuse.</i> 2 influence on a resource per success
58	Harlequin	Criminal	3	3	Any dossier. Will provide a number of successes on any test during a run equal to the number of etiquette successes received.	<i>Mysterious influence:</i> Provide 1 influence per success
59	Johnny	Criminal	2	1	Will assist brand on an operation as a hacker	<i>Data Security,</i> raise the brands Grid by 1 this sector turn, and gain 5,000 Zuzu's per success for data courier services
60	Kate Barker	Criminal	3	3	<i>Not lettin' 'em, encouraging 'em:</i> Ma and her sons will stage a distraction during an operation	<i>Y'all lyin' about my boys!</i> Commit a robbery, raise heat by two and get 50,000 Zuzu's per success
61	Modesty Blaze	Criminal	4	6	Any Dossier. <i>We've even shared the kills:</i> will accompany brand on any operation with Willie Garvin	<i>There's a sting in my tail.</i> Shut down one vice resource per success
62	Russ "The String" Bell	Criminal	2	2	<i>Money transfer:</i> Launder operation money through legitimate business fronts. Every 10,000 Zuzu's earned on the mission are deposited as banked MC.	<i>We ain't gotta dream no more:</i> Drop heat by one or apply three influence to a resource
63	Serpent Pliskin	Criminal	4	4	<i>When I get back, I'm going to kill you:</i> Disable one emplacement or gate during a mission per success.	<i>Oh, You mean I can't count on you? Good!</i> Acquire a piece of gear at no cost, must get one success per rarity
64	Sydney Greenstreet the Duckpin	Criminal	6	2	Criminal Dossier	<i>I am an influential and respected man.</i> Increases profit of all vice resources by 50% and raises sector heat by 1
65	Tooth Spitter	Criminal	1	1	Criminal Dossier,	<i>Fight me!</i> Will act as a ringer for the PCs, allowing himself to be defeated by them in various ways. This will give their Brand an additional Descriptor until the end of the current Sector Phase.
66	William Kilgore	Military	4	4	<i>Someday this war is gonna end.</i> Any ally in low cover (-1) is treated as if they are in high (-2) cover during the operation	<i>I love the smell of napalm in the morning:</i> Deal 3 damage to a resource Per success
67	Bob Gadling	Military	3	3	Any Dossier	<i>Meet the endless:</i> Can, if the need is great, contact mythological figures
68	Cover Girl	Military	4	3	<i>Ugh, these shoots are even more dull than modeling</i> Covergirl will assist you on an operation with her tank.	<i>If you're good at something, never do it for free:</i> Increase sector heat by 2. Damage (or destroy if totally damaged) 3 condition boxes per success.
69	Double Helix	Military	2	1	Espionage Dossier	<i>Legal Action:</i> 1 influence per success on a resource
70	Dr. Mind-twister	Military	4	4	Gain access to Mind Control Ray	<i>Mind Control:</i> Gain 2 influence per success to a resource
71	Kestrel	Military	4	2	<i>Tactical Assist:</i> Reroll 1's on attack rolls	Purchase vehicles, weapons, small arms, and gear.
72	Harold Francis Callahan	Military	2	1	<i>Did you shoot five times, or six?</i> Once during the operation, an opponent is out of bullets	<i>The dead pool.</i> Do one damage to every resource in the sector, and lower heat by one
73	Issac on Rails	Military	2	1	Grid Dossier	Purchase any cybertechtronics at -1 rarity.

	Name	Etiquette	Price		Operation ability	Sector turn action
74	James Conner	Military	4	4	<i>No fate but what we make:</i> Reroll 1's and 2's on all attacks versus software agents, drones, and synthetic targets	<i>You just can't go around killing people:</i> Add one to the brand's grid rating this sector phase for every success.
75	James McCullen	Military	4	2	<i>You dare to lay your filthy hands on me?</i> Gain access to a squad of Steel Grenadiers	Purchase any weapon or armament
76	John Smith	Military	3	3	<i>Noses are made to be broken:</i> Gain the assistance of his alpha team	<i>I love it when a plan comes together:</i> Provide aid to a sector, one damage of a resource repaired per success
77	Juinan	Military	2	1	Magic and espionage dossiers	Raise the market cap of a vice resource by 2.
78	Lem Walnanes-panct	Military	2	1	<i>Target Distraction,</i> cause all software agents to break off and leave once per operation	Successfully locate one person.
79	Mr. Chief	Military	4	4	<i>Boo!</i> Assists you in a mission with his power armor.	<i>Asking isn't my strong suit:</i> Does 2 damage to a resource per success
80	Robert Savage	Military	4	4	<i>Boot camp:</i> Ignore one die of wound penalties on the next mission	Have one of the Screaming Raptors assist you
81	Scarab	Military	2	1	Grid Dossier	Purchase cyberware or decks
82	Thumper	Military	2	1	Gain sniper support for one shot. 18 dice, 12 damage, pen 7.	Allows purchase of any 1+ rarity firearms energy weapons, or vehicle weapons. Sniper rifles have -3 rarity.
83	Alistair	Street	2	1	"Remember" a piece of gear during a mission	Add 4 dice to buying and fencing gear rolls
84	Big Al (Vehicle Emporium)	Street	3	2	gain access to up to 50,000 Zuzu's of firearms, energy weapons, vehicles, and drones, for use on the next mission. Vehicles and drones count as half their list price for this ability.	Vehicle and drone prices are 30% cheaper
85	Bunny Delish	Street	2	6	Criminal Dossier	<i>High Stroll,</i> for every success, apply 2 influence to a resource
86	Donna	Street	3	2	Opens any electronic locks encountered during a Mission; or grid dossier	<i>Botnet blitz:</i> Increase the Market Cap of a Resource by 20%
87	Dr. Ween	Street	3	2	Mesmerizing bellydancers assist during the operation.	Raise the market cap of a vice resource by 30%
88	Easy E	Street	2	4	Captures footage of the Crew's exploits during a Mission via drone, and then uses that footage to market the Crew's services to potential clients (+20% Payout next Mission)	Temporarily increases Market Cap in a Sector for one Sector Turn by 10% per success
89	El Mostafa Urbano	Street	1	1	Magic Dossier	<i>Devils Night,</i> for every two successes, raise a target sector's heat by 1
90	Grand-maw	Street	2	1	Criminal Dossier	Add one free die to all etiquette tests this sector turn
91	Joe	Street	4	1	Any Dossier	Purchase any item
92	Lena	Street	2	2	Criminal Dossier	<i>Drug enhancement:</i> Raise heat by 1 and increase housing profits by 10% per success
93	Levi Hochstetler	Street	1	4	Any Dossier	Purchase any item
94	May O'Neil	Street	2	2	Espionage & grid dossier	Add 2 dice to any media action
95	Odiphus	Street	2	1	Gain access to universal solvent for the operation	Boost the Market Cap of a science resource by 30%
96	Rat	Street	2	1	Can deliver up to 5 weight of firearms via drone during mission	Allow purchasing rarity 1+ small arms
97	Rebecca	Street	2	1	Sends a swarm of drug addicts to a location	Lowers the Market Cap of a Sector by distributing drugs there and increases Heat by 1
98	The Gimcrak King	Street	4	2	Civic and Criminal Dossiers	<i>Beggar Network.</i> Discover one (if any) actions or plots against the Brand per success

	Name	Etiquette	Price		Operation ability	Sector turn action
99	Yahya Boulos	Street	1	1	Espionage Dossier	Allow purchasing rarity 1+ drones
100	Albretcht	Wasteland	2	2	lower heat during a mission one time	Heat raised during the next job does not raise sector heat
101	Ashes Crane	Wasteland	4	0	Can possess a low-level employee, putting them in the brand's thrall	The legions of Thrax are handy with a hammer. Repair 3 damage per success
102	Bobby Jones	Wasteland	2	2	Espionage Dossier	Provides 2,000 Zuzus per success of firearms and ammo on the next mission
103	Cleifton	Wasteland	4	4	Low bandwidth protocols: Riggers can control an extra drone on the mission	Add 2 dice and reroll 1's on any engineering tests
104	Cy-klops	Wasteland	3	3	Gain access to half a dozen Doomkeeper drones	Gain complete insight on all sites and resources in a wasteland sector
105	Ember Flint	Wasteland	2	2	Set up to 3 triggerable fire bombs (D:20) at the next mission site	Burn! Set a fire that does 2 damage per success to a resource
106	Phizzvan	Wasteland	2	0	Magic Dossier	Ensorescellment: Lower heat to 0 in a sector
107	Fungor	Wasteland	2	1	Noxious stench: all opponents within 10m (5") are at -1 die on tests	Purchase any drug/chemical/medicine
108	Hobo Pirate	Wasteland	2	1	Gain access to a squad of homeless pirates	Eliminate all penalties from lifestyle
109	Perkaedo	Wasteland	6	4	Any dossier	Duplicates any other sector action this sector turn
110	Present Head	Wasteland	1	1	Six Present Head goons are provided for missions	Surprise: An explosive left in a present box does 1 damage per success to a resource
111	Quill Quaz	Wasteland	4	4	Criminal dossier, master of animals, will provide trained animal assistance on operations	Purchase living creatures
112	Razor	Wasteland	2	1	Will aid operations as a rigger/driver	Purchase vehicles, vehicle weapons, drones, and drone weapons
113	Reverend Dr. Syn	Wasteland	2	2	<i>Pass judgement:</i> Appear during a mission to judge a target and attack them with spectral bullets	<i>Fear of God:</i> Lowers heat by one and increases profits from resources with the service tag by 10% per success.
114	Skeleton	Wasteland	4	3	Magic Dossier	Gain access to 2 random wasteland assets for the current sector turn, the next operation, and the following sector turn
115	Snap-Jaw	Wasteland	2	2	Improve the damage of one firearm by 4 for the operation	Purchase small arms, gear, vehicles, armor, and decks/VCR's.
116	The Blue Meanies	Wasteland	3	3	Cover an area of the operation with thorns and thistles. The living defenders are sick with a petrifying sickness.	The dreaded flying glove: Deals 1 damage and 1 influence per success.

*When bubbles is drawn, he automatically attaches himself to the brand. When selecting operational actions and sector turns, roll a 1d6. If he has not already replaced an action, on a roll of 1, bubbles instead replaces the intended operational action or sector turn. You can 'handle' bubbles in any of the normal ways.

Where's the thundertank? Where are the stats for all this?

Assets are a tricky tool. The Agonarch decides the scope of her game. Since the assets are a random pull, the ambiguity adds to the Agonarch's ability to create the scope of her own game. Perhaps as the relationship deepens between characters and assets, the Agonarch will give them additional abilities or reduce their upkeep cost. What does a psychic gorilla do? Maybe it has a mind blast, or can just talk telepathically. This isn't a board game. It's a tabletop role playing game, and the tools are all here to make and customize these results. Agonarchs only have to worry about the assets the players actually purchase.

Card decks of asset cards will be available for purchase by summer 2024.

RESOURCE TYPES

Building tags include Service, Science, Vice, Business, Housing. All random values are generated by rolling and modifying d6's. (E.G. 8-48 is 8d6; 4-14 is 2d6+2)

Resource class is determined by how many condition boxes the resources have. Each condition box costs 100,000 Z /10MC to construct. Class E has 1 condition box, D has 3 condition boxes, C has 9 condition boxes, B has 18 condition boxes, and A has 36 condition boxes.

Although variability is high, these numbers and ranges are broadly approximate to the real world expenses and incomes. It is suggested to allow 3-7 (average 4) resource 'slots' in a sector.

ARBORETUM (SERVICE, SCIENCE)

Resource Class	Market Cap	Upkeep
A	175	125
B	85	40
C	50	25
D	10	15
E	0	4

Raises the sector neighborhood class by one. Arboretums can convert one market cap to either 10 manastellate or 10 techtronics per sector phase as a sector turn action by the brand. Arboretums cost twice as much to build (200,000 Z /20MC per condition box.)

ARENA (SERVICE, VICE)

Resource Class	Market Cap	Upkeep
A	50-100 (1d6+4*10)	40
B	20-70 (1d6+1*10)	30
C	10-30 (1d6/2*10)	15
D	1-6	3
E	1	0

BACK ALLEY NETWORK (SERVICE)

Resource Class	Market Cap	Upkeep
A	0	32
B	0	16
C	0	4
D	0	2
E	0	1

This provides an additional bonus die on all etiquette tests to gain dossiers and two bonus dice when using the Leadership skill outside of combat. An additional asset is available for hire each sector turn per resource class of the network. This resource lowers the neighborhood class by an additional level. (i.e. a rank B back alley network provides +4 available assets for hire each sector turn (for a total of 7) and counts as a class C resource when calculating sector class) Building a back alley network is affordable, and reduces costs to build by 80% (i.e. 2,000 Zuzus per condition box). Building a back alley network does not consume a "resource slot" in the sector.

BAR/DANCE CLUB (BUSINESS, VICE)

Resource Class	Market Cap	Upkeep
A	32	16
B	16	8
C	8	4
D	4	2
E	2	1

Bars and dance clubs are treated as one resource level lower when calculating the neighborhood resource class. At the start of every sector turn, roll a 1d6. On a 5 or 6, the bar raises the heat in the sector by one. Owners may avoid this heat increase by cutting their market cap in half.

CASINO (BUSINESS, VICE)

Resource Class	Market Cap	Upkeep
A	40-140	16
B	8-48	8
C	4-14	4
D	2-12	2
E	1-6	1

Casinos cost three times the usual amount to build (300,000 Z /30MC per condition box). Casinos permanently increase the heat in the sector by one.

CLINIC (SERVICE, SCIENCE)

Resource Class	Market Cap	Upkeep
A	8	5
B	6	4
C	4	3
D	2	2
E	0	1

Owning a clinic grants +3 physical condition boxes during operations. It allows the purchase of drugs, injectables, and medicine.

CONDOS (HOUSING)

Resource Class	Market Cap	Upkeep
A	16	12
B	9	6
C	5	3
D	3	2
E	1	1

Condos increases the market cap of all service buildings in the sector by 10%, minimum 1.

CORPORATE TOWERS (BUSINESS)

Resource Class	Market Cap	Upkeep
A	32	24
B	18	12
C	10	6
D	6	4
E	2	2

Having access to corporate towers grants a brand +1 in all their statistics. It also lets resources continue to function if their upkeep isn't paid or if they are damaged.

FACTORY (BUSINESS)

Resource Class	Market Cap	Upkeep
A	160	120
B	100	80
C	50	40
D	25	20
E	12	10

Factories are treated one resource class lower when calculating sector resource class. Factories increase the income from resources with the housing tag in the sector by 10%, minimum 1.

Factories produce a specific type of good. The production of this good is integrated into a supply chain. Factories **do not allow you to purchase the items they create**, but lower the cost of purchasing items through your normal channels. Depending on the type of good, it may have certain effects:

Consumer Good factories increase market cap by 10%, minimum 1

Vehicle factories reduce vehicle costs by 30%

Industrial factories reduce the cost of cyberware by 10%

Munitions factories decrease firearms costs by 30%

Chemical factories reduce the cost of drugs/injectibles/medicine by 90%.

GYM (SERVICE)

Resource Class	Market Cap	Upkeep
A	12	8
B	4	3
C	2	2
D	1	1
E	0	1

Access to a gym increases a brand's muscle statistic by 2.

HEADQUARTERS (BUSINESS)

Resource Class	Market Cap	Upkeep
A	0	10
B	0	6
C	0	4
D	0	2
E	0	1

A Headquarters provides +2 to the brand's Grid, Media, and Espionage statistics. Headquarter resources grant one bonus die on all non-combat tests. Arcanatech to improve the brand can only be installed in a headquarters.

HOSPITAL/SURGERY CENTER (SERVICE, SCIENCE)

Resource Class	Market Cap	Upkeep
A	1,600	1,200
B	800	600
C	400	300
D	200	150
E	100	75

Owning a hospital reduces the cybertech recovery time for a minor installation to 1 day, and a major installation to 1d6 weeks. Hospitals cost 2x normal to build (200,000 /20MC per condition box).

HOUSING (UH. . .HOUSING)

Resource Class	Market Cap	Upkeep
A	5	4
B	4	3
C	3	2
D	2	1
E	1	0

Housing increases the market cap of all vice buildings in the sector by 20%, minimum 1. Housing permanently increases the heat of the sector by 1

MASS MEDIA STATION (BUSINESS)

Resource Class	Market Cap	Upkeep
A	330	280
B	180	150
C	88	74
D	8	8
E	1	2

Media stations cost twice as much to construct as normal (200,000 /20 MC per condition box). Resource class C station provide +2 to the brand's media stat, B provides +3 and A provides +4. Mass media stations add +1 to the brand's Grid and Espionage stat. Mass media stations increase the market cap of all service buildings by 10%, minimum 1.

MUSEUM (SERVICE, SCIENCE)

Resource Class	Market Cap	Upkeep
A	0 or 1,000	10,500
B	0 or 250	2,500
C	0 or 125	1,250
D	0 or 10	100
E	0 or 1	10

A museum counts as one resource class higher when determining the sector resource class. Having a museum grants +1 bonus die when searching for an item availability. Museums of class C or higher allow brands to reroll 1's on magic and media tests.

OFFICES (BUSINESS)

Resource Class	Market Cap	Upkeep
A	16	12
B	9	6
C	5	3
D	3	2
E	1	1

Offices increase the market cap for all businesses (excluding themselves) in the sector by 30%, minimum 1.

RESEARCH LAB (BUSINESS, SCIENCE)

Resource Class	Market Cap	Upkeep
A	40	40
B	20	20
C	10	10
D	5	5
E	0	3

At the start of each sector turn, this building automatically produces 10 techtronics per resource class+ 10 techtronics for every resource with the science tag. (E.g. A class C lab with a clinic in the sector will produce 30+10 techtronics automatically at the start of every sector phase)

SCIENCE CENTER (SCIENCE)

Resource Class	Market Cap	Upkeep
A	80	80
B	40	40
C	20	20
D	10	10
E	0	6

Owning a science center produces a boost to techtronic production of 100% (E.g. If a science center is added to the sector in the research lab example, The brand receives 30 techtronics, +10 for the clinic, +10 for the science center, and then increased by 100%, for 100 techtronics a sector phase.

STORE (BUSINESS, SERVICE)

Resource Class	Market Cap	Upkeep
A	200	180
B	100	90
C	50	45
D	2	1
E	0	1

Both consumer goods stores and services. Stores are particularly affected by economies of scale, doubling all bonuses and penalties from modifications to business and service effects.

TEMPLE (SERVICE)

Resource Class	Market Cap	Upkeep
A	8	6
B	4	2
C	2	1
D	1	1
E	0	1

A temple produces its market cap in manastellate every month.

How do I calculate resource class for a sector?

A=5, B=4, C=3, D=2 E=1 Sub-E=-1.

Do some math, have some fun. Round down, but the Agonarch makes the call.

BRAND TRAIT: _____

BRAND TRAIT: _____

MUSCLE / MEDIA / MAGIC / ESPIONAGE / GRID

BRAND TRAIT (MC 10): _____

BRAND TRAIT (MC 100): _____

RESOURCES

UPIKEEP

MARKET CAP

ASSETS

ETIQUETTE

UPKEEP THRESHOLD

BRAND SECTOR ACTION LIST

Media Campaign: Make a Media test. Each success grants one influence to a resource in the sector.

Racketeering: Make a Muscle test. Each success causes one damage to a single resource. Sector heat rises by one.

Covert Influence: Make an Espionage test. Each success grants one influence to a single resource or lowers sector heat by one.

HakAttack: Make a Grid test. Every success causes one damage or every two successes grant one influence to a resource.

Ensorcement: Make a Magic test. Every success allows you to alter the damage/influence of any resource by one in any direction.

Repair: Make a Muscle test. Remove 1 box of damage per success by paying one market cap/bank.

Hire Asset: Pay 20,000 Zuzus or 1 MC/bank per point of the assets hire price to acquire one of the available assets for hire.

Do Crime: Make a muscle test. Every success provides 10,000–60,000 Zuzus. Sector heat rises by 1.

Reinforce Ghost Rating: Requires a decker with ghost protocol software. Make a Grid test, and increase a character's Ghost Rating by the amount listed in the Ghost Protocol software.

Upgrade: Spend the sector turn permanently improving a resource. Up to six boxes can be constructed per sector turn. This costs 10 MC per box.

Demolish: Can only be used on a fully damaged resource. Make a muscle test. For every success destroy two boxes on the condition track of the resource.

Purchase: Purchase one rarity 1+ item if the brand has either access to a resource that sells the item type or an asset that allows purchasing the item.

Item Cracking: Remove biocoding, tracking, and other ownership tokens from an object and re-code them to be usable for the brand. This requires a Grid test, with a number of successes equal to the items hardening.

Persuadertron Sweeps: A brand makes a media test, and for every success, brainwashes ten people, forming a cult, gang, or cabal. The Persuadertron renders the people ready for modification and reprogramming.

Ragebait Media: Exploit your persuadertron followers. For every success on a media test, get 1 Zuzu per follower.

Selling items: Sell/liquidate as many items as you wish at 10% of the list price, plus 10% for every success on a negotiation roll. If the characters have a fence asset, they can sell their loot for 100% of the base price. They make an etiquette test for the asset. For every success, increase the sale price of the gear by 10% of the base price.

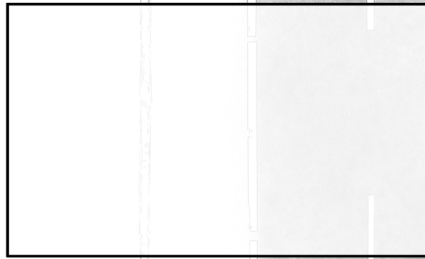
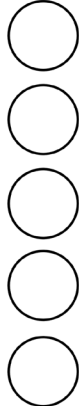
Sector Travel: Use the sector travel framework.

Transfer MC: Characters can take any banked market cap, and for every 2 points they eliminate, gain 10,000 Zuzus cash. They could conversely convert 20,000 Zuzus cash into 1 point of banked cash. Up to 1 million can be converted in a sector turn.

Use an Asset: Assign an asset to a sector turn action to use their sector abilities. This doesn't cost anything unless stated in the assets sector's abilities.

CAR CHASE

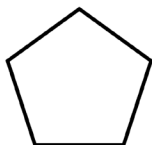
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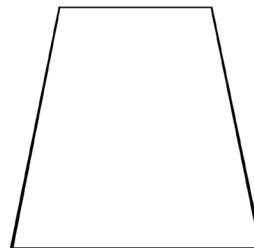
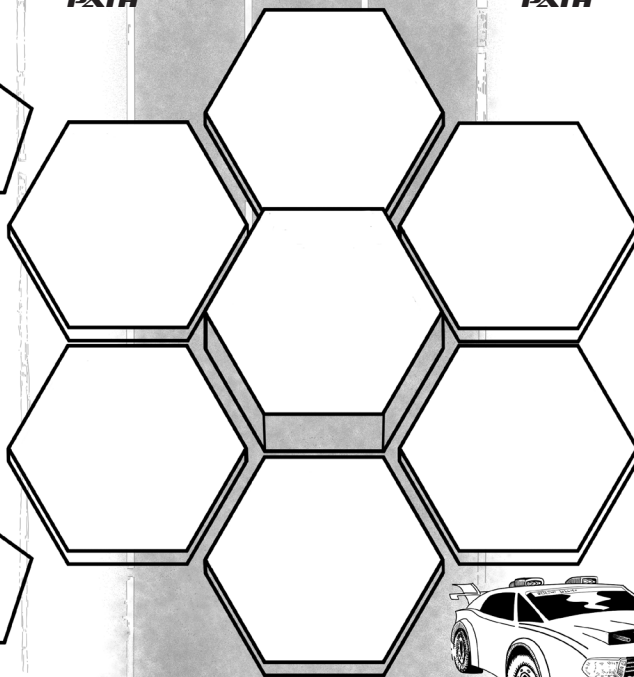
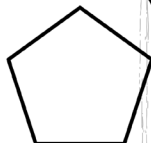
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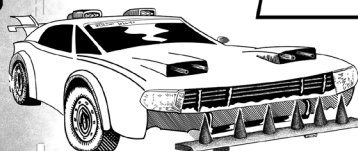
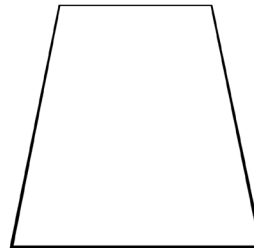
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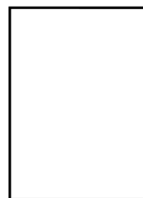
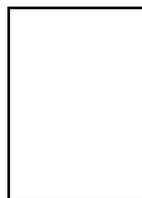
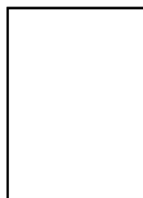
DRONES



FLIERS



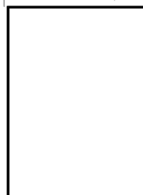
CATCHING UP



FALLING BACK



THE DUST



PLOT THE ROUTE
[Complex action] Computer (hacking) + Hacking
OR Flying drone: Fly + Handling
1 Success: Flip one path card face up

CHANGE THE ROUTE
[Complex action] Drive/Fly + Handling
4 Success: Burn top path card

BOOK IT!
[Complex action] Drive/Fly + handling
2 Successes. Immediately trigger primary path card

OVERDRIVE
[Simple action] Drive/Fly + handling

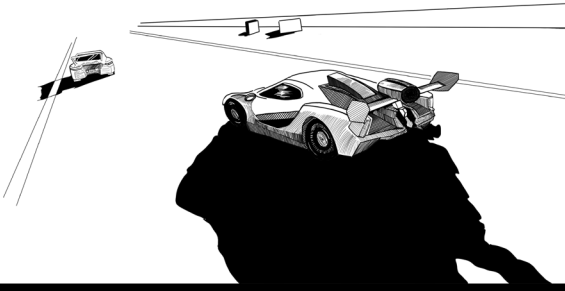
RAMMING
[Complex action] Drive/Fly + handling
Damage: Successes + Body + 2x Inertia
Take: Body of target - Successes - Inertia

SWITCH THE ROUTE
[Complex action] Drive/Fly + Handling
2 Success: Swap primary path deck with secondary

IT'S A TRAP
[Complex action] Drive/Fly + handling
four Successes ≥ displayed non-primary
path cards affect target

MANEUVER
[Complex action] Drive/Fly + handling
Successes ≥ Handling: Target falls back 1 or forward 2

Leg Complete!



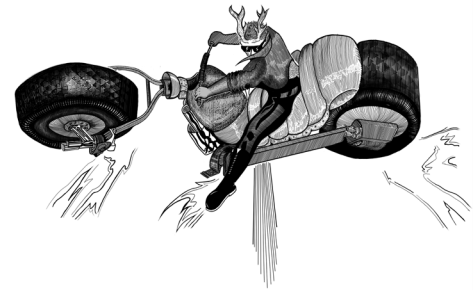
Leg Complete!



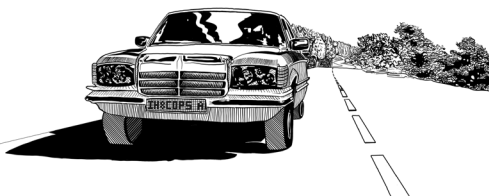
Leg Complete!



Leg Complete!



Leg Complete!



Open Road

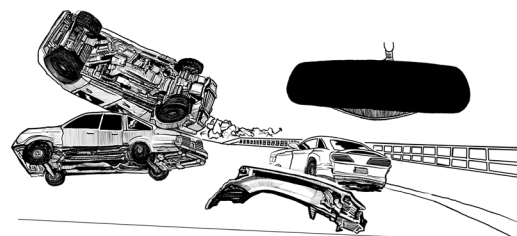


Open Road



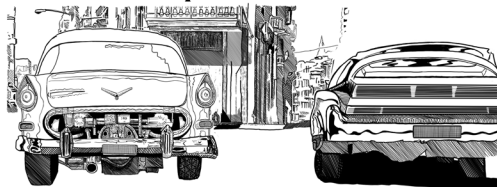
Chaos!

Civilian cars are flying, succeed on a drive test with two successes or have a collision!



Seperate Routes

Each pursuing vehicle rolls a 1d6. On a 3+ they are on an alternate route for the next turn. Remove them from the pursuit for 1 turn.



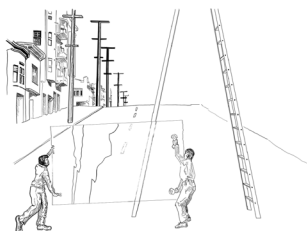
Road Closed

This card stays on top of the path next turn. Make a drive test. Each success reduces the 2d6 direct damage from debris.



Pane of Glass

Each vehicle must succeed at a drive test or take 1d3 direct damage.



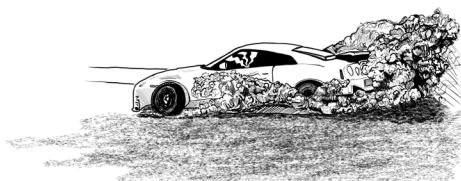
Sector Enforcement

Add 1 patrol vehicle to the chase for the next 1d6 rounds.



Off-road

Rough terrain! All tests are penalized four dice.



Narrow Path

Each vehicle must secretly choose "one" or "two" and on the next turn are seperated into the two groups



Sick Jumps

Any vehicle on a successful drive test can move two zones in any direction, or flip any path card.



Farmer's Market

Each vehicle must make a pilot/drive test. On no successes, a bystander is killed, on one success, the vehicle takes 1d6 direct damage. On two successes, the vehicle navigates the market with a light coating of market debris.



NAME: _____
HERITAGE: _____
MAGICAL TALENT: _____
GHOST RATING: _____
BRAND: _____



LIFESTYLE

SQUATTER FREE
Low 300 虫
Middle 800 虫
High 1,200 虫
Wealthy 5,000 虫

1 DAMAGE, -1 DIE
1 DAMAGE OR -1 DIE
-
IGNORE FIRST PENALTY DIE
+1 ON ALL ETIQUETTE TESTS

ETIQUETTES

CORPORATE

ARISTOCRACY

STREET

MILITARY

CIVIC

CRIMINAL

WASTELAND

BODY

ARMOR-BALLISTIC/IMPACT

INTERNAL _____

UNDER _____

OUTER _____

OVERFLOW ☐

★★★★ NO DISRUPTION
★★★★ SUSPICIOUS
★★★★ ALERTED +1 DIE ON ALL TESTS
★★★★ ALARM! TARGET NUMBER -1
★★★★ 20G ROUNDS TO HTR ARRIVAL
★★★★ +1 SIMPLE ACTION

MOVEMENT

☐☐

BASE ZOETIC POTENTIAL

KISMET

KISMET

WILLPOWER

POOL

☐☐☐☐

PHYSICAL CONDITION

-1	-1	-1	-1	-1
-1	-1	-1	-1	-1

STUN CONDITION

-1	-1	-1	-1	-1
-1	-1	-1	-1	-1

BRAWN POOL

FINESSE POOL

BRAWN POOL SKILLS

ATHLETICS

JUMP VERTICAL 5" HORIZONTAL 1"

CYBERNETIC CMBT.

MARTIAL ART

MELEE WEAPONS

THROWING WEAPONS

UNARMED COMBAT

RESOLVE POOL SKILLS

ASTRAL SENSES

CHANNELING

COERCION

CONJURING

FASCINATION

LEADERSHIP

SORCERY

SUBTERFUGE

SURVIVAL

SOAK

TOTAL

Place Dice Here

DODGE

TOTAL

Place Dice Here

FINESSE POOL SKILLS

ARCHERY

ARTICULATED MNVS.

ENERGY WEAPONS

FIREARMS

GUNNERY

HEAVY WEAPONS

FOCUS POOL SKILLS

ARTIFICING

BIOTECH

COMPUTER HACKING

DRIVE

ELECTRONIC WAR

ENGINEERING

FLY

NEGOTIATION

OBSERVATION

RECONNAISSANCE

SAFECRACKING

SHADOW

STRENGTH

+1 RECOL. REDUCTION AT 12 & 24
% STRENGTH IS BASE
MELEE/THROWN
WEAPON DAMAGE

☐

THROWN WEAPONS	100%
CLOSE RANGE	100%
MAX RANGE	200%

CHARISMA

ADD 25% OF CHARISMA
TO THE POOL OF YOUR
CHOICE

☐

GAIN X2 CHARISMA IN
ETIQUETTE SKILLS

INTELLIGENCE

INITIATIVE =
REACTION + REACTION TEST

☐☐

MELEE WEAPON REACH AP

GEAR

1 WT. PER STR
PER WEIGHT OVER -1 DIE ON ALL TESTS, -1" MOVEMENT

RITUALS

VCR		
EXPLOIT ACTIONS	DRONE LINKS	HARDENING
MODS		

CYBERDECK

NAME

/CORES

/I/O

MCP

/HARDENING/

HACKING

RATING

/

DRONES/VEHICLES

NAME	HANDLING/HARDENING	BODY	-1	-2	-3	-4	-5	-6
WEAPON/ACC/DAM/MODES/PEN			MV/ CARGO					
WEAPON/ACC/DAM/MODES/PEN			ARMOR					
NAME	HANDLING/HARDENING	BODY	-1	-2	-3	-4	-5	-6
WEAPON/ACC/DAM/MODES/PEN			MV/ CARGO					
WEAPON/ACC/DAM/MODES/PEN			ARMOR					

[illegible]

ROLL 1d6 PER ACCUMULATED DEPENDENCE FACTOR DURING FALLOUT

[illegible]

IF > BODY, ROLL A 1d6 AND ADD IT TO THE AMOUNT OVER DURING THE FALLOUT PHASE, AND SUFFER THE LISTED EFFECT IN CHAPTER 11

T H R E A D S			
MODS			

[illegible]

Shaman Spirit Relationship Map

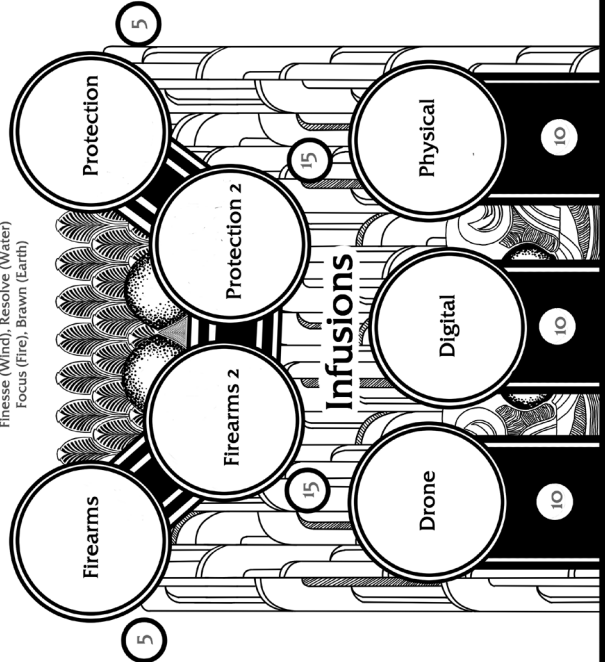
Shaman Spirit Bonds



Shaman Souls +4



* Cost is -3 per associated elemental spirit
Finesse (Wind), Resolve (Water)
Focus (Fire), Brawn (Earth)



Zeek

Firearms: Adjacent target takes id6 direct electrical damage
Protection: Melee attackers take id6 direct electrical damage
Drone: drone, software, and synth 10" (20m) get -2 dice to tests within Digital: Applied damage is doubled Physical: +2 Finesse pool



Galvanic Source

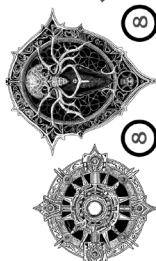
Stormwing

Firearms: Attacks deal stun damage instead of physical damage
Protection: Melee attackers take id6 direct electrical damage
Drone: Stunning Pulse
Digital: Attackers take id6 direct damage Physical: +2 Finesse pool



Mound of Skulls

Firearms: Attacks do +3 damage and heal the shaman 1 wound
Protection: Full cover and +1 ballistic
Drone: Drones gain +1 B/I armor
Digital: Software agents that target the shaman take 1 damage
Physical: Successful melee attacks heal 1 wound



Shadow Source

Miasma

Firearms: Target takes id6 damage on their next action
Protection: Opponents within 10" take id6 direct toxic damage
Drone: Drones in 20" have -2 dice
Digital: Target software agent has -4 dice
Physical: Poison Strike



Moryana

Firearms: Damaged targets -1 action
Protection: +1 B/I armor
Drone: +1 B/I armor
Digital: Target software agent -1 action
Physical: +2 Brawn Pool, +2 Impact armor



Aqua Deambulatio

Firearms: Target moved 1m per applied damage
Protection: Reroll failed dodge dice once
Drone: +2" movement
Digital: Decrease hardening by 1
Physical: Control water— +2 to brawn pool, can use any nearby water within 60m to melee



Lapsae Caelum

Firearms: Does not need line of sight to target
Protection: +2 Ballistic armor
Drone: +3" movement
Digital: Software agents targeting shaman -2 dice
Physical: +2" movement, +1 to Finesse pool



Ignis Dicen

Firearms: +id6 direct fire damage
Protection: Melee opponents take id6 direct fire damage per attack
Drone: Attacks do +id6 direct fire damage
Digital: Attacks strip 1 hardness from target
Physical: Immune to fire, +id6 direct fire damage to attacks



Terra Factorem

Firearms: +1 to level of barrier destruction
Protection: +2 free dice on soak rolls
Drone: Drones gain +3 health
Digital: Attacks ignore 2 hardness
Physical: +1 Impact armor, +2 dice melee attacks



Attash Aazaar

Firearms: Damage is done to all targets in 2m
Protection: All damage taken is reduced by 2
Drone: Allies within 1" heal 1 wound per round
Digital: Complex action, fully heal software agent
Physical: +2 brawn pool, complex action—heal id6 wounds



Pacha Mama

Firearms: Firearms heal instead of damage
Protection: Regenerate 1 wound per 10 minutes
Drone: Complex Action—grow a copy of a drone
Digital: Penalize software agent hostiles 1 die on all tests
Physical: +2 to resolve pool



FREE ACTIONS

One During Simple Action

- Activate/deactivate cyberware
- Drop object
- Gesture
- Speak
- Change gun modes
- Draw or sheathe a weapon
- Eject a magazine
- Use a simple tool (flip a switch, open a door, swipe a keycard, trigger an autoinjector)
- Stabilize a gun (can only be used during an action characters don't fire the gun)

SIMPLE ACTIONS

- Activate a magic item
- Stand up from prone
- Move the character's movement rate
- Fire a firearm in a single shot, double tap, or burst fire mode
- Make a projectile weapon attack
- Make a melee attack
- Reload a weapon
- Aim
- Throw weapon
- Pick up an object

COMPLEX ACTIONS

- Cast a spell
- Fire a firearm on full auto
- Fire a heavy weapon
- Use gunnery to fire a vehicle weapon
- Prepare a simple action to trigger under a condition, before the start of your next turn
- Use a complex object (digital lock, computer)
- Use a skill
- Reload a crossbow
- Use bio-gel/stims/drugs
- Withdraw
- Sprint/Charge

REFLEX ACTIONS

- Hit the Dirt! Prone + 2 Penalty dice on attacks
- Counterspell! Sorcery test > spell successes
- Fire in the Hole! Reposition 4 m (2") roll dodge versus explosion.
- Wait a Moment! Delay
- Overwatch! single shot/burst (-2 penalty dice)
- Get Down! 2 meters (1") of a target to get in front of an attack and take the damage.

RESOLVING RANGED COMBAT

- Choose a target.
- Select a ranged weapon to fire.
- If necessary, determine the attack mode (single shot, double tap, burst, or fully automatic).
- Determine range + penalty
- If the target has total cover, weapon penetration > barrier rating
- Total the number of dice, skill + accuracy to get your limit.
- Total any bonus dice from firing mode, bright light, point-blank range, etc.
- Total any penalty dice from range, cover, situations, and lighting.
- Apply the modifiers. If there are more penalty dice than bonus dice, once the bonus dice are eliminated, penalty dice lower the limit.
- Make an attack test.
- The target may spend Finesse pool to dodge.
- If any successes remain, the target is hit. If the number of successes is reduced to zero, the shot misses.
- Weapon's armor penetration > ballistic armor lethal otherwise stun.
- Add successes to the weapon's damage value is damage applied.
- Energy weapons strip one armor
- Ballistic armor lowers damage.
- The target may spend Brawn pool to soak.
- Apply damage.

RESOLVING MELEE

- Choose a target, optional move 2 m (1")
- Make an attack test from the Brawn pool.
- Lower the limit by 2 dice if target has reach advantage. Add +2 bonus dice if not holding a melee weapon.
- The target may use their Finesse pool to dodge.
- If any success remains, the target is hit. If the number of successes is reduced to zero, the attack misses.
- Total the damage, and add the weapon's damage to the number of successes.
- Impact armor lowers damage
- The target can use their Brawn pool to soak.
- Apply damage. Melee let characters choose if this damage is physical or stun.

