GeneFunk
2090

SETTING BOOK FOR A BIOPUNK WORLD

Designed for
5e

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INTRODUCTION

Imagine a world in the not too distant future, 2090, where technology has entirely shaped the very essence of human nature, and where fiscal interests, the international arms race, and consumerism have entirely shaped that same technology. This is the world of GeneFunk 2090.

Supercomputer in your Bloodstream

The human condition as a whole has become something somewhat different. Somewhere along the way almost every single human has been modified to have a powerful supercomputer coded directly into their DNA and physiology, one that has merged with their consciousness. In this world the internet has become as real as the physical world and hackers have become manipulators of the very stuff of the human psyche, probing and rearranging memory and mind the way a potter molds clay.

Plasticity of Genes, Form, and Human Nature

Large sections of the human population have had their genes chosen before birth to breed success, while others have had foreign DNA included to produce wholly different physical traits that were once thought inhuman. On top of all the innate genetic tweaking, individuals modify themselves through cyberware surgeries and biohacks, to the point where some are considered entirely "posthuman".

Violent, Shallow, and Unequal

Multinational corporations have gobbled each other up, producing ever larger entities until only nine remain, each of which is a superpower bigger than most of the world's countries. Corporate executives have the power to shatter entire governments in the name of their company's share value and their own ambition. Gangs and organized crime saturate every urban environment. This world, bloated from overpopulation and consumer greed, has become one of the most violent eras in human history. The rich segregate themselves from the poor, and the tension caused by this wealth gap is causing the world to burst at the seams.

Virtual Immortality

Recent innovations have allowed the rich to undergo a process that maps their entire nervous system, connectome, endocrine complement, DNA and gene expression, and every other feature relevant to the human mind. This digitization of consciousness allows the world's wealthy and powerful to essentially live forever, switching from one bioengineered shell to another as they see fit.

Cadre of Professionals

You and your allies are a cadre, a lean start-up corporation that specializes in investigation, intelligence, protection, and violence. To keep their hands clean, the syndicates often outsource this kind of work to smaller outfits, like yours. Your cadre's skillset is in high demand in this intrigue filled world, being sought after by mega-corporations, nation-states, organized crime, or wealthy individuals. As an autonomous entity, your cadre of elite agents take contracts as you see fit, navigating the shadows of corporate espionage and savagery with competence and panache.

TIMELINE

What follows is an abbreviated account of some important technological and political events that occurred in between now and the time the game takes place in.

2030-2040

Genetic Revolution. Genetically optimized "designer" babies start to appear among the world's financial elite. The Genome Accord, a document forbidding any modification of the human genome using non-human D.N.A, is approved by the United Nations.

Aegis System Inception. In 2038 a terrorist group launches a ballistic nuclear missile from Liberia aimed at U.S.A. Luckily the missile malfunctions and detonates 150 kilometers from the American East coast in the Atlantic Ocean. In 2039, with the help of other countries, the U.S.A spearheads Aegis, a network of satellites armed with particle beam weapons. These satellites are able to destroy threats such as enemy aircraft, sea vessels, and missiles, from orbit.

Fuel Breakthrough. The energy efficiency of the hydrogen fuel cell breaks a threshold where it becomes economically viable enough to change the fuel station infrastructure and mass-produced fuel cell vehicles. The infrastructure for hydrogen fuel is constructed in European Union nations and China, and in the following decade many other nations follow suit. By 2040, 1/10 of all of the earth's land vehicles are powered by hydrogen fuel cells.

Biometrics Ubiquity. Facial, retinal, vocal, and DNA recognition is incorporated into most security systems and government identification methods.

Brain-Computer Interface. Seamless brain-computer interfaces (BCIs) are developed and mass marketed. These devices can be worn as earpieces, headgear, or collars, and they begin to replace keyboards, mouses, and even monitors to some extent with the assistance of heads up display goggles and contact lenses. It allows for the data to be perceived in the user's field of vision rather than on a monitor, revolutionizing communications and the video game industry.

Drone Delivery Ubiquity. Delivery companies start using drones more often than not for smaller items.

Rise of 3D Printing. 3D printing starts to become widespread and mainstream as a method of creating perfectly proportioned modular parts for both industrial applications, and even biological ones, as with 3D printed organs.

Universal Translator. A real time universal translation of all of the world's major languages becomes a regular feature on phones. By the end of the decade, communication between people speaking different languages becomes a non-issue, and by 2090, the translators are able to recognize all known languages and reproduce the speaker's voice and translate tone relatively well.

2041-2050

Global Pandemic. In 2043 a massive avian influenza pandemic sweeps across the world, killing 5% of the global population. Based on genetic analysis, it thought that it is ancient, and released from melting icecaps. A vaccine is developed by Omnitech researchers in a matter of months after the initial outbreak, putting an end to the pandemic.

Economic Crash. The hysteria, riots, and chaos during the time surrounding the flu pandemic is monumental, causing economies to crash. To boost the world's post plague devastated economy, anti-trust laws are temporarily waived by most countries, and business is given many governmental incentives. Everything takes a back seat to rebuilding the economy.

The Corporate Wars. A period of cutthroat competition between MNCs (multinational corporations) during the post plague years begins. This competition to absorb other companies and dominate international trade turns violent and causes countless small-scale skirmishes and assassinations, and orchestrated proxy wars through sovereign nations. During its most intense periods it drastically affects politics around the world. Over the next 20 years almost all smaller companies end up being annexed or acquired by 9 mega corporations, or syndicates, who finally come to agreements with each other in 2063, creating a global oligopoly.

Medical Revolution. A series of important developments in nanotechnology and biotechnology revolutionize medicine. New tissues and organs can be made to order, nerve damage can be repaired and almost all diseases can be cured. By 2045, cures have been found for AIDS and most types of cancer.

Sleep Switch. Sleep deprived people everywhere benefit from a device that activates the "sleep switch" in the brain, causing deep slumber to commence within minutes of the device's activation. The same device can also ensure operators of heavy machinery or students studying do not fall asleep and remain awake.

Aegis System Completed. A basic orbital satellite Aegis system is fully operational in 2049, and it protects all its member countries from invasions and ballistic missile attacks.

Transgenic Discrimination. Despite the Genome Accord, transgenic humans are created by many syndicates for cheap efficient labor, or as super soldiers. This first occurs in China and Russia, but many other countries allow companies to do this once it proves to be successful. Many are made to be sterile or infertile and are often treated as subhuman.

Driverless Ubiquity. By the end of the decade, almost all cars are driverless, and many countries start to put heavier restrictions on humans driving cars.

2051-2060

Transgenic Rights. Transgenic humans around the world start to demand universal human rights, fueling riots and armed standoffs. In 2051 the UN and many other countries declare that transgenic humans have the same legal and political rights as naturally born people. Despite these measures, transgenic humans remain the targets of violence from religious fundamentalists who see them as unnatural.

Genoism. A new term emerges to describe bigotry towards transgenic people, and favoritism towards genetically optimized people. Despite being illegal in most countries, genetic tests are illicitly obtained during hiring processes, court cases, and even the dating scene.

Transcontinental Russian-American Railway. The Bering Express is completed, a 103 kilometer underground high-speed railroad that connects Chukotka (Russia) to Alaska (U.S.A.).

BCI Becomes the New Phone. Brain computer interfaces (BCIs) make keyboards, mouses, monitors, and smart phones obsolete. Images generated by the BCI directly manifest in the user's field of vision, dispensing of the use of even VR goggles or contact lenses. Senses beyond mere audio and visual can now be activated digitally, allowing for touch, taste, and smell sensations. People start to refer to BCIs as "phones" as older smart phones lose market share.

Age of Cyborgs. Fully functioning prosthetic limbs, eyes, and ears are mass produced and relatively easy to obtain for those that require them. Though expensive, it

becomes possible to have elective surgeries to incorporate prosthetic body parts that are superior to the originals, thus begins the age of cyborgs.

Ubiquity of Artificial Intelligence. Robots become increasingly popular among businesses, governments, and the wealthy to act as secretaries, assistants, care workers, and soldiers. Automated and remote-control drone pilots almost completely replace traditional pilots for combat aircraft and tanks

Self-Repairing Synthetics. Automobiles and other impact prone machinery are constructed with "smart" alloys and synthetics in their outer layer that naturally return to their original shape over time without repair.

Unification of Korea. In 2054, North Korea is peacefully reunited with South Korea after a complete collapse of North Korea's economy, and a public revolt. The new unified Korea suffers the expected economic drain as South Korea's wealth is partially reallocated to the integration of North Korea's population. Many of the alienated soldiers and secret service of former North Korea constitute a new mafia, one of the world's largest crime syndicates.

Private Army Reaches One Million. By 2057, Ronin International, the biggest PMC (private mercenary company) achieves a near monopoly, and including its subsidiaries, has an active roster of over one million soldiers.

Vegan Bioterror. An animal rights terrorist group enacts a plot involving weaponized alpha-gal being put into several major cattle and pig processing plants, resulting in hundreds of thousands of people developing allergies to red-meat.

Moon Base. In 2059 Luna Armstrong, a permanent international moon base, is established as a centre for scientific research, with plans for including tourism in the future.

2060-2070

Creation of the World Digital Sea. As coders make more sophisticated VR programs that cater of all five senses through BCI phones, a new information platform emerges that specializes in the storage and placement of these shared hallucinations. Programmers at Omnitech create the World Digital Sea (WDS) as an infrastructure made specifically for interfacing with these new holistic VR apps and programs. This user-friendly environment is designed to simulate the real world, and data is accessed spatially and has virtual 3D locations. The WDS becomes the preferred way of using the internet for people seeking social or cinematic experiences. The World Wide Web remains popular and can be accessed while in the digital sea. As years progress, so does the sophistication and vividness of the WDS, some incarnations being indistinguishable from physical reality.

Robot Relationships. Androids that appear and act very human start to take the place of more primitive boxy looking or uncanny valley models. This also creates a very large consumer market for androids as sex toys, and even life partners. Towards the end of the decade some countries allow robot marriage.

Space Elevator. In 2061, construction begins on the "The Beanstalk", a 1 km base tower with an attached tether reaching up to a space station in orbit. The project is completed by 2067, and it allows for the easy delivery of satellites and space exploration vessels beyond earth's atmosphere. Within the coming decades, space stations are set up orbiting Mars, Titan, and Europa.

Anti-Trust Laws Reinstituted. In 2063, to maintain Pareto efficiency and stop cartels from forming, anti-trust laws are re-instituted in most countries, prohibiting collusion, price fixing or further mergers and acquisitions. By this time 9 multinational corporations completely dominate global business, yet compete with each other, and they are dubbed "the syndicates".

Weaponization of Aegis System. A series of motions are carried that allow the Aegis System to include weaponized satellites to defend member nations, and orbital particle beam and mass driver satellites are launched and activated throughout the decade. Almost every country seeks Aegis membership, fearing the consequences of being excluded. This is hailed by many as the "end of war", or the "end of history".

Specialized Police Forces. Due to the especially dangerous nature of enhanced cyborg and genetically modified criminals, special police forces similar to S.W.A.T are formed.

Lunar Tourism. By 2070 Luna Armstrong becomes open as a tourist destination for the rich, and is capable of sustaining up to 500 tourists in luxury accommodations. Hybrid air/space shuttles are produced that are able to leave and enter the earth's atmosphere as well as land on and take off from the moon.

Nanobot Revolution. Technological developments allow for programmable nanobots that can perform specific processes at a microscopic or even molecular level. These nanobots are used industrially, in the creation and maintenance of near perfect constructions. This effectively allows mechanical objects to "heal" damage, as the native nanobot colony recognizes defects, and can restore the object to its original condition.

2071-2080

Internal Nanocomputers (Daemons). In the early 2070s, Omnitech develops and markets an internal nanocomputer that is created and maintained by a complement of different nanobots. These nanobots lay down a network of carbon nanotube filaments throughout the user's entire body, from the tips of the fingers and toes,

to the depths of the brain. They also create several processing cores throughout the brain and belly, constituting the network's CPU. Finally, a DNA computer is encoded directly into the user's genome, allowing for powerful parallel computing. The capabilities of this new computer greatly overshadow even the most sophisticated BCIs. Market share is initially low, but by the end of the decade they begin to displace BCIs as the main personal computer. It is not long before these internal computers become the new "phone". The term "daemon" is used to refer to these internal computers, and it catches on in the public.

VR Prisons. To save money and space, many prisons house prisoners in small pods, where they are immersed in a closed network VR environment for the duration of their sentence. Nanobots prevent the prisoner's muscles and bodies from atrophy.

Underwater Settlements. Wide scale work stations and housing projects are developed in oceans, lakes and seas. "Atlantis", the largest of these communities, is based on mining, tourism, and scientific research and was created off the coast of Brazil. It provides homes and jobs for over 3,000 people.

Mind Hacks. The first "mind hacks" start to appear. Because of the intimate relationship that now exists between a person's mind and their daemon, hackers are able to manipulate thought processes, emotions, and other bodily functions. This is immediately declared a capital offence by almost every country, and carries stiff penalties, even extending into execution.

Bushido Culture. A subsidiary of Ronin, Bushido, develops an advanced mercenary training program emphasizing complete loyalty to a contract, contravening the duplicitous reputation of mercenary corporations. The graduates and employees of this subsidiary company are known as samurai and have become the most sought after and elite mercenaries on the planet.

Enchanted Forest. A large area of forest in the Peruvian Amazon, protected by mountains, is found to contain hundreds of incredible and dangerous transgenic flora and fauna. Its originator remains a mystery, though it is suspected unofficial business by Apollo Laboratories has something to do with it. The forest, called *bosque oscuro* by the locals, has become a hotbed of illicit biohacking experiments and drug manufacturing. Attempts to control the forest by law enforcement have all been fruitless, and have resulted in many mysterious deaths.

Fountain of Youth. Life prolonging science reaches an apex, with Apollo Laboratories developing molecular techniques that produce "immorbidity"; aka immortality. Age can no longer kill someone if they are rich enough to afford a subscription to the monthly treatments, and aging can even be reversed to a great extent.

Daemons Become Internal Doctors. In addition to being an internal computer and phone, daemon nanobot complements start to include medicinal components as different daemon manufacturers compete for market share. By the end of the 2070s, it becomes the norm for daemons to include these medicinal nanobots. They aid in tissue repair and immune function and have diagnostic elements that can monitor and regulate personal health, including hormone levels and gene expression. As a result, mortality plunges, and people are able to heal from even very serious injuries in just a day or two.

2081-2090

Daemon Market Saturation. By the early 2080s, despite the dangers of mind hacks, daemons achieve complete market saturation, with outlying holdouts who refuse to get one being considered neo-luddites.

The Second Corporate Wars. The tensions between the big 9 syndicates begin to rise again as they start to seek dominance over one another, with violence escalating even more quickly and extremely than the first corporate wars.

Wealth Inequality. The stratification between rich and poor is staggeringly high, which has been exacerbated by genetic and social stratification. Though absolute poverty is low, wealth inequality has never been higher.

Violence. The warring syndicates and wealth inequality result in the most violent peace time era in human history. Subsidiaries vying for market share hack, bomb, sabotage, and assassinate their competitors, or even up their own corporate ladder. A great deal of blood shed occurs through proxy agents like organized crime organizations, gangs, and mercenaries. The wealth inequality also fuels violence, with gangland shootings and territorial disputes becoming so common that they barely even register as news.

Rise of Cadres. Cadres are small start-up corporations or groups of individuals that take syndicate money to perform tasks either too small, or too politically dangerous for the megacorps to undertake. Very often the work involves intelligence, violence, or theft. Their niche is acting as proxy agents for the syndicates, providing a way for the syndicates to keep their hands clean. Many consider cadres to be little more than glorified gangs, but their role in the corporate ecosystem is undeniable.

Mosaic Cadre App. A subsidiary of Ronin International called *Mosaic* develops an app for cadres that becomes the industry standard. It mediates contract negotiations, has a cadre ranking system, and functions as a platform for recruitment of new members.

Telepresence Sports. What started as daemon-controlled drone racing has expanded into a variety of other sports with remote controlled automata as the athletes. Fighting with giant mechs and bioengineered

beasts with remote human piloting are very popular in certain parts of the world.

Uploading Consciousness. In 2086, a research team working for Hexie performs the first successful copy of a human consciousness from a biotic human brain to a computer matrix in a prosthetic body. The owner of the original consciousness was a terminally ill patient who wished to live longer, and the copying occurred mere hours before his death. The copy of this man reports that he feels like he is the same person and feels "human". The world's religious, social, and philosophical thinkers debate furiously about the implications of this new technology and the ways to deal with copied consciousnesses. In 2087 international laws are enacted to prevent the activation of a copied human consciousness while the original, or another copy, is still alive. Almost all countries follow suit by enacting their own laws restricting this behavior with severe punishments. Most country's legal systems consider copied consciousnesses, dubbed "psychomimes", to be people. While most nations grant psychomimes the same rights and duties as any other person, some countries consider them just another program and grant no rights at all. Many religions consider them soulless.

Phoenix Unlimited. In 2086, a business called Phoenix Unlimited, a subsidiary of Hexie, offers a service of making monthly copies of your consciousness, to be activated in a VR world or prosthetic body of your choosing upon your death. The psychomimes are free to explore the WDS or be infused into a prosthetic body at a later time of their choosing. The technology is extremely expensive and abhorrent to many. The mind digitization process is the most coveted and heavily guarded trade secret on the planet, with all of the other syndicates vying to reverse engineer it. By 2090, Phoenix Unlimited has registered over 120,000 human minds within its mainframe's VR worlds.

World Population. There are over 11 billion people on earth by 2090.

CHAPTER 1: CHARACTER CREATION

In the world of GeneFunk 2090, your character is a skilled mercenary, and along with a few other skilled mercenaries, you are owners of a small mercenary company called a cadre.

Cadres take contracts from corporations, governments, crime syndicates, or individuals. These contracts may involve bodyguarding, couriering sensitive packages, espionage, investigation, assassination, heists, or any other number of dangerous and violent activities.

What kind of character are you? Take a minute to imagine your character. Think about the kind of person you want your character to be. Are you a thief with a tough demeanor, but a heart of gold? Are you a stoic leader, determined to drive your cadre to success at any cost? A well meaning, but drug addicted hacker? Your character exists in your imagination—all the game statistics do is help you determine what your character can do in the game.

Character creation involves the following steps:

1. Choose your Genome. Decide the genome of your character. Your choice of genome offers several advantages to your character. (Chapter 2: Genomes*)*

2. Generate Ability Scores. Your ability scores describe the fundamental strengths of your body and mind. Your genome adjusts the scores you generate, and different classes rely on different ability scores. (Chapter 1: Character Creation)

3. Choose your Background. What was your life before joining this cadre? (Chapter 1: Character Creation)

4. Choose Class. Your class represents your training or profession, and it is the most important part of your character's capabilities. (Chapter 3: Classes)

5. Choose Equipment. Determine your character's starting money and equipment (based on your background and class). Pick your character's armor, weapons, and basic gear. (Chapter 1: Character Creation, and Chapter 4: Goods and Services)

6. Roleplaying Character Details. Flesh out your character with details about your personality, appearance, and beliefs. (Chapter 1: Character Creation)

7. Design your Cadre. What is your cadre's name? What kinds of contracts do you take? This should be done with the other players. (Chapter 9: Completing Contracts).

BACKGROUNDS

Every story has a beginning. Your character's background reveals where you came from, how you became enmeshed in corporate intrigue, or military coups. It also describes your place in the world. Your gunfighter might have been a grizzled soldier, or paid mercenary. Your suit could have been an academic or a wine entrepreneur. Your crook might have gotten by as a street magician or a prostitute.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes and join a cadre? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

The sample backgrounds in this chapter provide both concrete benefits (features, proficiencies, and languages) and roleplaying suggestions.

SKILL, WEAPON, AND ARMOR PROFICIENCIES

Each background gives a character proficiency in two skills, weapon groups, or armor groups.

If a character would gain the same skill, weapon, or armor proficiency from two different sources (like class or genome), he or she can choose a different proficiency instead.

VOCATIONAL PROFICIENCY

In addition to the proficiencies described above, each background also has an associated vocational proficiency, which describes general expertise associated with their profession.

Vocational proficiency allows you to add your proficiency bonus to any task that is directly related to your background. If a task is covered by both a skill and vocational proficiency, you may add your proficiency bonus to your ability check twice.

For example, if you choose the Artist background, and select painter as your art medium, you can add your proficiency bonus from both your Performance skill and your Artistic Talent vocational proficiency when making checks related to painting art. Likewise, if you choose the Ideologue background, and had proficiency in Persuasion, any Charisma (Persuasion) checks involving your Personal Ideology vocational proficiency would benefit from double your proficiency bonus.

ADDITIONAL LANGUAGES

Everyone starts out being able to speak one language of their choice, but some backgrounds also allow characters to learn additional languages.

EQUIPMENT

Each background provides a package of starting equipment (in addition to the equipment provided by your class).

SUGGESTED CHARACTERISTICS

A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

CUSTOMIZING A BACKGROUND

You might want to tweak some of the features of a background so it better fits your character or the campaign setting. To customize a background, you can replace one feature with any other one, and choose a total of two skills, weapon groups, or armor groups, as well as one vocational proficiency. Alternatively, you can swap out one proficiency to learn two additional languages.

Finally, choose two personality traits, one ideal, one bond, and one flaw. If you can't find a feature that matches your desired background, work with your GM to create one.

SAMPLE BACKGROUNDS

What follows are some examples of some backgrounds that players might have.

ACADEMIC

You spent years in university, studying your discipline. Books, research, and learning the mysteries of human nature and the universe are your life. You likely have a masters or doctoral degree in some academic discipline, and you may have even been a professor.

SPECIALTY

To determine the nature of your academic training, roll a d8 or choose from the options in the table below.

d8	Specialty	d8	Specialty
1	Anthropologist	5	Literature Scholar
2	Biologist	6	Philosopher
3	Chemist	7	Physicist
4	Historian	8	Psychologist

ARTIST

You are a creative spirit, who needs to produce art for an audience. While the details of your artform can vary, you are possessed by the creative muse to bring beauty and soul into this world. Bringing form to emotion and human experience is the essence of life for you.

MEDIUM SPECIALITY

An artist works in particular mediums to evoke pathos in the audience.

Choose one to three mediums you work with, or roll on the table below to define your specialities.

D10	Art Medium	D10	Art Medium
1	Actor	6	Author
2	Painter	7	Poet
3	Comedian	8	Musician
4	Dancer	9	Director
5	Singer	10	Acrobat

VARIANT: PROFESSIONAL FIGHTER

Being a professional fighter has elements of performance, and you are trained to make the arts of combat into a spectacle the crowd can enjoy, right down to the smack talk during press conferences and weigh-ins. Using your Limited Fame feature, you can find a place to perform in any place that features combat for entertainment—perhaps in an octagon, arena or secret pit fighting club.

IDEOLOGUE

You have devoted your life to a specific cause, or ideology. It could be religious, political, or social in nature (or all three). All of your goals are in some way colored by your passion of this ideology, using it as a lens through which all truth must pass. Everything is a means to implement the goals of your worldview. You aren't necessarily religious, but you pursue your doctrine with a religious zeal.

Choose a specific religion or ideology when you select this background. It could be a specific political party, social movement, cause, world religion, or philosophy. Were you raised with these views, or recruited along the way? Perhaps a mentor that you respect inducted you. Maybe you are even the leader of a small cell of revolutionaries, or a cult group devoted to the upcoming technological singularity. Perhaps you are a transgenic or AI rights activist, or an anti-transgenic zealot.

INVESTIGATOR

Investigators are responsible for solving crimes after the fact, or determining if there even is a crime in the first place. You might be a police officer, private detective, corporate intelligence agent, insurance fraud investigator, or any other trade that involves uncovering potentially illegal mysteries.

MILITARY VETERAN

You've spent years working within a military operation. You've seen battle and bloodshed, and have been trained and disciplined within your unit to be a lethal killer. Work

with your GM to determine the specific military outfit you worked for. Was it a standing army, a coast guard, or a militia? Or it might have been a syndicate's private army, or a Ronin mercenary company.

OUTLAW

You have spent a large portion of your life making your living on the wrong side of the law. You are no stranger to theft, murder, fraud, and other felonies. Your motives could be some combination of profit, desperation, excitement, or power. You very likely are involved with organized crime of some sort, be it bratva, yakuza, triads, mafia, or local gangs.

RELIGIOUS DISCIPLE

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a priest or cleric, but you have strong ties to a formal faith.

Choose one of the world's many religions when you select this background. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a catholic priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established structure, or even an occult group devoted to the upcoming technological singularity.

SLUM DOG

You have spent a great deal of time living utterly destitute in a transgenic ghetto, slum, or favela. You learned to look out for number one during that time, and the value of basic necessities. Maybe you were a beggar, thief, street vender, a prostitute, or a junkie (or some combination of the above). Your home has been rooftops, shanties, alleyways, abandoned warehouses, or other such structures. Despite the harsh upbringing, you've survived this cutthroat environment, and somehow ended up with the skills necessary for cadre work.

STARGAZER

Your prime concern is the true nature of existence and human nature. Philosophy, religion, neuroscience, cosmology, psychology, and other domains that examine the universe and the human condition are your forte. While you may not be able to solve the puzzles of life, the attempt itself is your true reward. You might be a priest, shaman, philosopher, hallucinogenic drug enthusiast, scientist, or some other vocation with a penchant for soul searching.

TECHNICIAN

You have dedicated a large portion of your life to a craft or trade; be it brewing, genome design, electrician work, coding, carpentry, mechanics, or glass blowing.

You are a well-established tradesperson or professional technician, with a solid reputation for excellence in niche circles. You learned your skills through formal schooling, or informal apprenticeship to a master of your craft. Technical detail, expertise, and dedication to your craft are your hallmarks.

TRUST FUND BABY

You understand wealth, power, and privilege. Your family owns a great deal of wealth and wields significant political influence. You've grown up in this social class, and soaked in all the benefits, receiving a private education and a life free of student loans.

Is your family wealth old and established, or was your family's wealth only recently acquired? How much influence do they wield, and over what area? What kind of reputation does your family have? What's your position in the family? A you the primary inheritor, or are you so far down the line of inheritance that no one cares what you do, as long as you don't embarrass the family? How does the head of your family feel about your career? Are you in your family's good graces, or shunned by the rest of your family? These details help establish your family as features of the world of the campaign.

GENERATING ABILITY SCORES

To determine your base ability scores there are two methods, and your GM determines which one you will use when creating your character. Remember, your genome will have modifiers to these ability scores as well!

ABILITY ARRAYS

Choose one of the following five arrays, and assign each number to one of the six abilities as you see fit.

Specialized. 15, 15, 14, 10, 8, 8
Stratified. 15, 14, 13, 12, 10, 8
Balanced. 14, 14, 13, 12, 10, 10
Odd Heavy. 14, 13, 13, 13, 13, 8
Even Heavy. 14, 14, 14, 12, 10, 8

Randomly Determined

Roll 4d6, discarding the lowest die, six times. Then, assign each of the numbers to each of the ability scores as you see fit.

Character Development Questions

Answer the following questions to flesh-out your character, and provide a basis for why you do what you do. While your character will change as you play, it is still useful to have some scaffolding as a baseline. You can answer as briefly as you like, the process of answering them itself is what will add colour to your character and the story.

Personal History

1. How old are you?
2. What ethnicity are you?
3. Where were you born?
4. How religious are you? What religion?
5. Who are your parents, and where are they?
6. Do you have any siblings?
7. Have you ever committed serious crimes? What? Been caught?
8. Have you ever done violence to/killed another? Many times? Why?
9. What are your secrets?
10. What/where was your education?
11. Do you have any enemies?
12. Do you have any rivals?
13. Have you ever been seriously harmed? How?
14. How did you meet each of the other characters in your cadre?

Ideals and Beliefs

1. Is your character a hero?
2. What are your vices?
3. What are your virtues?
4. What do you fear?
5. What would you die for?
6. What would you kill for?
7. Are you superstitious?
8. Are you merciful?
9. Do you believe in an absolute good and evil, or is it all relative?
10. What is your attitude towards the law?
11. Do you use your head or gut more?
12. How do you feel about friendship?
13. How do you feel about your family?
14. How do you feel about your country?

15. What is your general political view?
16. How do you feel about sex/relationships?
17. How do you feel about your daemon?
18. What are your attitudes towards digitizing and uploading the human mind to a computer?
19. What are your attitudes towards the genetic engineering of humans?
20. How do you feel about the syndicates?

Motivations

1. Why did you join this cadre?
2. What general goals motivate you (career, friendship, love, sex, ideals, justice, money, fame etc.)?
3. What short term specific goals motivate you (a new car, put a wanted man in jail, get cyberoptics, destroy a rival cadre, etc.)?
4. What long term specific goals motivate you? (destroy a particular syndicate, have your cadre rise to the top, etc.)

Details

1. What are your most hated food and drinks?
2. What are your favorite activities?
3. What are your most hated activities?
4. What kind of music do you like?
5. Do you have hobbies?
6. How do you feel about yourself?
7. How is your sense of humor? What makes you laugh?
8. What are your favorite foods and drinks?
9. Do you have any pets?
10. Do you like to drink, or do any other drugs?

Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

Ambidexterity

You can use both of your hands with equal fluency.

Armor Enthusiast

You've undergone intense combat training in the use of armors of all types.

Codehack Dabbler

You learn four 1st level software hacks of your choice.

COMBAT HACKER

You've weaved your hacks into your behaviour as instincts in battle.

DEADEYE

You have a knack for hitting the bullseye with ranged weapons, and can take advantage of any opening.

EMOTIVE COMMUNICATOR

You are a master of using universally understood emotive cues, and your expressions carry you through language barriers.

EXPERTISE

You've honed a couple of skills to master-level competency.

EXPLOSIVES WIZ

You know exactly where to place and how to construct explosives, it's deep in your muscle memory.

ESKRIMA ACE

You've gotten deep into knife and stick fighting.

FINESSE FENCER

You are a phenom with one-handed dueling weapons, and short swords are deadly in your hands.

FRIENDS IN LOW PLACES

You've met a fair bit of shady characters whom you can call upon when you're in a bind.

GRAPPLING EXPERT

You've developed the skills necessary to hold your own in close-quarters grappling.

GUN FU GURU

You're an expert at close quarters combat with pistols, mixing in some unarmed techniques as well.

HYPOSPRAY WARRIOR

You have martial training that allows you to use your hypospray to deliver drugs and poisons in the middle of combat.

KILL SHOT TRAINING

You've developed a talent for targeting the most vital areas at the expense of accuracy, forgoing the center body mass target.

MARTIAL ARTIST

You have martial training that allows you to perform special unarmed combat maneuvers.

NETWORKING HUSTLE

You play the social field, and have developed a few more relationships that you can leverage than most people do.

MULTITASKER

You are an expert at multitasking.

PARKOUR PRO

The city is your gymnasium, and you can leap and climb throughout the concrete jungle with ease and panache.

PLASTIC DISPOSITION

Loss of humanity and the essence of human nature are just social constructs as far as you're concerned. Bring on the upgrades!

POINT BLANK SHOT

Extensive practice with close quarters firearm techniques.

POLYGLOT

You've studied a variety of different languages, perhaps even working as an interpreter, granting you the following benefits.

RUGGED BODIED

You've used resistance training to hone your body in a particular area, making it especially resistant.

SILVER TONGUE

Your body language, tone, and prose tend to get people to be a little looser with their spending.

STRIKER

You know how to punch, knee, kick, and elbow with great technique.

STRONG MINDED

You've trained your mind to be especially resistant to trauma and attacks.

Unbreakable

You simply refuse to die.

Unflappable Talents

Your experience with a couple of skills is so baked into you, screwing up just doesn't happen in those domains.

Virulent Toxicologist

Whenever you inject a target with a home-brew toxin, you always include a counter-defense complement of nanobots that disable your target's immune system.

Weapon Enthusiast

You've undergone intense training in military weapons of all kinds.

Well Heeled

You wealthy, either through inheritance, lucky investments, or economic competence.
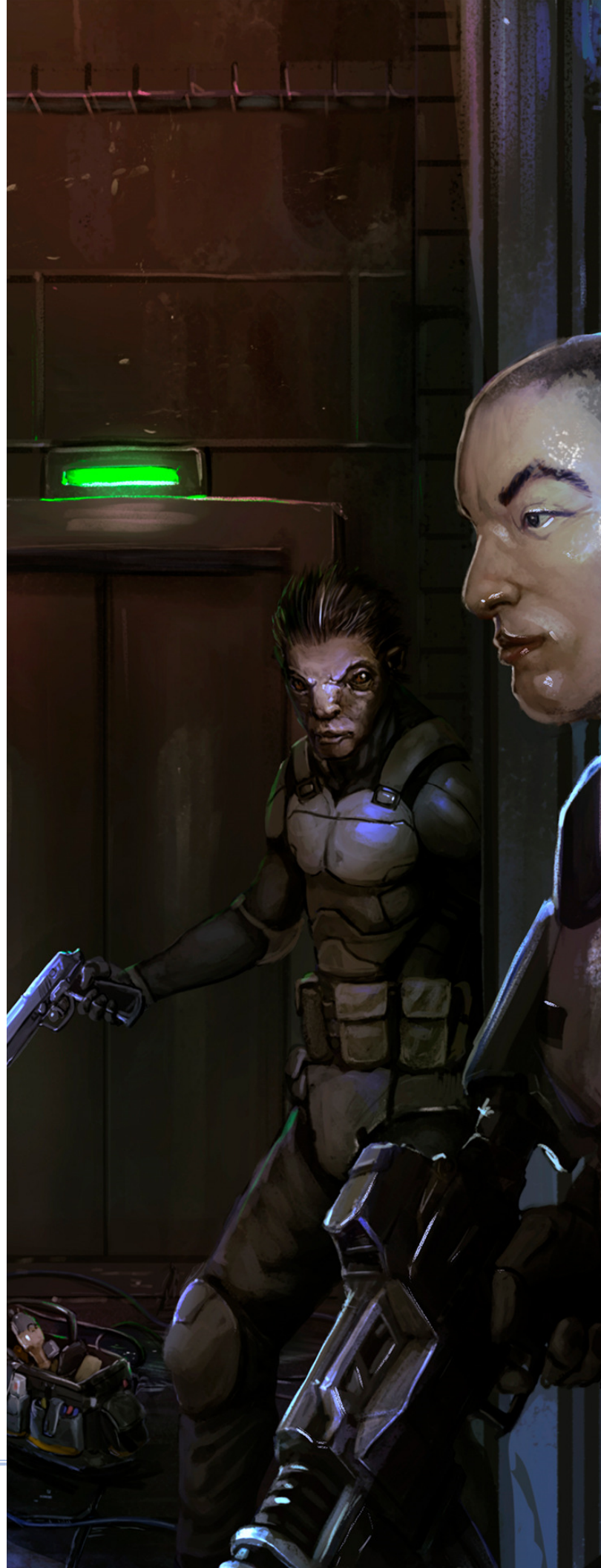
CHAPTER 2: GENOMES

Throughout the 21st century, breakthroughs in biotechnology and genetic engineering were common and revolutionary, and it wasn't long before people started tampering with the human genome in order to make more "effective" humans. With a greater understanding of DNA and the connection of genotypes to phenotypes, major modifications to the human genome became not a matter of if, but when. Humanity's obsession with self improvement (and power) provides the will and the seemingly mastered field of eugenics has paved the way for *Homo sapiens* to take control of their own biological evolution and change it to biological revolution.

By the year 2090, genetic engineering has become so prolific that there is a sizable population of altered genomes all over earth. Out of the 11 billion people in the world, roughly 2 billion have been genetically engineered in some way (or nearly all, if you consider the daemon as genetic engineering).

You may choose from a great variety of genetic templates when you create your character, with a diversity of different traits. Each genome has separate advantages and disadvantages, described in their individual entries.

Different genomes are predisposed to certain types of behavior and have affinities for certain lifestyles and jobs, but individuality and personal motivations can easily overcome genetic stereotypes. While genetic engineering is mainstream, it is not perfected. The further away from the stable human stock a genome is, the more unforeseen problems occur as a result of genes that have been meddled with.

Individuals from abnormal (transgenic) genomes are often subjected to "genoism", a form of genetic discrimination.

ENGINEERED

Transgenic engineered humans have been modified with foreign or novel DNA sequences. They typically have been designed to possess incredible, seeming inhuman qualities, such as super strength, intelligence, perception, or speed. Just as dogs are bred to have certain traits, transgenic humans have been designed to exemplify certain qualities. Transgenic humans often look strange, and have incredible abilities relating to the task they were designed for.

ORIGIN

The practice of cross-species human genetic modification with CRISPR and gene drives became increasingly widespread during the 2040s, 50s, and 60s. Though a violation of the Genome Accord, China enthusiastically pursued the science and technology of introducing non-human DNA sequences into human embryos, creating genetically enhanced humans.

Fearing becoming technologically obsolete more than the ramifications of breaking the Genome Accord, some other countries also initiated cross species genetic enhancement programs. Since then, it has broadened into a multi-trillion-dollar industry, producing genetically specialized soldiers, miners, deep-sea divers, pilots, etc.

As of the year 2090, there are roughly 200 million transgenic individuals in the world.

MADE TO ORDER

Transgenic humans are specialized for one task or job from the moment of birth and excel at this task beyond all others.

Some parents arrange to have their future child genetically designed in hopes of guaranteeing them a job, and corporations or governments interested in these future productive and specialized employees often foot the bill for the process.

WARDS OF THE STATE OR CORPORATION

Some countries have laws that allow them to be the legal guardians of transgenic children, or even allow for corporations to fill this role. If a syndicate has a problem, a brand new genetically modified solution might be the answer.

As a result, sizable numbers of genetically designed children end up being raised in corporate or state-run child care facilities by nannies. Depending on the demand for the particular genome, they are sometimes birthed in cloned batches, with up to dozens of genetically identical (or nearly identical) children being raised as brothers and sisters.

Though completely free to choose their own destiny, 90% of engineered humans end up deciding to stick with the company or country that raised them, and work in the job they were created for. It's what they are designed to enjoy, and the state or corporation is their only family.

GENETIC PREJUDICE

While transgenic humans enjoy the same general rights as others, they are often the target of prejudice, being seen as unnatural, or non-human. They are particular targets of religious zealots, who view them as abominations, not being made in God's image. Even among those who accept them, they are often reduced to the task they were designed for, stereotyped for life.

Parents of "Freaks"

Inevitably, transgenic humans fall in love with each other, or any other type of human, and make babies the old-fashioned way. The resulting offspring aren't designed for any particular job, and the hodgepodge of traits they inherit from their engineered parents is largely random. These genetic admixtures, or "mutt" children are a new type of human, not designed with purpose, but possessing unusual traits and appearances, setting them apart from other humans.

Specific Genetic Templates

In 2090, there are 236 registered and patented genetically designed templates, 11 of the most common being described below.

Canary

Despite its gentle sounding name the Canary genome is made of the toughest stuff there is. This Hexie designed genome was developed for working in deep mines doing heavy manual labor and is one of the earliest genomes that is still in production. The oppressed laborers of the Canary genome were quite numerous among the transgenic uprisings in China.

Canaries have been designed to possess excellent durability to better survive the harsh conditions present in deep mines and other blue-collar jobs where safety regulations may have been lacking. Be it an injury from factory machinery or poisonous gas, the Canary genome can handle it much better than unmodified humans.

While many do find employment in dangerous mining or oil rig labor, others have found their talents useful in alternate fields, such as professional fighting, stunt acting, the military, or hired muscle.

Ability Score Increase. Strong and VERY tough!
Healing Factor. You heal rapidly!
Toxin Resilience. Gigantic liver FTW!
Tough as Nails. MOAR TOUGH!.
Bioluminescence. Your skin produces a lot of blue fluorescent proteins and luciferin, making you glow in the dark with a soft azure hue.
Musk. Your sweat glands produce a sharp smelling rusty odor.

Companion

The companion genome was designed for sex work, entertainment, social manipulation, and media communication. The great seductive powers of this genome enable them to induce cooperation and manipulate others. Their beauty is enough to drive men and women mad with desire. Even those not attracted to them are overwhelmed by their amazing presence and charm. This genome has seen extensive use in high class brothels, exotic dancing, acting, the media, music, acting, and even politics.

Ability Score Increase. Smart, wise, and charming!
Chemical Dependence. In addition to regular food, you must consume a nutrient supplement called Median everyday.
Enchanting. People naturally like you and tend to appreciate your opinion.
Performance Artist. Be it dance, storytelling, painting, or some other artform, your natural mastery of performance allows you to command the attention of others.
Pheromones. You produce scents that make people trust you implicitly.
Unearthly Presence. You can have inhuman charisma!
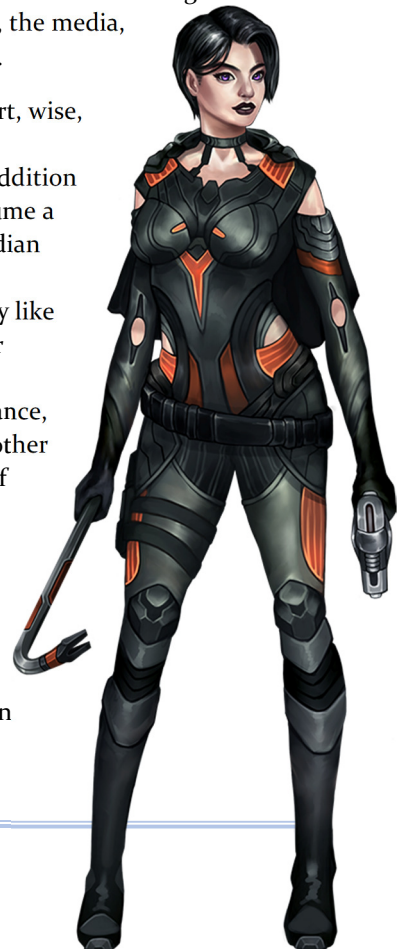
ESPION

The Espion genome was designed for covert intelligence, and to subvert rival syndicate employees. Individuals with this genome are expert actors and manipulators, being able to read exactly what people want and extract secrets from them with nothing more than words. When words fail, the enhanced intellect and agility are usually enough to overcome obstacles. This genome sees plenty of action as assassins, spies, actors, salesmen, lawyers, and police.

Ability Score Increase. Agile, smart, wise, and charming!

Emotionally Intuitive. You are able to read people like a book, knowing what they are thinking and feeling before even they do.

Social Chameleon. Skilled at impressions and mimicry, you gain the following benefits.

EUCYPHER

Eucyphers were originally engineered by Omnitech to be the ultimate hackers. The augmented mental abilities allow them to navigate code with uncanny ease. The Eucypher's frail physique and inability to clot blood effectively make it challenging for them to function in life outside of their computer centred focus without medical assistance, but their great intellect can usually compensate. In fact, due to their excellent brain, this genome is useful in most non-physical professions.

Ability Score Increase. Smart and wise!
Cerebral. Inhumanly smart!
Hemophiliac. Bleeding is even less fun for you.
Multitasker. You are an expert at multitasking!
Natural Coder. It comes to you naturally.
Weak. You are not strong.

FERAL

A variant of the Traceur genome, the Feral genome is an attempt to stretch the limits of the border between humans and mammalian carnivores. This genome is the classic splice between human and wild animal that has been seen in pulp science fiction. It was developed in the early 2050s by a Russian company for both military applications and to satisfy human curiosity. They are completely covered in hair, and sport vicious claws and fangs like many other mammalian predators. They are stronger and faster than an average human but sport a nasty temper. They often find work in the military, as professional fighters, guides for hunters, or even jobs in the entertainment industry.

Ability Score Increase. Strong and agile!

Acute Olfaction. Your olfaction is now even more acute than a bear's!

Animal Rage. When someone provokes you, you can't help by engage in an obvious dominance play.

Carnivore. You are unable to digest plant-based sugars and must subside on a purely meat diet.

Claws. Razor-sharp retractable claws!

Enhanced Senses. All five of them!

Natural Leaper. You can jump well!

Simple Minded. Not smart or charming…

Camouflage. Great at hiding!

Swift Feet. It's in your DNA to be fleet of foot, and nimble.

Strange Appearance. You are completely covered in hair, and have claws, fangs, and a canine nose.

SHERLOCK

Named after Sir Arthur Conan Doyle's series of novels, this genome was designed for the same type of work as its fictional namesake. Sherlocks make excellent detectives or CSIs, their excellent senses combining with their powerful intellect to solve crimes much more easily. Through analysis of pheromones and body language they can also interrogate people much more effectively. However, unlike the fictional Sherlock Holmes, this genome produces people who are quite riddled with physical problems, making rough police work less likely. This genome was produced by Omnitech as a variant of the code jockey genome.

Ability Score Increase. Very smart and wise!

Astute Perception. You are mindful, present, and take in every detail.

Cerebral. Inhumanly smart and wise!

Darkvision. You can see in the dark.

Emotionally Intuitive. You possess keen insight into how other people think and feel. You gain the following benefits:

Albinism. Your skin and hair are completely white, lacking any pigment. Your eyes are either pink or blue.

Frail and Weak. Not tough, not strong…

Hemophiliac. Bleeding is the WORST!

Musculoskeletal Misalignment. You're slow, and combat can be painful.

SPARTAN - INFANTRY

The Spartan Infantry genome was created by Apollo Laboratories to produce the ultimate soldier and is among the oldest designed genomes. They have heightened motor skills, hand-eye coordination, senses, and stamina. Many nations have mass produced this genome *in vitro*, and have raised them in state foster homes, in an effort to seed their military with highly competent killers. Compared to unmodified soldiers, Spartan Infantry can haul more gear, detect enemies more easily, shoot more accurately, and can march longer distances before exhaustion.

Spartan Infantry are immediately recognizable due to their maroon skin, bright yellow eyes that reflect light like a cat's, and enlarged ears. This genome is used widely in almost every military on the planet. It's a violent world, so if a Spartan chooses not to work for the syndicates, there is no shortage of work for a genetically designed super soldier.

Ability Score Increase. Strong, agile, and tough!

Enhanced Senses. Keen!

Soldier's Physique. Even more agile and tough!

Strange Appearance. You are a deep maroon color and are completely hairless, and sport eyes that are a deep yellow with no whites.

Tough as Nails. MOAR TOUGH!

SPARTAN - NAIAD

The Spartan Naiad genome was first developed as a variant of the Spartan Infantry genome, with a focus on making ideal soldiers for amphibious assaults.

Naiads can breathe underwater, and can swim like a fish. Their skin tone is light blue with mottled or striped patterns, and they are completely hairless, like a dolphin. They also have large pointed ears, bright blue eyes and partially webbed hands and feet.

Many Naiads find work with navies and marines, as life guards, professional surfers, or any other occupation that has them close to the water.

Ability Score Increase. Strong, agile, and tough!

Aquatic. You are adapted to a marine environment, complete with webbed limbs and gills.

Enhanced Senses. Keen senses!.

Soldier's Physique. Even more agile and tough!

Strange Appearance. Your completely hairless skin is light blue, you have pointed ears, and your eyes are large and bright blue. Your hands and feet are webbed.

SPARTAN - WRAITH

Wraiths are designed to act as advanced scouts, trackers, and snipers. They can spot enemies easily, track like a bloodhound, and run like a deer. Though they often work alone, armies that use genetically designed soldiers often have one Wraith in every squad to better detect approaching enemies. Being mute makes it difficult for enemies to extract information from them even if they are captured. They have an enlarged nose, charcoal grey skin, and large yellow eyes with a *tapetum lucidum*, that reflects light in the same way a cat's eyes do.

Outside of the military scouting type work that they are obviously designed for,

Wraiths find work as hunters, guides, private investigators, and other lines of work that their unique abilities lend themselves to.

Ability Score Increase. Agile and tough!

Acute Olfaction. You have countless folds in your nose, for increases surface area. The result is that your olfaction is now even more acute than a bear's.

Nocturnal. Darkness doesn't bother you, and you move like a shadow!

Swift Feet. It's in your DNA to be fleet of foot, and nimble.

Simple. Not smart...

Tireless. You just don't get tired!

Mute. You have no voice box and are unable to speak (though you can still speak wirelessly through chat apps).

Strange Appearance. You have charcoal grey hairless skin, an enormous nose, and large yellow eyes.

TITAN

The Titan genome was designed by Unicom to participate in strength-based sports and physical combat. This genome produces gigantic, powerfully muscled, extremely tough, pounding machines. They can take damage just as easily as they can dish it out. If they do not make a living through sports or professional fighting, many Titans become bouncers, bodyguards, or hired bone breakers.

Ability Score Increase. Tough, and VERY strong!

Chemical Dependence. In addition to regular food, you must consume a nutrient supplement called Median every day.

Goon Brain. Not so brainy...

Large Frame. You can get inhumanly strong!

Sturdy Frame. It's just a flesh wound!

Tough as Nails. MOAR TOUGH!
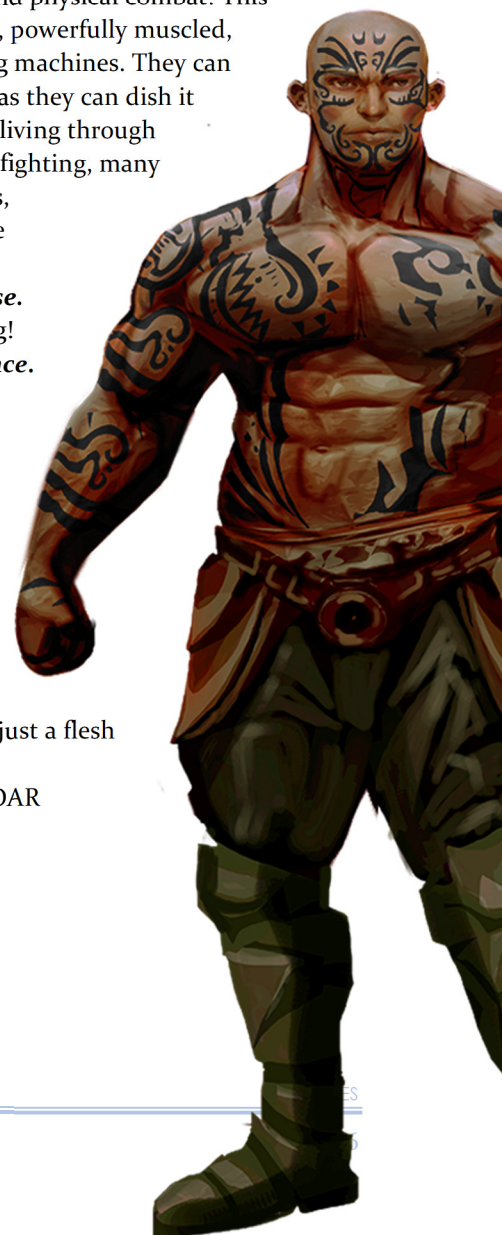
TRACEUR

This genome was developed to make a human both extremely acrobatic and difficult to kill. Surprisingly, the Traceur genome is not made for war, but entertainment. Unicom manufactured the Traceur genome with these qualities to create the perfect action star, ramping up their toughness and agility for breathtaking stunt work. Genes associated with sex appeal, extroversion and charm were also included to add to the Hollywood image. Some of the most famous modern action stars are members of this genome.

Ability Score Increase. VERY agile, and a bit stronger, tougher, and more charming!

Action Star Brain. Quite dim...

Action Star Physique. Inhumanly agile!

Animal Rage. When someone provokes you, you can't help but engage in an obvious dominance play.

Chemical Dependence. In addition to regular food, you must consume a nutrient supplement called Median every day.

Athletic Phenom. Your genes have been tweaked for optimal athletic expression.

Swift Feet. It's in your DNA to be fleet of foot, and nimble.

Tough as Nails. MOAR TOUGH!

Natural Leaper. Crazy jumping!

Inefficient metabolism. You must consume 5 times the amount of food as most people to sustain yourself.

MUTTS

Transgenic admixtures, or "mutts", are born naturally from genetically engineered parents, and their abilities are wide and varied. They often look strange, and they lack the predetermined purpose their parents have, making it difficult for people to form opinions about them. Young, strange, and exceptional, these mutts are still carving out a niche in this brave new world.

ORIGIN

Transgenic admixtures are the offspring of one engineered transgenic parent and one human parent, or two genetically engineered transgenic parents. Since fertile transgenic humans have only been around since the 2040s, and only became relatively common in the 2060s, all genetically deviant humans are quite young, most under 20 years old. Children resulting from cross genome relationships still occur with great frequency and these also add to the number of mutts. While born naturally, the genetic stock they have risen from is that of the altered parent or parents. By the year 2090 there are roughly 30 million transgenic admixture humans in the world.

YOUNG BIOPUNKS

Youth is a marker of this genome, the oldest mutts being in their fifties, and extremely rare. The vast majority are in their teens or early twenties. The combination of wondrous features, youthful population, and oppressive environment is fertile ground for counterculture, and makes for a romantic and compelling story as far as modern media is concerned. They are a pillar of an urban street culture and are featured frequently in modern music and film. Looking strangely transgenic like mutts often do has gained prominence in street culture, and many unmodified humans opt for cosmetic surgeries to appear more transgenic to get this street cred.

GENETIC PREJUDICE

Despite their popularity in media they are subjected to genoism more than any other genome. Many politicians and other leaders paint them as gang leaders and criminals (which is sometimes true as they are poor and often live in slums). Likewise, activists and transgenic advocacy groups use mutts as poster children, their young and innocent faces often adorning anti-genoism campaign media.

By 2090 many genetically deviant humans are finally entering the world of adulthood, forcing society to revaluate them. While they have the same legal rights as everyone else, they are reviled by some of the common population. They occupy the lowest level of society as far as the general public is concerned. Many have no other option than shanty towns or transgenic ghettos as a home.

MUTT TRAITS

Genetic Hodge-Podge. Randomly roll a bunch of genetic enhancements and flaws!
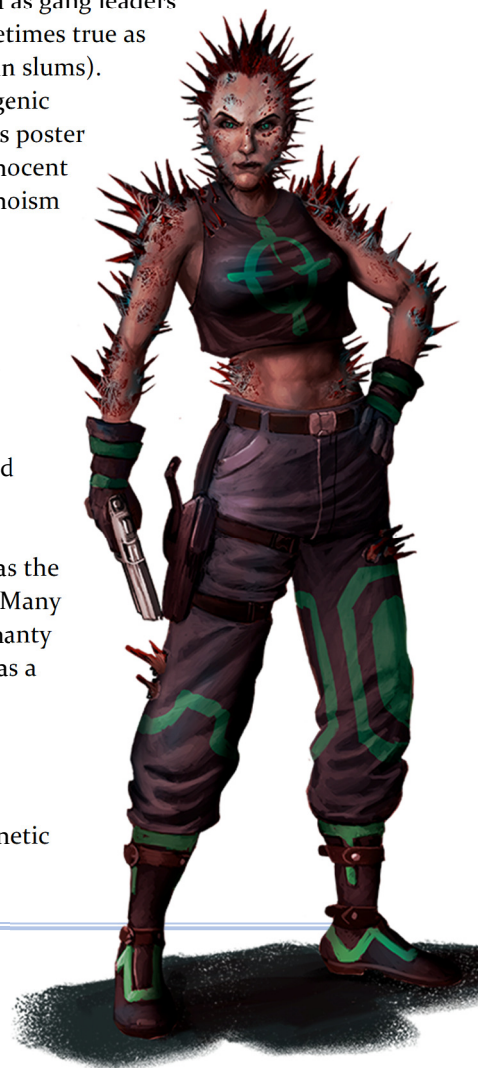
Genetic Enhancements

Roll	Enhancement	Effect
1-2	Acute Olfaction	Can sense of smell is as keen as a bloodhound's
3-4	Acute Senses	Keen senses!
5-6	Adrenaline Surge	Temporary boost to your output
7-8	Agile	You gain bonuses to acrobatic maneuvers
9-10	Ambidexterity	Expert with both hands
11	Aquatic	Can breathe underwater and swim quickly
12	Breath Weapon	You can discharge a cone of poison, chemical heat, or acid at your enemies
13-14	Chameleon	You hide well!
15-16	Danger Sense	You are alert to danger of any kind
17-18	Efficient Respiration	You are less affected by exhaustion
19	Electric Organ	You can generate intense electrical shocks, like an electric eel
20-24	Enhanced Charisma	Charming!
25-29	Enhanced Constitution	Tough!
30-34	Enhanced Dexterity	Agile!
35-39	Enhanced Intelligence	Smart!
40-44	Enhanced Strength	Strong!
45-49	Enhanced Wisdom	Wise!
50	Four Arms	An extra pair of fully functional arms
51-53	Healing Factor	You heal quickly!
54-55	Inscrutable Brain	Your weird brain is hard to hack!
56	Large Frame	Inhuman strength!
57	Multitasker	You can concentrate on one additional program
58-59	Natural Coder	You have a natural affinity for hacking
60-61	Natural Empath	You can read people like a book
62-64	Natural Leaper	You jumping distances are tripled
65-66	Natural Weapon	Claws, spikes, or some such!
67-68	Nocturnal	You can easily live in the shadows
69	Noxious Spray	Like a skunk, you can spray a horrible odor on your enemies
70-71	Pheromones	You are quite charming!
72-73	Photosynthesis	The sun sustains you
74-75	Physical Phenom	You gain bonuses to athletic maneuvers
76-77	Prehensile Tail	Can function as another hand, and acts as a counterbalance
78-79	Quills	You are covered in sharp spines, spikes, or quills
80	Sclerotized Plates	You have hard armored plates in key spots around your body, protecting you
81	Slippery Slime	You spit out an ultra-slippery goo, causing your enemies to slip and fall
82-83	Spinnerets	You can make your own silk!
84-85	Sturdy Frame	Tough AF!
86-88	Swift	Your speed increases
89	Thermal Tolerance	Tough against cold and heat
90-91	Tough as Nails	Very tough!
92-93	Toxin Resilience	Poisons are no biggie!
94-97	Venomous	You can produce venom
98	Wall Crawler	You can climb like a gecko or spider
99	Watchful	You miss nothing, and pick up on fine details
100	Wings	You can glide!

Genetic Flaws

Roll	Flaw	Effect
1-4	Awkward	Lots of "ums"!
5-8	Bioluminescent	You glow!
9-12	Blind	You can't see!
13-16	Chemical Dependency	You require a nutrient supplement in addition to regular food
17-20	Clumsy	You drop things.
21-24	Deaf	You cannot hear
25-28	Frailty	You are not that tough…
29-32	Hemophiliac	Bleeding sucks!
33-36	Impulsive	Not wise…
37-40	Inefficient Metabolism	You require 5 times the normal amount of food
41-44	Lethargy	Soooo tirreed!
45-48	Muscle Spasms	Physical pain sucks!
49-52	Mute	You can't speak
53-56	Musk	Disadvantage on Persuasion checks when you can be smelled
57-60	Poor Senses	Disadvantage on Perception checks, and passive Perception is reduced by 5
61-64	Strange Appearance	Disadvantage on certain Charisma ability checks
65-68	Seizures	In stressful situations, roll d20; on a 1, you go into a seizure
69-72	Severe Allergy	Allergen can cause death
73-76	Short Lived	You only live to be 25-30 years old
77-80	Simple	Your Intelligence is reduced by 2

81-84	Slow	Your base speed is 6 meters.
85-88	Upgrade Intolerant	You can only have 6 upgrades
89-92	Weak	Your Strength is reduced by 2
93-96	Weak Immune System	Disadvantage on Constitution saving throws versus poison or disease, and x2 damage
97-100	Weak Willed	Disadvantage on Wisdom and Charisma saving throws

OPTIMIZED

Your genes were selected from the very best your parents had to offer. As far as the latest science can tell, you possess of all of the good qualities of your ancestors but none of the poor ones. The children resulting from this process are generally healthier, longer lived, faster, more attractive, stronger and smarter than conventionally born children. Good genes and strong social status are the advantages of the genetically optimized humans.

ORIGIN

Genetic optimization is a process first pioneered in the late 2020's and has become hugely popular among the world's wealthy. The parents pick and choose which genes they will take from each DNA donor (usually the parents) and produce a diploid zygote (fertilized egg).

Hereditary diseases such as atherosclerosis, color blindness, diabetes, cystic fibrosis, etc. can be edited out, and positive qualities such as intelligence, a full head of hair, and muscles can be selected for, well before the child is even conceived. After the DNA selection process, the pregnancy and birth proceed just as a traditional human pregnancy does.

By the year 2090 there are around 1.5 billion genetically optimized humans on earth.

GENETIC ELITE

Your blood is the blood of the metaphorical kings and queens of the modern era. A simple DNA test will reveal you to be worthier of that promotion than Ed from accounting, or a more desirable partner for any potential marriage.

This form of eugenics is less controversial than transgenic human engineering. While transgenic genomes are considered abominations by some, the same cannot be said of the genetically optimized; the resulting child's DNA is still entirely human, and theoretically could have happened randomly... Only it didn't.

SOCIAL ELITE

Some argue that the edited-out genes serve some unknown purpose, and that in specializing a child this way true versatility is lost, but most scoff at these ideas. They point to the fact that an overwhelming majority of genetically optimized humans live successful lives in the world's top jobs.

Their critics counter that this is more of a reflection of privileged upbringing and genoism than an indication of superior abilities. Nevertheless, the amount of people seeking to have their children genetically optimized is an ever-increasing percentage of the population. They have little to fear from genoism and are usually comfortable dealing it out to others.

ECONOMIC ELITE

For the most part, if a family can afford it, they will genetically optimize their children. Genetically optimized humans are at home in the Machiavellian plots of the syndicates and come from an upbringing of financial privilege.

OPTIMIZED TRAITS

Ability Score Increase. Two ability scores of your choice increase by 2, and all of your other ability scores are increased by 1.

Educated. You gain proficiency in two skills from the following list - Bureaucracy, Computers, Life Science, Mechanics, Performance, Physical Science, and Social Science.

Optimized Immune System. You gain advantage on saving throws against poison or disease.

Silver Spoon. You are wealthy, having been born in into privilege.

- You count as one category higher for your lifestyle granted by your Mosaic score. For example, if your Mosaic score would normally grant you a lifestyle of *Middle Class*, it instead grants you a lifestyle of *Well Off*.

- At 1st level you start out with an additional ϩ1,000, and every time you gain a level you gain your new level x ϩ 1,000 in cash.

Upgrade Tolerance. You are able to have up to nine cyberware or biohack enhancements instead of the usual eight.

UNMODIFIED

Conventionally conceived and born humans are by far the most common genome on earth. Humans have carved out a niche in every possible walk of life, and despite the apparent advantages of the genetically engineered, humans are as prosperous as ever.

ORIGIN

The last 200,000 years of history has seen humans emerge from merely being a clever and successful super predator to a world shaping force. Conventionally born humans

vastly outnumber all of the other genomes put together, representing roughly 10 billion of the 11people.

ADAPTABLE

The only genoism that humans face is from the genetically optimized, thus many humans find it difficult to succeed in the syndicate business world where genetic optimization is common. Diversity is the human's biggest advantage. Humans tend to be curious, adaptive, flexible, and passionate. Adopting biohack and cyberware upgrades is par for the course.

UNMODIFIED TRAITS

Ability Score Increase. Two ability scores of your choice are increased by 1.

Diverse. You gain one feat of your choice, and proficiency in one skill of your choice.

Upgrade Tolerance. You are able to have up to ten upgrades instead of the usual eight.

Subtype. Humans are a diverse crowd, and exceptional characters take a variety of paths to compete with the enhanced birth genomes. Unmodified humans can be transhumans, veterans, or destiny's chosen. Choose one of the following subtypes.

DESTINY'S CHOSEN

You aren't genetically modified, but you aren't just a regular human either! You are an outlier, someone who seems to succeed against all the odds, a statistical anomaly. Luck might not be an active force in the universe, but it can accurately describe the outcomes for certain people who always seem to prosper and evade catastrophe.

Better Lucky Than Good. Fate seems to twist random change in a way that coincidentally ends up in your favor. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

In addition, when an opponent rolls a 20 on an attack roll or ability check against you, roll a d20. This new roll becomes the opponent's roll instead of the 20.

Statistically Improbable. Once per session, whenever you fail a roll of any type, you can automatically make it a success.

Uncanny Survival. Once per session, when a roll that targets you succeeds, you can automatically make it fail.

TRANSHUMAN

You may have been born unmodified, but since then you've undergone a great deal of cybernetic and biological enhancement to be on par with those born enhanced. You've transitioned from a run-of-the-mill human to an enhanced transhuman! Where you got the money or favors get this done can be worked out with your GM, but it cost

a pretty penny, and the people you owe the debt to are sure to come calling at some point. Nobody gets something for nothing.

Upgraded. You can select up to four different upgrades worth up to ⫶25,000 each. Additionally, whenever you are granted an upgrade through a class feature (such as with the Bioware Upgrade feature), you can replace one of the upgrades that you selected with the Upgraded feature with another that you could acquire through the class upgrade feature (it doesn't cost an additional upgrade to do this). In other words, you can trade a cheaper upgrade for a more expensive one.

Debt. You owe whomever fronted the money for these upgrades ⫶100,000, or a favor equalling that amount. They will come calling for it sooner or later.

VETERAN

You may not have an engineered genome, or fancy cybernetic upgrades (yet), but you are a seasoned veteran of some trade that lends itself to life in a cadre. You are probably a little older than your coworkers, but those extra years translate into wisdom and experience beyond these slick youngsters. You've seen your fair share of violence and conflict in your time, but you're good at this kind of work, and maybe you can show these kids a thing or three.

Experienced. You are always 1 level higher than the next highest-level character in the cadre. If they level up, so do you. This means that if everyone else starts at level 1, you start at level 2, and maintain this extra level throughout the game.

Old School. You can select an additional Background, gaining all of the associated proficiencies and traits. Also, you can't be younger than 40 years old.

Contact. Earlier in your career you formed a professional relationship with a useful person. Once per session you can call upon your contact to recruit their expertise, abilities, resources, or knowledge, but they cannot be used to aid you in combat. Your relationship with your contact is one of give and take and depending on the danger and difficulty of your request, the GM may determine that a contact requires payment, or a favor in order to help you.

Contacts should be given names and identities, and interactions with them should be roleplayed. They are NPCs with a CR of ½ your level (scaling as you level up). See the NPC section to see more information on NPCs.

Tools of the Trade. You've accumulated some gear over the years. You can spend an additional ⫶15,000 on weapons, armor, gear, and other equipment before the first session begins. Any money not spent is lost.

CHAPTER 3: CLASSES

Player characters are extraordinary people, driven by a thirst for excitement into a life that others would never dare lead. They are risk takers, compelled to explore the dark places of the world and take on the challenges that lesser men and women can't stand against.

Class is the primary definition of what your character can do. It's more than a profession; it's your character's calling. Class shapes the way you think about the world and interact with it and your relationship with other people and powers in the world. A gunfighter, for example, might view the world in pragmatic terms of strategy and maneuvering, and see herself as just a pawn in a much larger game. A hacker, by contrast, might see himself as a meddling troll, trying to mess with a corporation's unfolding plan. While the gunfighter has contacts in a mercenary company or army, the hacker might have links with the hacker underground, hardware manufacturers, chop shops, or software engineers.

Your class gives you a variety of special features, such as a gunfighter's mastery of firearms, and a crook's stealthy attacks. At low levels, your class gives you only two or three features, but as you advance in level you gain more and your existing features often improve. Each class entry in this chapter includes a table summarizing the benefits you gain at every level, and a detailed explanation of each one.

BIOHACKER

Biohackers are doctors, molecular biologists, genetic engineers, or any other type of person that has the affinity and talent for modifying life forms, for better or worse. They understand the mysteries of the double helix, reading genetic code like its their native tongue. They are able to use their knowledge of life to give it, or to take it away, gurus of the human machine.

While biohackers that explicitly heal others are viewed with respect and admiration, once they delve into manipulation of DNA, proteins, and the stuff of human nature, people start to get a little creeped out.

In the same way that automotive engineers like to soup-up cars to their own specifications, biohackers

like to mold life to be something that is a little more ideal. Natural selection has taken life to a point of survival until reproduction, no further; a biohacker seeks to take it far beyond this minimum bar that nature has set out. Recognizing the appeal to nature as the canard it is, biohackers are aware of the unintended baggage that evolution has left behind, machines full vestigial traits and ad hoc design that is anything but intelligent.

Biohackers use their technical expertise to enhance the abilities of themselves or allies, riddle enemies with diseases and poison, transform themselves into genetically superior lifeforms, heal friends with the latest in medical technology, or obliterate foes with hungry biobots from the inside out.

Curiosity, a desire to experiment with their biotech, seeking funds for research, or ambition is often what brings a hacker into a cadre.

HACKING

Starting at 1st level you are able to use hacks that alter physiology and anatomy the way a potter molds clay.

LIFE SCIENTIST

You are very good at life science!

CONSCIENTIOUS FOCUS

At second level you've trained your mind to be especially disciplined.

ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

BIOHACKER CONTACT

You gain a contact with ties to the medical or biohacker community.
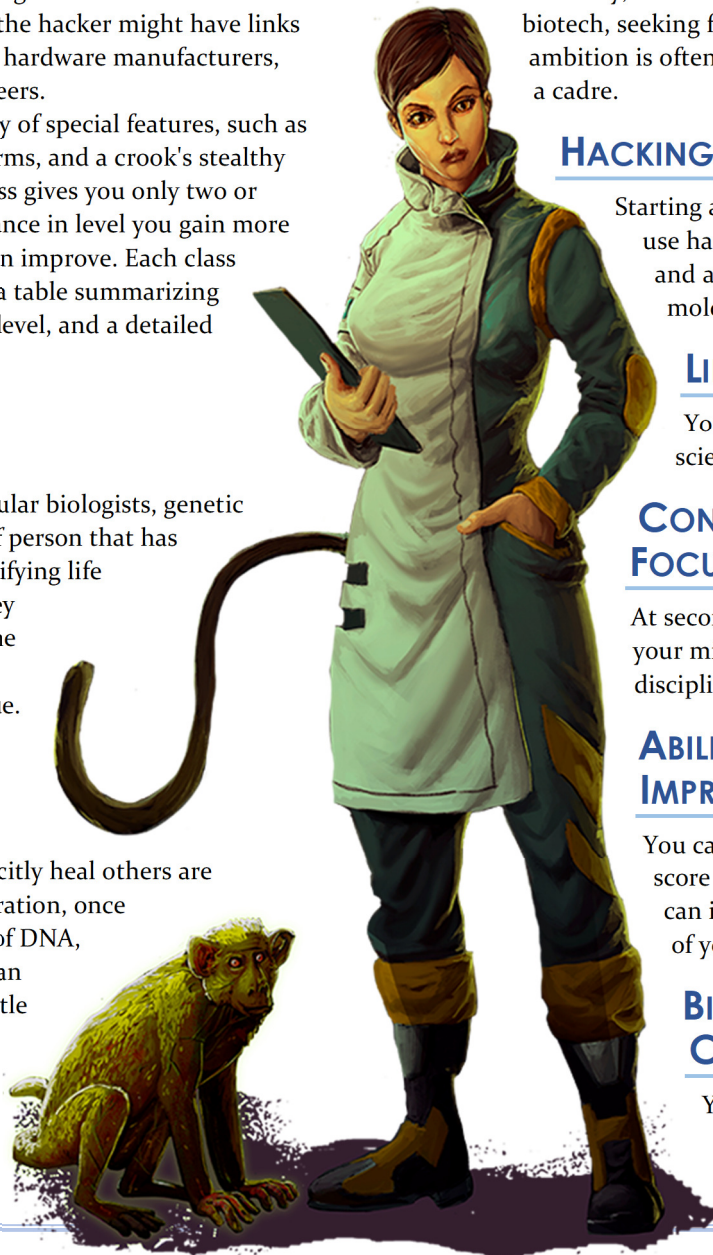
This could be an EMT, doctor, nurse, biologist, geneticist, bioengineer, or any other person you can think of that has ties to genetic engineering or medicine.

SURGICAL STRIKES

Your knowledge of anatomy and physiology allows you to strike with surgical precision on vital organs.

BIOWARE UPGRADE

You acquire an upgrade in the form of a specialized cybernetic implant, or biohack.

DOUBLE HELIX GURU

You have achieved such mastery over certain hacks that you can run them ease.

BIOTIC APTITUDE

While all biohackers are good with altering biology, different hackers choose different areas to focus their hacking on.

PROTEAN GRINDER

You are extremely interested, perhaps even obsessed, with self-improvement through genetic enhancements and cybernetic augmentation. You can see that post-humanity is on the horizon, and you'd like to get there sooner rather than later. Conservative attachment to what is "natural" are fear-based delusions, impediments to progress. Biological evolution had its heyday, now its time for the biological revolution.

TRANSHUMANIST
You are skilled in modifying your own body to perfection!

VENOMOUS CLAWS
Your *claws* hack is especially effective,

VITAL STRIKE
You can call upon your biohacked fight or flight response to go the extra mile, and strike at your enemies with greater intensity.

GENE SPLICE EXPERTISE
Your competence and passion for genetic improvement allows you to use the *genetic enhancement* even better!

ENDURING CHANGES
You've tailor made your body, morphing hacks to be especially effective on your unique biochemistry.

KILLER INSTINCT

You've amped up lethal intuitions deep inside your reptile-brain, you know how to go for the kill.

FLUIDITY OF FORM
Your affinity for transformation is even greater.

POSTHUMAN DREAM
Your personal biohacks are sublime, and approaching perfection, just like you.

CYTOMANCER

Cytomancers are experts a manipulating physiology and DNA, and most are doctors, bioengineers, molecular geneticists, though the also might just be self-taught bio-gurus. Cytomancers are to organisms, what mechanics are to cars. They get into it, modifying and repairing, healing or destroying. Typically, they use their biohacks on others more often than themselves.

SEASONED
You are able to draw upon your experience as a medic to act quickly under pressure.

PHARMACIST
You can employ your considerable pharmaceutical expertise to make a variety of drugs.

ONE FOR ME, ONE FOR YOU
The healing hacks you perform on others heal you as well, since you give yourself a little dose first.

POISONER'S HANDBOOK
You have become very adept at knowing precisely how to administer toxins and pathogens for maximum effect.

MASTER OF LIFE AND DEATH
Your knowledge of cellular machinery enables you to better preserve and destroy life.

PERSISTENT CHEMISTRY
Your hacks are built to last.

DR. FRANKENSTEIN

Like the classic mad scientist, you are obsessed with creating your own lifeform, one that you can control and enhance to your heart's content. Some think you have a God complex, but they don't understand your work.

TRANSGENIC PET
You've begun your experiments in creating the ultimate lifeform, and you learn the *homunculus* hack for free. In addition, the hack is boosted.

TWEAKED COMPANION

You add further modifications to your homunculus, pushing the limits of its genome.

EVOLUTIONARY MILESTONE

After further experimentation, at 10th level your creation is even stronger, some would say too strong, but they don't understand.

BIOLOGICAL PARAGON

You have stretched the genome of your homunculus to it's very limit, splicing in every advantageous gene you can think of, and up-regulating them to 11!

PYGMALION'S DREAM

You've done it; you've created the ultimate life form!

CODEHACKER

Codehackers are technological wizards, utilizing the latest software and then modifying it to their own ends. They are digital alchemists, transmuting programs to their every whim. Before most people even recognize what new programs or app are, hackers have started deriving new wares from them, fusions of the latest tech and their own creative skills and technical expertise. Society at large is often unprepared for the abilities they exploit, always a step behind these electronic explorers.

Hackers have adapted to computer consciousness like a duck to water. Being born with an internal computer is as natural to them as walking and talking (for some, even more so). Some hackers are notorious criminals, funneling funds out of personal bank accounts, accessing top secret information, or even hacking other people's minds to control or damage them. Mind hacking is the most serious offense a hacker can do, but despite harsh laws against it in most countries, it still occurs.

If information is power, then hackers are very powerful indeed. By the year 2090 information about nearly everything and everyone is located somewhere on the internet, either recorded by big brother, business, or little brother. All it takes is the right skills to find and crack it, and a hacker can seem near

omniscient. Hackers are highly employable and can easily find jobs as criminals or with a corporation or government.

Possessing dangerous information or being needed to access such information is often what brings a hacker into the story.

ADEPT CODER

You gain expertise in Computers. Your proficiency bonus is doubled for any ability check you make using this skill.

HACKING

Starting at 1st level you are able to use hacks to cut through anything that has a computer inside, which is pretty much everything, including human minds.

CUSTOM OS

You've custom made your own OS, and it runs incredibly efficiently.

ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

CYBER CONTACT

You gain a contact with ties to the hacker community. This could be a government white-hat, criminal cracker, Silicon Valley coder, basement troll, or any other hacker you can think of.

TARGETING FIRMWARE

At 9th level you've developed firmware that optimizes your hand-eye coordination when aiming and firing.

PIRATE UPGRADE

At 7th level, you acquire an upgrade in the form of a specialized cybernetic implant, or biohack.

CODEMASTER

You have achieved such mastery over certain hacks that you can run them ease.

HACKER ARCHETYPE

While all codehackers are good with computers, different hackers choose different areas to focus their hacking on.
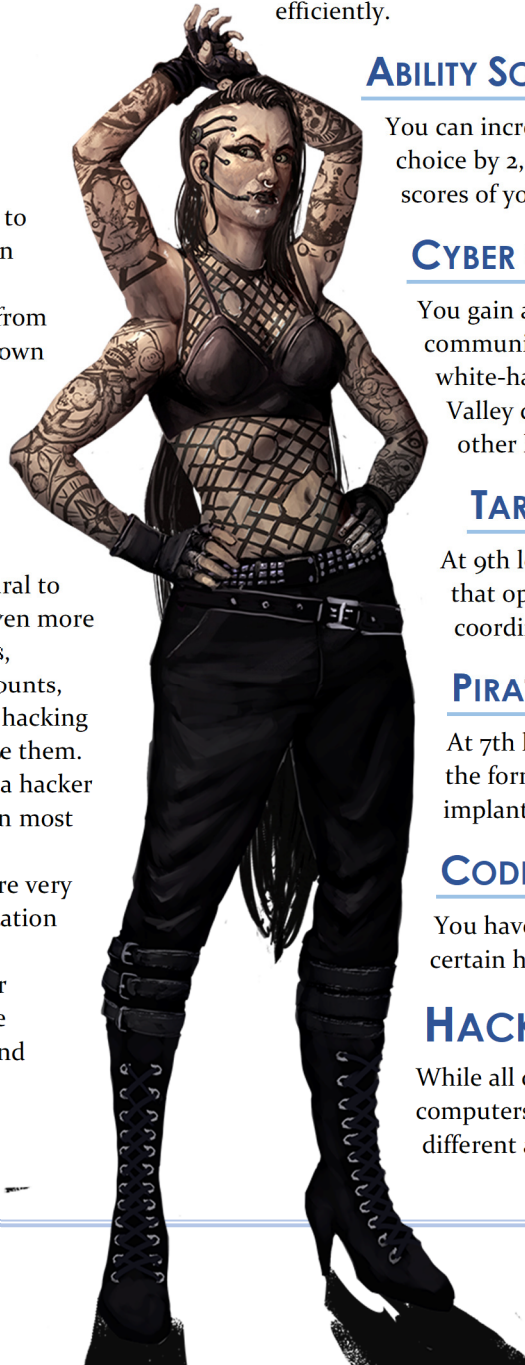
CRACKER

Breaking through digital security is your forte. Crackers tend to be on the wrong side of the law, since these things are completely illegal, unless you are working directly for a law enforcement agency.

SECURITY SLICER

You are an expert at slicing through security.

SUPER SKIM

You automatically learn the *skim* hack, and any money you get from this hack is doubled.

EXPLOIT SEARCH HISTORY

Your information gathering exploits have unearthed a great deal of useful information on the people and places of your current city.

TRAFFIC EXCEPTIONS

You can hack the city traffic grid, so you and your allies are treated as emergency vehicles.

EFFORTLESS CRACKING

You've gotten very quick at hacking through security.

I DON'T %&*# UP!

Your code hacking is in your muscle memory, and you don't make mistakes.

NO SECRETS

Starting at 17th level, you've got tabs on nearly everything of note that is happening in your city. When you make an Intelligence (Investigation) check relating to anything that can be found online, the check automatically succeeds. You must take a short rest before using this ability again.

Additionally, the GM will provide you with all publicly available information about any person, place, or thing whenever you ask.

PUPPETEER

You are a master of manipulation, able to hack people's minds and control their behavior. Puppeteers are among the most feared people on the planet, casting doubt on agency and personhood as a whole. Modification of memories, compulsion of behaviors, and tweaking of emotions are all highly illegal, but you were born to do it.

MIND MOLDER

You have mastered some of the basics of mind hacking.

TRAUMATIZE

You've developed a technique to inflict confusion, pain, and psychic trauma on an individual. You hack their daemon and blast a cacophony of terrible psychic noise into their head.

BRAIN BURNER

Your mind hacks leave a wake of destruction in the target's mind, in addition to any other effects.

PROCESSING EFFICIENCY

You've refined your custom OS even further, and its ability to multitask is almost poetry.

MIND PIERCER

Cracking minds has become a specialty for you.

TIRELESS CODER

Your fluency with hacking is second nature.

CROOK

Crooks are smugglers, thieves, drug dealers, hitmen, mafia, and con artists. For whatever reason, destiny has chosen a life outside of the law for them. In any age, there has always been a niche for crime, and in the consumerist, technology fattened world of 2090, crime can be very prosperous indeed.

The crook is the master of the seedier side of life, and his skills are very much in demand. When a corporation doesn't want to directly dirty its hands with theft, murder or other criminal activities, they call upon a crook.

The crook's profession gets him into trouble frequently, so he naturally learns to be slippery and develops strong self-preservation skills to temper his dangerous work inclinations. The crook must be cunning, fast, and adaptable to survive the harsh underworld that he lives in. When fighting, a crook usually uses guile and sneak attacks to disable an opponent rather than a
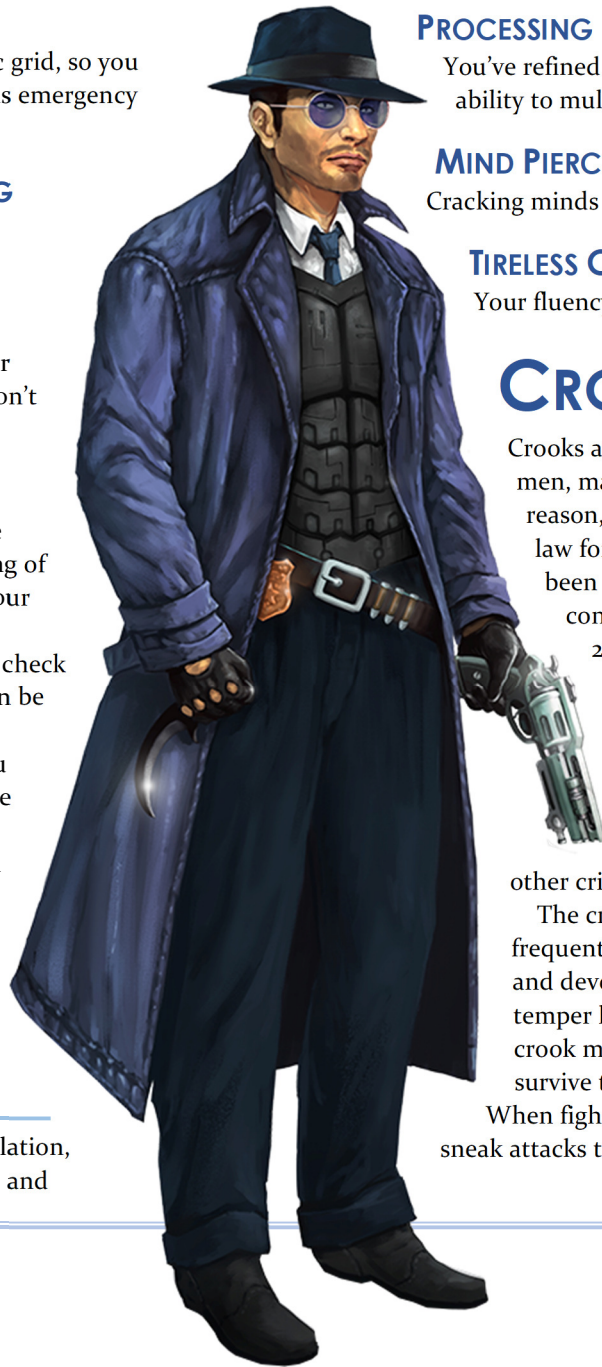
frontal assault. Crooks make excellent spies, assassins, burglars and fences. If someone wants something that they are not supposed to have, the crook is the guy who can get it.

Operating outside of the accepted law is what usually puts the crook in the role of a protagonist. Crooks are naturally rebellious and anti-authoritarian, and living on the wrong side of authority is bound to drag one into conflict. Some are thrill seeking scoundrels who are always in the wrong place at the wrong time, some are simply looking for cash and a good time, while others are good hearted rogues, and in the spirit of Robin Hood, are fighting against an oppressive regime.

Crooks can come from all walks of life, but often do not have a wealthy upbringing, and are raised among the dark alleys and streets of ground level. Slums and ghettos are common places of origin for crook.

EXPERTISE

Choose two of your skill proficiencies you are especially good at.

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction.

CUNNING ACTION

Your fluid thinking and agility allow you to move and act quickly.

SHADY CONTACT

You gain a contact with ties to the criminal underground. This could be a fence, corrupt cop, getaway driver, hitman, burglar, drug dealer, pimp, prostitute, arms dealer, hacker, or any other person operating on the wrong side of the law.

ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

ILLICIT UPGRADE

You acquire an upgrade in the form of a specialized cybernetic implant, or biohack

UNCANNY DODGE

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

SAFE HOUSE

You have a safe house organized in your home city (or outside the city) that is off the map and unknown to almost anyone. It could be an apartment, cabin, abandoned house, or some other accommodation; you get to decide the specifics as long as it only provides basic amenities. It isn't glitzy, but it enough to get a good night sleep.

NOTORIOUS

You have become such an infamous figure of the underworld that even the thought of causing you harm makes people take pause.

CROOKED PATHS

There are many different types of criminals, and the path you choose reflects the types of crime you tend to be good at.

DEALER

You are businessman, only your business involves goods and services that are illegal, and you have a knack for finding sources of these illicit commodities. You use your cunning and social savvy to build a network suppliers and buyers of contraband. Smugglers, fences, drug lords, pimps, and arms dealers follow this path. Your business acumen, fearsome reputation, guile and streetwise are tools to build your lucrative criminal empire.

FENCE

You are great at the finding, buying or selling of illicit goods or services.

UNDERWORLD CONNECTIONS

You can tap your criminal reputation to obtain resources from the black market. The resources can take the form of any combination of dirty money, restricted or banned goods like drugs or weapons, or any other form of goods and services available on the black market.

MINIONS

You've amassed a solid reputation in the criminal underground. You can leverage this rep with up and comers to gain some backup when you know violence is on the horizon.

CREDIBLE THREAT

Your fluency with underworld bravado and posturing are keen, and your words carry a deadly threatening weight of violence and mayhem.

CRIME LORD

You have connections that run deep into a vast criminal empire. You can recruit a bunch of experienced gangsters and thugs to do your bidding with a simple phone call, or employ a single elite killer looking to climb the ladder.

HITMAN

You are a hunter of people, and you are good at finding and killing them, simple as that. This path is appropriate for contract killers, gangland executioners, bounty hunters, or covert government assassins. Stealth, surprise, and knowledge of your target are your bread and butter.

ASSASSINATE

You are at your deadliest when you get the drop on your enemies.

PREY DOSSIER

You may target a particular individual as your prey, learning a great deal about them.

UP CLOSE AND PERSONAL

You like to attack at close range.

APEX PREDATOR

You are a true master of dispatching your specified target.

DEATH STRIKE

You become a master of instant death.

ROBBER

You develop a skill-set to take things that do not belong to you and to break into things or places. This path exemplifies bank robbers, jail breakers, safecrackers, car thieves, and burglars. Naturally, in the current age many security systems are run by computer code and electronics, so your expertise includes ways to bypass both mechanical and digital security. You use your deft

hands, quick wits, and trickery to achieve your goals.

PICKPOCKET

You are great at picking pockets!

SAFECRACKER

You're great at unlocking things!

SECURITY INFILTRATOR

You're an expert at spotting and bypassing security.

QUICK HEIST

Cracking through security takes no time at all.

CAT BURGLAR

You've mastered the physical aspect of burglary.

CONTINGENCY PLAN

You've reached such levels of detail in your 4-dimensional crime chess, that you always have an ace up your sleeve...

ENGINEER

Engineers are auto mechanics, MIT whiz kids, weapons developers, getaway drivers, demolitions experts, electricians, or any other person that is obsessively talented with hardware.

Being able to create or modify gadgets, robots, bombs, and vehicles with creative expertise is what defines an engineer. They love working with their hands, and take great pride in their custom electronics, cars, drones, and gizmos.

Engineers are just as comfortable performing a demolition as they are creating or repairing, having the chemical and electrical know-how to build a great variety of different explosives, or destroy machines.

The tech fattened world of 2090 is the perfect playground for engineers, with electronics and machines being ubiquitous. Taking the latest models off the factory line and remodelling them to suit your own purposes is the engineer's bread and butter.

Wanting to test out their custom machines, get funds for further tinkering, or simply wanting some adventure and excitement is what draws many engineers into a cadre.
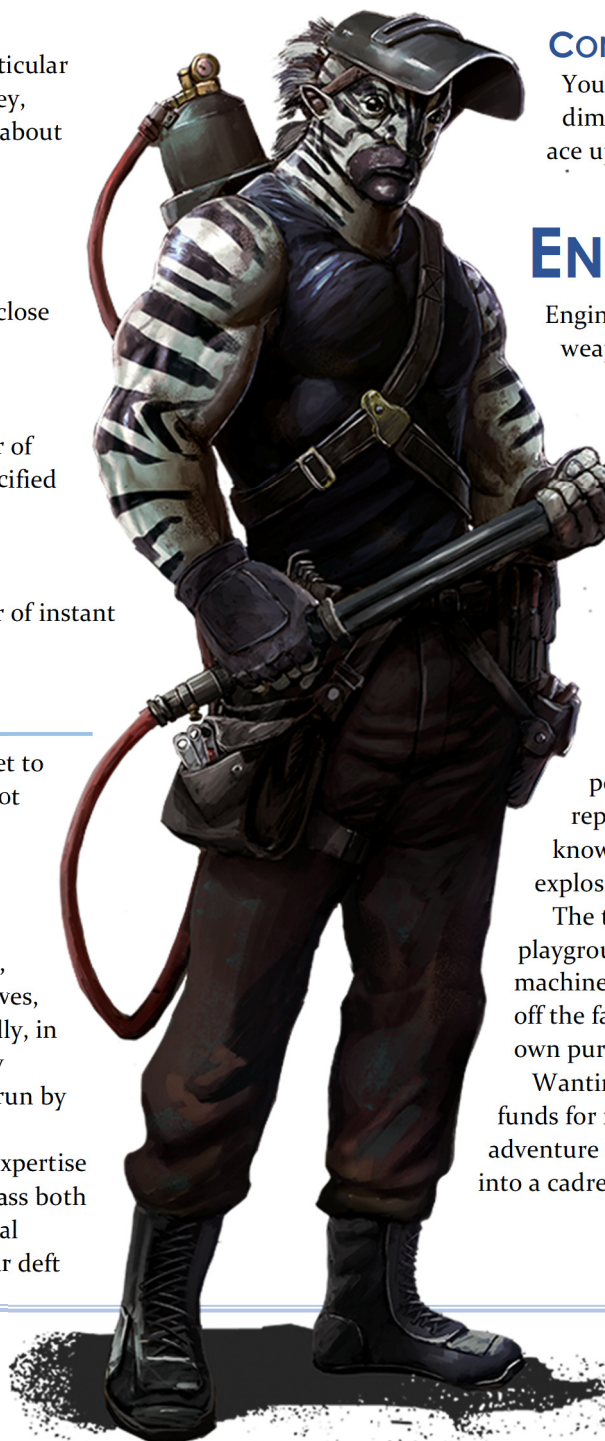
TECHNICAL EXPERTISE

You gain expertise in Mechanics. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

HACKING

Starting at 1st level you are able to use hacks to modify, create, and enhance technology.

CONSTRUCT GEAR

You can fabricate your own devices and gadgets, either repairing second hand stuff that people have thrown away, or making in a DIY fashion, from scratch.

ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

BUILDER CONTACT

You gain a contact who is somehow connected to mechanics, construction, or engineering. This could be a street racer, autobody mechanic, electrician, contractor, junkyard tinkerer, or anything else you can think of.

STRUCTURAL EXPLOIT

At 9th level you can see design flaws in machines, and exploit them to your advantage.

TECH UPGRADE

You acquire an upgrade in the form of a specialized cybernetic implant, or biohack.

TRADEMARK HACKS

You have achieved such mastery over certain hacks that you can run them ease.

ENGINEER ARCHETYPE

While all engineers are good with electronics and mechanics, different engineers choose different areas to focus their hacking on.

GADGETEER

The tech-crazy gadgeteers are incredible at taking existing technology and adapting and enhancing it to suit their needs. Talent with all hardware is their hallmark, with explosives, electronics, and bombs being a particular specialty of this archetype.

UPGRADE TECH

You can modify much of the equipment that you purchase, upgrading it in some meaningful way.

DEMOLITIONS EXPERTISE

You gain fluency in setting and disarming explosives.

CONSTRUCT EXPLOSIVES

You gain expertise in constructing various explosives.

RELIABLE TASER

You've modded a custom Taser for electric badassery.

BOMBERMAN

You've mastered the creation of even more explosives.

MEGATASER

Your custom Taser is even more nasty!

BLAST MASTER

You can pack your explosives with extra punch.

SUBLIME MODS

Your tech upgrades are especially potent.

GEARHEAD

Gearheads are obsessed with vehicles. They excel at both the mechanical enhancement of vehicles, and the piloting of them. Race car drivers, body shop grease monkeys, chop shop mechanics, and getaway drivers all find a home with this archetype.

DRIVER

Car chases and getaway driving are... In your wheelhouse.

SOUP-UP

You can modify vehicles, like cars, motorcycles, planes, etc.

VEHICULAR RESTORATION

Restoring cars, bikes, and other vehicles to pristine status is a passion and talent of yours.

EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

MARTIAL WEAPON PROFICIENCY

You gain proficiency with martial weapons.

ACTION SURGE

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

MERGE WITH THE MACHINE

When you drive, you take in the camera feed and other sensor information from the vehicle into your own consciousness. Essentially, you take on the sense perceptions of the vehicle, making it a part of your body.

MASTER MECHANIC

You are one of the best when it comes to mechanics.

ULTIMATE PIMP OUT

Your ability to soup-up vehicles has reached near perfection.

ROBOTICIST

Robots are the air you breathe, and you relish constructing marvels of technology, be it drones or droids. You tinker with one prototype robot in particular, making it the pinnacle of your talents, a perfect expression of your mastery of robotics.

DRONE ENTHUSIAST

You learn the *arc drone* hack for free, and it gets a boost!

PROTOTYPE ROBOT

At 3rd level, you can construct your own robot, based on the blueprints of a base factory model, but improved by your own ingenious modifications!

INGENIOUS IMPROVEMENTS I

Your prototype robot gains two of the following improvements.
- *Tanky Boi.*
- *Redundancy Systems*.
- *Savvy Boi.*
- *Olfactory Boost*.

ROBOT ARTISAN

Your expertise at robotics grants you the *upgrade robot* hack for free, and it gets a boost!

INGENIOUS IMPROVEMENTS II

Your prototype robot gains two improvements from the following list, or from Ingenious Improvements I.
- *Reliable Systems.*
- *Weapons Programs.*
- *Smarty Boi.*
- *Fierce Boi.*

INGENIOUS IMPROVEMENTS III

Your prototype robot gains two improvements from the following list, or from Ingenious Improvements I or II.
- *Combat Firmware.*
- *Turtle Boi.*
- *Speedy Boi.*
- *Inhuman Skill Software.*

DRONE MASTER

Beginning at 10th level, you learn the *drone swarm* hack for free, and it gets a boost!

MASTER CRAFTSMAN

Your ability to take any factory model robot and bring it to the next level is second nature.

INGENIOUS IMPROVEMENTS IV

Your prototype robot gains two improvements from the following list, or from Ingenious Improvements I, II, or III.

- *Bodyguard Boi.*
- *Effortless Commands.*
- *Sensor Overhaul.*
- *Sacrificial Bomb-Boi.*

GUNFIGHTER

Gunfighters are masters of all firearms, unleashing storms of bullets at their enemies. They use a lethal combination of skill, discipline and weaponry to bring an opponent down as fast as possible. Weapon technology has never been better and the potent variety of ammunition and firearms available are a virtual playground of opportunity for the gun fighter. Gunfighters may also have a few other tricks up their sleeves as well, but if Murphy's law has taught us anything it's better to have a gun and not need one than need a gun and not have one.

Most gun fighters have had at least some military training, though a rare few are self-taught. Gunfighters are soldiers, police officers, mercenaries, assassins, syndicate shock troops, S.W.A.T operatives, and freedom fighters. Finding work is never hard for the gun fighter, as syndicate or government armies are always looking for another skilled gun.

Every story must have a conflict, and many conflicts in the world of 2090 involve violence. Often, these conflicts are what draw gunfighters into the story. Some gunfighters decide to be crusaders for justice, creating a story of their own, while others are gunfighters just because they're good at it.

Many gunfighters are genetically designed specifically for combat, bred and trained to be perfect weapons, but they can come from any genome as long as they are skilled fighters. You may not be the wealthiest or most educated person, but in a gun fight everyone wants to be your friend.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty.

TAKE COVER

When the bullets start flying, you know how to avoid them.

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment.

ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

MILITARY UPGRADE

You acquire an upgrade in the form of a specialized cybernetic implant, or biohack.

MILITARY CONTACT

Starting at 7th level, you gain a contact with ties to law enforcement, the military, or a mercenary company. This could be a cop, FBI agent, marine, merc, or any other gun toting person.

EVASION

You can nimbly dodge out of the way of certain area effects, such as a grenade blast or a falling object.

WAY OF THE GUN

Yes, you're good with guns, but what types of guns, and in what ways? Are you a quick draw desperado type, or an army ranger?

GUNSLINGER

Like desperados of yore, the handgun is your specialty. Gunslingers excel at quick draw, rapid attacks in succession, and deadly accuracy.

IMPROVED HANDGUN CRITICAL

More common pistol crits!

QUICKDRAW

You've developed a canny ability to draw your weapon and attack before your opponent has even had a chance to react.

PISTOLEER

Expert handgun techniques!

EXTRA HANDGUN ATTACK

Quick trigger finger!

SUPERIOR HANDGUN CRITICAL

Even more common crits with handguns!

SNIPER

You master the skills of the sniper, taking your time to make the perfect shot. Snipers favor precision marksmanship, putting their bullets exactly where they want them.

DEADLY AIM

You can target specific areas of an individual's body, for special effects.

IMPROVED DEADLY AIM

You have become such a fluid shot that you can take aim more quickly.

MARKSMAN

Missing isn't an option.

CRACK SHOT

World class sharpshooter over here!

SUPERIOR DEADLY AIM

Taking aim is second nature.

SOLDIER

Your training and experience reflect the life of a soldier, and you are at home using armor, automatic firearms, explosives, and military cyberware. Marines, army, navy, mercenaries, S.W.A.T, or any other regimented combatants are exemplified by this.

SOLDIER MILITARY UPGRADE

Free upgrade!

ARMORED COMFORT

You are used to wearing a heavy combat kit and armor.

MACHINE GUNNER

Recoil isn't so bad.

DEMOLITIONS EXPERTISE

At 10th level, you gain fluency in the creation, setting, and disarming of explosives.

DEMOLITIONIST

You've learned some specific bomb formulas.

UNCANNY DODGE

Starting at 15th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

SUPERIOR MACHINE GUNNER

Recoil don't mean @#%&!

HARDCASE

It's a hard knock life. Hardcases are goons, gangsters, pit-fighters, hired muscle, or just plain tough grizzled bastards. When the shit goes down, the hardcase is right there in the front lines, fighting tooth and nail. When your specialty is busting heads it's rare to find employment on the right side of the law, so many hardcases have at least some contact with the underworld. The syndicates have armies of trained soldiers for official business, but the hardcase is often contracted when the syndicate is unable to directly exercise brute force due to politics.

In the rare instances when the hardcase decides violence isn't the best option, intimidation, guile and street smarts are his back up tools.

Hardcases are often made protagonists because most stories, whether its planned or not, involve violence. When diplomacy, subterfuge and other methods fail, its always nice to have a human wrecking ball to fall back on. A hardcase may follow a strict code of honor, seek vengeance against a particular syndicate, or maybe he just doesn't take any shit. Whatever the motivation, the road a story takes is full of bumps, and the hardcase helps pound them out.

A hardcase often comes from a poor background, as most wealthy individuals with a talent for violence become corporate samurais or officers in an army. A harsh, unforgiving upbringing is what usually produces a hardcase. Understanding how to use violence and withstand it were the basic tools for survival in their childhood stomping grounds. Crooks and hardcases often come from similar backgrounds but deal with their environment differently.
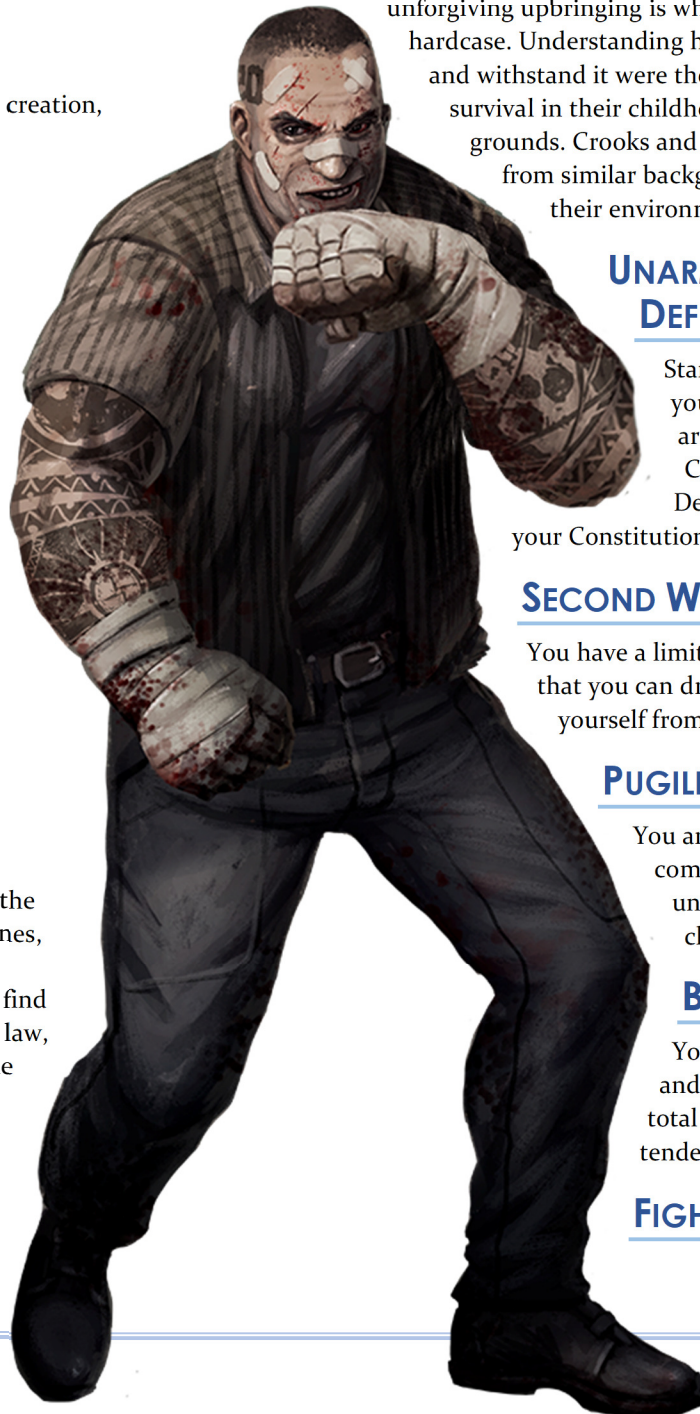
UNARMORED DEFENSE

Starting at level 1, while you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm.

PUGILIST

You are trained in unarmed combat, and your unarmed strikes hit like clubs.

BRUTAL FOCUS

You can choose a target and single it out as the total focus of your violent tendencies.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty.

ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

SHADY CONTACT

You gain a contact with ties to the criminal underground. This could be a fence, corrupt cop, getaway driver, hitman, burglar, drug dealer, pimp, prostitute, arms dealer, hacker, or any other person operating on the wrong side of the law.

HEAVY HANDS

You know how to knock people down.

ILLICIT UPGRADE

You acquire an upgrade in the form of a specialized cybernetic implant, or biohack.

INDOMITABLE

You will not be dominated.

RELENTLESS STAMINA

Starting at 10th level, your grit can keep you fighting despite grievous wounds.

SCARY

You can use your action to frighten someone with your menacing presence.

BRUTE SPECIALTY

Are you better at beating people up, taking a punch, or instilling fear in your enemies with your criminal reputation? Your specialty embodies your particular type of badassery.

DAMAGE SPONGE

Nobody can take a hit like you, and you are always ready to come back for more. A combination of grit, luck, will, and toughness keeps you up and ready no matter how much damage you take. This specialty is for anyone that can take a licking and keep on ticking.

SOAK IT UP

You have a knack for rolling with the punches and getting lucky with "flesh wounds".

RUGGED

You can use your fortitude to withstand forces that others try to evade.

MENTAL GRIT

Your mind is as tough as your body!

RESERVOIR OF VITALITY

You can bounce back from doom.

GLUTTON FOR PUNISHMENT

Why won't you die?!

GANGSTER

You have a degree from the school of hard-knocks, and the street has taught you how to survive in a kill or be killed world. This specialty is appropriate for street enforcers, mafia hit men, and, well, gangsters! Like a true alpha wolf, you capitalize on a reputation for ultraviolence and a scorched earth attitude to get what you want.

SNEAK ATTACK

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one person you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 1.5 meters of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Your sneak attack damage increases to 2d6 at level 7, 3d6 at level 9, and 4d6 at level 14.

MARTIAL WEAPON PROFICIENCY

At level 3, you gain proficiency with ranged martial weapons.

RECKLESS ATTACK

Starting at 7th level, you can throw aside all concern for defense to attack with fierce desperation.

CREDIBLE THREAT

Your fluency with underworld bravado and posturing are keen, and your words carry a deadly threatening weight of violence and mayhem.

BRAVADO

Your reputation and your ego cannot let you back down or be scared.

Retaliation

Eye for an eye.

Unarmed Fighter

You have a knack for using your body to inflict devastating violence on people. You spend countless hours at the gym, sparring and mastering every martial art that ups your fight game. Bouncers, kung-fu movie stars, bodyguards, MMA teachers, and especially professional fighters make up the bulk of this specialty.

Mixed Martial Arts

Beginning at 3rd level, you become skilled in a variety of martial arts maneuvers that you can use in unarmed combat.

- *Trip.*
- *Takedown.*
- *Choke.*
- *Leg Kick.*
- *Float like a Butterfly.*
- *Sting like a Bee.*
- *Wrist Strike.*
- *Rattling Blow.*
- *Feinting Attack.*
- *Superman Punch.*
- *Maneuvering Attack.*
- *Menacing Attack.*
- *Block.*
- *Counterpunch.*

Submission Artist

Excellent at grappling!

Famous

Your MMA game is making you rich and famous!

Knock Out Artist

You know how to turn out lights. In people.

SAMURAI

Samurai are trained soldiers, bodyguards and assassins produced and contracted out by Bushido, a subsidiary company of Ronin International, the world's largest private mercenary company. They are trained in melee weapons, unarmed combat, and pistol use.

Samurai are highly prized by the rich business class as bodyguards as their training not only emphasizes combat and alertness, but also an ethic of duty being the highest priority. To die while completing your contract is the highest honor a samurai can achieve in life. Unlike the traditional samurai of ancient Japan, modern samurai come from a variety of ethnic backgrounds. Another difference is that samurai are bound to serve their employer only by contract. The contract may be 1 day, 1 job, 1 year, or a lifetime. Though duty is the core ethic of their training, it is not unusual for a samurai to only pay lip service to this or have a unique interpretation of duty.

Samurai are the most specific of the starting classes. While the other classes allow for a variety of character concepts, samurai all have at least one thing in common: their specific training. While their race, nationality and personal history can vary, all samurai have gone through Bushido's training program and emerged as a focused and disciplined fighter.

Ki

Starting at 1st level, your training allows you to harness the ki energy, which you can view as mystical energy, or simply extra effort, depending on your worldview.

- *Flurry of Blows.*
- *Patient Defense*
- *Step of the Wind.*

Unarmored Defense

Starting at 1st level, while you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts

Starting at level 1, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and melee attacks.

Fighting   Style
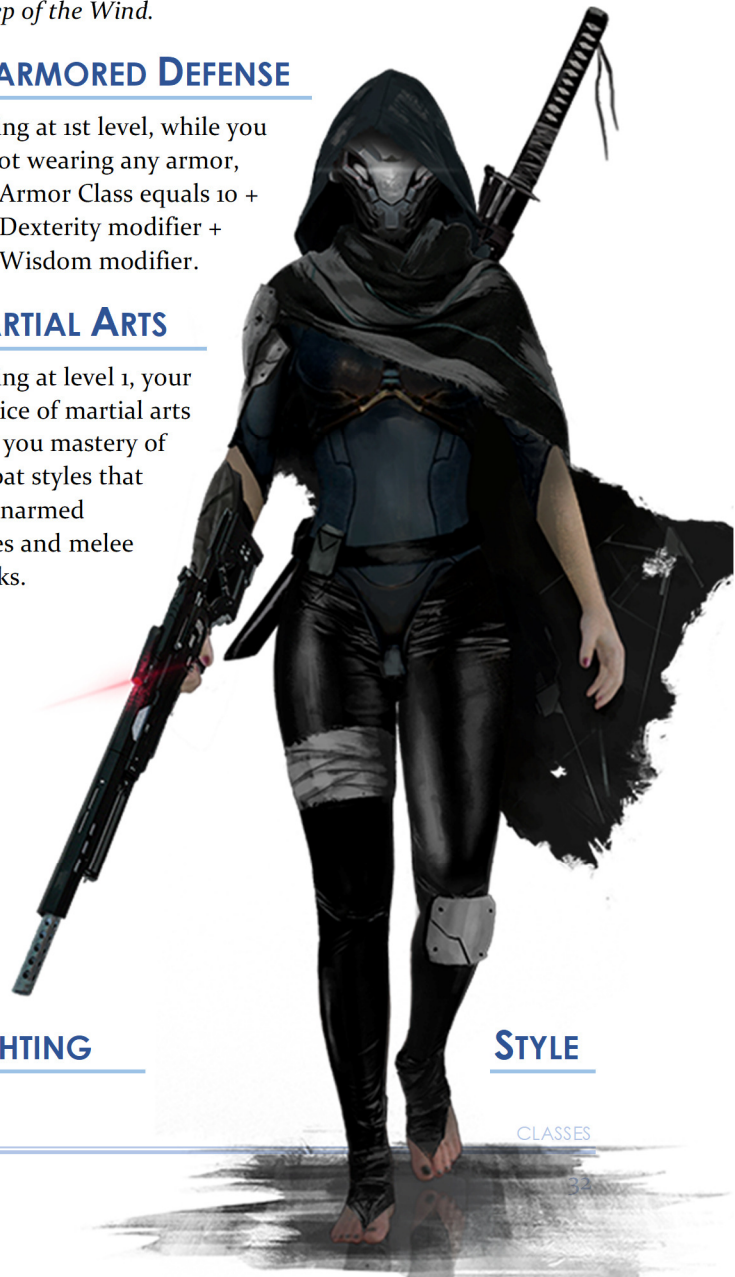
You adopt a particular style of fighting as your specialty

BUJUTSU TRAINING

Bujutsu training teaches you to master techniques for war, violence, and self-defense. You can select from the following features.

EVASION

You can nimbly dodge out of the way of certain area effects, such as a grenade blast or a falling object..

EXECUTE

You are at your deadliest when you first draw your weapons.

HARD ADEPT

You can spend a ki point to perform any of the following unarmed melee attacks.
- *Leg Kick.*
- *Float like a Butterfly.*
- *Sting like a Bee.*
- *Counterpunch.*

HARD MASTER

You can knock people unconscious quite easily.

IAIJUTSU ADEPT

Through iaijutsu training, you have developed a canny ability to draw your weapon and attack before your opponent has even had a chance to react.

IAIJUTSU MASTER

Prerequisite: Iaijutsu Adept
Your iajutsu training has developed to a point where you are constantly on guard against danger.

ITTOJUTSU ADEPT

Your sword strikes do incredible damage!

ITTOJUTSU MASTER

You are excellent at defence and counterattacks with a sword.

JUJUTSU ADEPT

You can spend a ki point to perform any of the following unarmed melee attacks.
- *Trip.*
- *Takedown.*
- *Choke.*
- *Wrist Strike.*

JUJUTSU MASTER

Expert grappler.

NINJUTSU ADEPT

Your bujutsu training focuses on stealth and subtlety.

NINJUTSU MASTER

You become a master of instant death.

NITOJUTSU ADEPT

Duel wielder expertise.

NITOJUTSU MASTER

Duel wielder master.

SNEAK ATTACK

You know how to strike subtly and exploit a foe's distraction.

STUNNING STRIKE

You know several nerve points and muscle attachments that you can exploit with your strikes.

UNCANNY DODGE

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

SENSHI UPGRADE

You acquire an upgrade in the form of a specialized cybernetic implant, or biohack.

EXTRA ATTACK

You can attack twice, instead of once.

CALM THE HUNGRY GHOST

You have reduced the nagging effect of your ego, recognizing its emptiness.

SUIT

Suits are educated and trained professionals. As the name suggests, this class describes white collar professionals. They are intelligence agents, CEOs, detectives, spies, and political operatives. In a world run by business syndicates, this gives them a great degree of power. They fill the boardrooms of the largest NGOs and political think tanks, run the lives of countless workers, organize government coups, and shatter groups to accommodate their fiscal and personal desires. As expected, diplomacy, information

gathering and financial ability are areas of a suit's expertise. Blackmail, deception, manipulation, and even murder can be the regular tools of this class.

In many cases, even seemingly ordinary businessmen are the syndicate's answer to a secret service. The espionage and intelligence inherent to the suit's training makes them ideal spies, investigators, or assassins. They would rather defeat somebody by destroying them financially or ruining their reputation, but when violence is necessary, they usually try for subtlety rather than an obvious confrontation. Their aggressive personality and training make them natural leaders.

Most suits who become protagonists do so out of ambition. They are young up-and-comers wanting to prove themselves to the world, settling for nothing less than being the best. Guile, wealth, power and status are the bread and butter of the suit. To achieve these goals, suits are always looking for the next challenge to dominate.

PATRON

Suits are always backed by a powerful organization of some sort. It could be a government agency, a branch of the military, a powerful corporation, or a shadowy crime syndicate. At level 1, decide who your patron is with your GM. Listed below are some examples, but you can choose another powerful group if you like.

Government or Military Agency. The details are up to you, including imagining an agency with your GM that fits the world. Below are some examples:

- FBI, CIA, NSA, MI5, INTERPOL, Ministry of Security, Mossad, Intelligence Bureau, Joint Cipher Bureau, Financial Intelligence Unit, Cyber Security Bureau, Department of Defense, Alcohol Tobacco and Firearms

Corporations. Each megacorporation has dozens of subsidiaries devoted entirely to intelligence, security, or financial espionage. You can imagine a mandate and name of one of these to fit your campaign with your GM. Below are the "big nine" syndicates that control over half of the world's business:

- Apex International, Apollo Laboratories, Ronin, Cornucopia,

Worldgroup Holdings, Infinity Industries, Unicom, Omnitech, Hexie.

Crime Syndicates. The world's larger organized crime syndicates have sophisticated intelligence and business wings, providing a good ecosystem for suits. Below are some examples.

- Camorra (Italian mafia), North Jopok (North Korean mafia), Ndrangheta (Italian mafia), Sinaloa (Mexican cartel), Solntsevskaya Bratva (Russian mafia), Yamaguchi Gumi (Yakuza).

Alternatively, your patron could be an up and coming smaller, but hungry and capable, corporation or crime syndicate.

CALL IN A FAVOR

As an important asset, you can tap your relationship with your corporate or governmental patron to pull strings to tilt things in your favor. It pays to have friends in high places. The number of favors per session you can call in depends on your level.

AEGIS PARTICLE BEAM

You can use the orbital AEGIS network to rain hot death upon your enemies.

BACKGROUND CHECK

You can contact your patron to ferret out any information that exists on a person you inquire about, either on public records or even in private databases like AFIS, DMV, police DNA databanks, etc.

BODYGUARD

Your patron sends you a bodyguard to protect you, one of their important assets.

DRONE SNIPE

As an action, you order a drone to take a shot at a specified target.

DRONE STRIKE

You order a drone to strafes an area with a hail of gunfire.

CLEAN UP CREW

Sometimes, life is messy, especially if violence is involved. You can call in a favor to clean up a bloody scene, dispose of a body or vehicle, or any other cover up that needs doing.
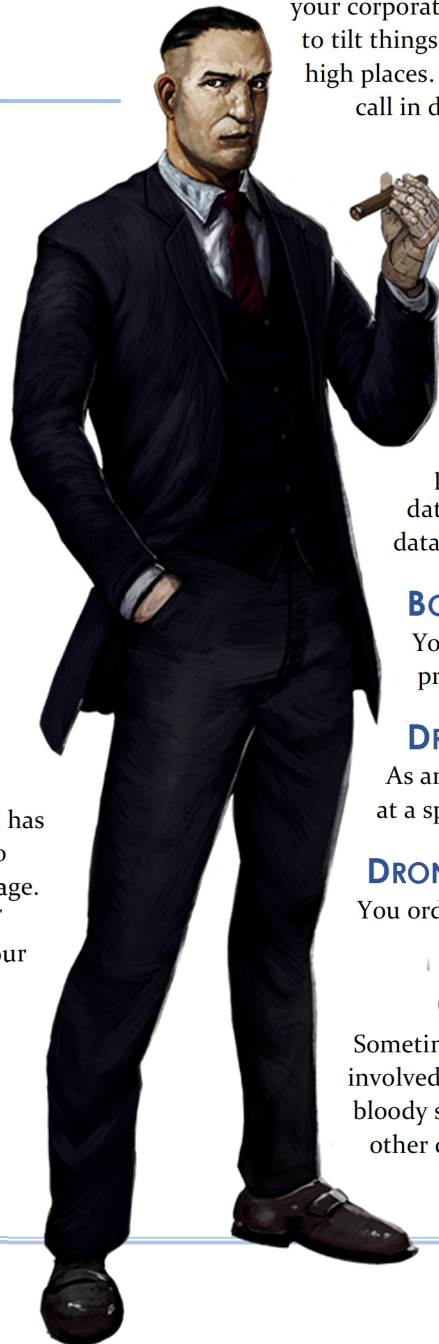
DISABLE VEHICLE

You can get law enforcement agencies to remotely shutdown a target's vehicle, making it pull over to the side of the road.

GUEST PASS

You can call in a favor to get into places that you wouldn't normally be allowed.

HARASSMENT

You can arrange for a target to be inconveniently stopped by police, security, or some other enforcement body with institutional power.

LEGAL AID

This favor allows you to get yourself out of a sticky situation with the law.

RESOURCES

You can contact your patron financial support. You put out the call, and the cash appears in your account, no questions asked.

SAFE HOUSE

Your patron hooks you up with a safe house that is off the map and unknown to almost anyone. It could be an apartment, cabin, abandoned house, or some other accommodation. It isn't glitzy, but it enough to get a good night sleep.

TAIL

Your patron hooks you up with an investigator to follow a person you are interested in. You can send a simple text to recruit an investigator's help, who will follow your target of choice and report back with any information they find.

INSPIRATION

You can inspire others through stirring words or leadership.

MOXY

Your confidence, competitive drive, ambition, and unwillingness to fail is apparent.

SNEAK ATTACK

You know how to strike subtly and exploit a foe's distraction.

CAREER PATH

You choose a career that reflects the type of patron you have.

CONTACT

You gain a contact of any type you can imagine, as suits make connection with all walks of life to further their goals.

ABILITY SCORE IMPROVEMENT

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

PROMOTION

Promotions represent another step up in your hierarchy, and you acquire special training or cybernetic upgrades to reflect this.

UPGRADE

You acquire an upgrade in the form of a specialized cybernetic implant.

EXTRA ATTACK

you can attack twice, instead of once, whenever you take the Attack action on your turn.

EXPERTISE

Choose two of your skill proficiencies that you are especially good at.

WEAPON MASTER

You adopt a particular style of fighting as your specialty.

CONTAGIOUS MOXY

Your Moxy feature is affects your allies!

ADAPTIVE LEARNING

You've learned a thing or two from your experience

EASY INSPIRATION

Your Inspiration feature works very easily!

SUPERIOR INSPIRATION

You always have a bit of inspiration left in you.

CAREER PATH

Your career path scaffolds what kind of professional environment you've trained for and thrive in best. Are you a military, corporate, or government suit?

COMMANDER

You are a born tactical leader, and likely have some military training under your belt. Your strategic planning

covers both the boardroom, and the battlefield. Military officers, SWAT captains, intelligence agency field operatives, and mercenary squad leaders are all examples of the kind of career covered by this path.

ARMOR AND WEAPON PROFICIENCY
You gain some martial training.

COMBAT INSPIRATION
You learn to inspire others in battle.

STRATEGIC ATTACK
You can make tactical attacks.

FIERCE INSPIRATION
Your inspiration is especially effective.

TACTICAL INSPIRATION
You can inspire movement!

VIOLENT MOXY
Your Moxy feature incites great ferocity.

SQUAD LEADER
You can direct multiple people at once.

CORPORATE SHARK

You are the classic economic predator, mercilessly climbing the corporate ladder. Master manipulation, wealth, and networking are your tools to achieve your ends. Wall Street phenoms, hungry executives, and business tycoons exemplify this path.

STRINGS ATTACHED
Thanks to your savvy networking and business acumen, your Call in a Favor feature is boosted.

RICH
You're rich!

HACKING
You are able to use hacks to aid you in your climbing of the corporate ladder.

FILTHY RICH
You have all sorts of riches!

CREDIBLE THREAT
Your status and power precede you, and it is known that you can ruin careers and lives with a few words to the right people. You can leverage this reputation to strike fear in the hearts of your enemies.

CORPORATE HIT SQUAD
You can temporarily recruit a cadre of killers!

G-MAN

You are a capable and elite agent with training from a corporate or government intelligence agency. Espionage and assassination are your bread and butter, and you are an incredible sleuth. Corporate or governmental spies, detectives, and other intelligence agents are all examples of a G-man.

AUTHORITY FIGURE
When you use Call in a Favor as a background check, disable vehicle, harass, guest pass, or legal assistance, it gets a big boost!

DETECTIVE
Your training allows you to pick up on the smallest of details.

JACK OF ALL TRADES
You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

DISCERNING AIM
You use your keen intellect to drive your aim.

ASSASSINATE
At 9th level, you are at your deadliest when you get the drop on your enemies.

ELITE DETECTIVE
You've honed your perceptions to a razor's edge.

PROTECTION
Whenever you use your Call in a Favor ability for a safe house, it is also guarded by two elite bodyguards.

CHAPTER 4: GOODS AND SERVICES

This chapter deals with some of the equipment and services that a character might want to procure to aid in their adventures. Almost every commodity imaginable is available through ordering and drone delivery, legal or illegal.

The list of equipment provided is only a small fraction of what is on the market, and is meant to be a guideline for the power level of the technology of 2090. If a player wants to buy something that is not listed in the book, GMs are encouraged to create the rules for it, decide how potent it will be based on the items listed in this chapter, and determine how available it is. Remember, if your player wants something, even if it sounds ridiculous, the odds are thousands or millions of others want it as well, and the free market has taken care of every niche for something to sell.

MONEY

In order to buy any of the wonderful equipment listed in this chapter, you actually need the cash to buy it.

While almost all of the world's countries have their own currencies, bitcoin is the currency that most of the world agrees upon as a global standard. However, one single bitcoin is worth so much that transactions are usually measured in satoshi ($\succ$), 1/100,000,000 of a bitcoin.

For instance, buying a meal might cost $\succ$10, while buying a new car might cost $\succ$30,000. Only the most lavish of mansions would approach the value of a single bitcoin. The price of all of the equipment in this chapter is measured in satoshi ($\succ$). Characters earn satoshi during the course of a game session and by completing contracts (see Acquiring Money below).

ACQUIRING MONEY

Characters can acquire money in one of three ways: completing contracts, getting in during a game session, or through features granted to them by their genome, class, or feats.

CONTRACT COMPLETION

When cadres complete contracts, they are paid the negotiated amount. Contracts can range from thousands to millions of satoshi, depending on the cadre's Mosaic score, and the negotiation of the contract (see Chapter 9: Completing Contracts).

SESSION HUSTLE

During the course of a gaming session your cadre is likely to come across some cash in the form of goods you can sell, or "appropriated" funds from your enemies. Add this to the bank!

MONEY GENERATING FEATURE

Several classes, genomes, feats, and hacks can also grant extra funds each session. For example, suits have the Call in a Favor feature that can be used to get financial resources, and codehackers have the *skim* hack.

EQUIPMENT REGULATIONS

Some equipment and cyberware are deemed too dangerous for public consumption, at least without regulation. Laws regarding enhancements vary from country to country, but you can use the following as a rough guide for regulations. Generally, the more dangerous something is, the more regulations it has. For instance, a machine gun will be banned pretty much everywhere, while a pistol might only be restricted. The GM is the one who decides which category a particular item falls under, depending on where your cadre is.

- *None.* These items are freely available, without any restriction
- *Monitored.* Records are kept in government databases about where, when, and for whom these enhancements were performed.
- *Restricted.* Some form of registration and licensing is required for these, which are relatively easy to obtain, as long as you don't have a criminal record. At the Gamemaster's discretion, there may be a price for this license, up to 10% of the enhancement cost.
- *Banned.* Banned equipment is reserved for the military, or other state entities and cannot be obtained by private citizens under normal circumstances, though they enjoy a high demand on the black market. At the Gamemaster's discretion, these items can cost up to 50% more than the listed price if obtained through the black market.

STARTING EQUIPMENT

When you create your character, you receive equipment based on a combination of your class, background, and possibly genome or feat. Before the first game session, during character creation you can spend the money granted by all of these features.

After spending this starting money on your desired equipment, you retain any money that you don't spend.

You decide how your character came by this starting equipment. It might have been an inheritance, or goods that the character purchased during his or her upbringing. You might have been equipped with a weapon, armor, and a backpack as part of military service. You might even have stolen your gear.

EQUIPMENT STARTING AT HIGHER LEVELS

Some games will start at higher levels. If this is the case, your character has already acquired some gear and upgrades earlier in their career. To reflect this, use the table below to determine a character's starting gear. They cash can be spent prior to the first gaming session.

CASH STARTING AT HIGHER LEVELS

Level	Starting Cash
2	⊰25,000
3	⊰50,000
4	⊰100,000
5	⊰150,000
6	⊰225,000
7	⊰300,000
8	⊰400,000
9	⊰500,000
10	⊰650,000
11	⊰800,000
12	⊰1,000,000
13	⊰1,200,000
14	⊰1,500,000
15	⊰1,800,000
16	⊰2,200,000
17	⊰2,500,000
18	⊰3,000,000
19	⊰3,500,000
20	⊰4,000,000

ARMOR

With all the big nasty guns and such out there the need for armor is paramount for those who live dangerous lifestyles or want to ease their paranoia. The quality of armor available in the world of 2090 has vastly increased compared to previous decades. Material that is protection against small arms fire has become nearly as light and comfortable as regular clothing, and military grade heavy armor can make its wearer a walking tank. Of course,

> ### Drone Delivery
> If you happen to be in a city, equipment can be purchased on-the-go, with extremely efficient delivery. You can be on a stake-out in a downtown subway station, and decide you need some bolt cutters, and after a quick online purchase the bolt cutters will be delivered to you by a whirring aerial drone in under an hour. If the local laws allow for it, even firearms and ammunition can be delivered this way!
>
> As long as the item you are purchasing is in a warehouse somewhere reasonably close, drone delivery can get it to you incredibly quickly, to almost any public space. Larger items are delivered via driverless wheeled drones. The GM determines the exact time it takes for an item to arrive, and drone delivery doesn't operate nearly as well if you are in a hard to get to area, or far away from where the item is being delivered.

quality armor can be extremely expensive and for the heavier types, conspicuous a well.

The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. The Armor table shows the cost, mass, and other properties of the common types of armor used in the world of 2090.

ARMOR PROFICIENCY

Anyone can put on a suit of armor, but only those proficient in the armor's use know how to wear it effectively. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

ARMOR CLASS (AC)

Armor protects its wearer from attacks. The armor you wear determines your base Armor Class.

DAMAGE REDUCTION (DR)

If attacks do get through your armor, the armor can lessen the damage taken by slowing down or partially cushioning the blow. Damage Reduction applies to bludgeoning, piercing, and slashing damage.

STRENGTH

Heavier armor interferes with the wearer's ability to move quickly and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 3 meters unless the wearer has a Strength score equal to or higher than the listed score.

STEALTH

If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

LIGHT ARMOR

Light armor is supple, flexible, and feels and looks the same as regular clothing, only it's more durable. It often

comes as suits, trench coats, leather jacket and pants, It's the protection of choice for people looking to maintain maximum mobility, or hide the fact that they are battle-ready. If you wear light armor, you add your entire Dexterity modifier to the base number from the armor when determining your Armor Class.

Atomos Clothing. Atomos is the pinnacle of light personal protection for the fashion conscious. The outfits are entirely custom made to fit the wearer, and are manufactured with only the most precision molecular nanofiber engineering. Expensive, stylish, and almost bullet proof.

Bushiweave Clothing. Buishiweave is a fabric corporation that designs protective gear marketed towards samurai. Their products are for elite customers who can afford premium brands.

Durile Clothing. Durile is the most common manufacturer of protective clothing, and weaves composite carbon nanofiber to great effect. It's light, cheap, and may save your life.

Reinforced Clothing. The cheapest protective clothing, it's common among street toughs and is standard issue for low-end police and security companies.

Spyder Sylk Clothing. Made from actual transgenic spider silk, the threads in this armor are both stronger and lighter than steel. Its soft, elegant, protective and has a certain style that only something that comes from spiders could have. Its a little pricy, but many suits wear it for the menacing subtext.

SharkSkin Clothing. SharkSkin has made a name for itself as extremely high-end personal protection, woven carbon nanofiber tailored to the customer's specifications. They are second only to Atomos in the quality of their work.

MEDIUM ARMOR

Medium armor is explicitly for combat, and offers higher protection than light armor at the expense of mobility and subtlety. It includes the majority of armor worn by the world's military forces.

Medium armor typically consists of a blend of reinforced fabrics, an armored vest, and headgear. It is obvious to anyone that you are wearing medium armor unless it is covered by a thick outer layer of clothing, like a trench coat. Spotting it under a trench coat requires a DC 15 Wisdom (Perception) check.

Instead of adding your entire Dexterity modifier to the base number from the armor when determining your Armor Class, you only add up to +3 or +4 of it, as listed on the Armor table.

Atomos Assault Suit. The top of the line tactical assault armor is offered by Atomos, and only especially well banked police, soldiers, or cadres can afford them. It's a light nanofiber jumpsuit and mask with a nanocarbon plated vest. Molecular manufacturing at its finest.

Ceramic Plate Body Armor. This generic lightweight armor is made by a variety of manufacturers, and consists of durable fabrics with high strength ceramic plates embedded in all of the hotspots. It sees wide use in police and military operations throughout the world, a nice blend of affordability and efficacy.

Bushiweave Body Armor. Bushiweave body armor offers maximum protection while maintaining fluid movement and a quiet step. For those who can afford it, it's a great compromise between protection and mobility.

Durile Assault Suit. A step up from ceramic plate armor in terms of flexibility, Durile has captured a solid amount of market share with this light weight nanofiber composite blend suit and vest.

Kevlar Body Armor. It may be a little bulky, but it can protect wearers from small arms fire, and is a staple among poorer police and military forces.

SharkSkin Assault Suit. SharkSkin's offers this form fitting bodysuit, vest, and light helmet to wealthier customers. It's pricy, but extremely effective against pistols.

Spyder Sylk Assault Suit. Made from their patented transgenic spider silk, this whole-body suit, vest, and helmet offers light weight protection that many of the world's elite military operations can find affordable.

HEAVY ARMOR

Heavy armor offers the best protection, but it's bulk limits mobility, and requires special training to use it effectively. It is commonly used by well entrenched heavy infantry.

Heavy armor covers your entire body with thick reinforced fabric and heavy plates, providing protection against almost all small arms fire.

Heavy armor doesn't allow you to add your Dexterity modifier to your Armor Class, but it also doesn't penalize you for having a negative Dexterity modifier.

Artemis Battle Suit. The Artemis corporation uses the best available materials and manufacturing techniques to produce this marvel of engineering. It is only used by the wealthiest of armies or other equally well financed groups for their elite heavy infantry. Most of the wearer's body is covered by high density nanotube plating, with only the joints and rotation points of the body being protected with the less sturdy but more flexible nanofiber weave. This armor's appearance is not unlike a futuristic version of medieval full plate. The heavy layering of plates is limiting to the wearer's movement, but that is the price to pay for being a walking tank.

Atomos Battle Suit. While being second to the Artemis line of heavy battle armor, Atomos is still a top-notch brand, and their battle suit is still an elite piece of manufacturing that is only available to well funded consumers. Anyone rich or lucky enough to have a set is pretty much immune to small arms fire.

Hard Shell Suit. This economy generic heavy armor is composed of interlinked hard plates. It's bulky, but cheap and highly effective.

Heavy Battle Suit. Heavy battle suits are produced by a variety of different corporations to protect heavy infantry. It is a combination of thickly layered nanofibre spider silk composite with nanotube composite plating over most of the body, and a full helmet protects the head. It is widely used around the world, being a balance of cost and quality.

Turtletek Battle Suit. Turtletek produces armor composed of a thick nanofiber kevlar composite jumpsuit with nanotube composite plates covering the torso, neck and groin, as well as a partial covering of the arms and legs. A full helmet protects the head. It is not often used in invasion armies due to its poor mobility, but sees extensive use in armies in defensive positions.

ARMOR UPGRADES

In addition to the protection it provides, armor can also be fitted with other options that augment the wearer's capabilities.

If you chose armor to obtain an upgrade for your armor, refer to the Armor Upgrade table for details about the various upgrades you can purchase.

Some upgrades require larger armor, as indicated on the prerequisite column. If medium armor is a prerequisite, the upgrade cannot be added to light armor. Only heavy armor can have an upgrade with the heavy armor prerequisite. Upgrades with no prerequisite can even be added to regular clothing.

Artificial Muscles. These form-fitting fabrics can be designed to act in tandem with the existing musculature of the wearer, effectively boosting the wearer's strength.

Autonomous Environment. The armor is completely sealed from the outside environment. Air filters protect the wearer from disease, heavily polluted air, tear gas. The skin is likewise protected by a selectively permeable nanofibre.

Chromomorphic. This armor is capable of changing colors and patterns to any specifications, even transparency. The desired color pattern instantly shifts according to the intention of the wearer.

Cloak. Your armor surface receives light from their environment and then transmits it in a fashion that mimics nothing being in the way of the light at all. The effect is a perfect camouflage, rendering you invisible.

Electric Discharge, Basic. Deliver electric shocks!

Electric Discharge, Premium. Deliver electric shocks!

Electrical Insulation. Fibres that insulate you from electricity.

Exoskeleton, Light. A powered exoskeleton is built into armor that has incredible strength.

Exoskeleton, Heavy. This even more powerful exoskeleton.

Hyper Jumping, Basic. Through specialized alloys and plastics, this armor upgrade allows you to leap great distances.

Hyper Jumping, Premium. This armor upgrade multiplies the amount of distance you can jump by even more.

Mechanical Capacitor. The fabric of the armor stores mechanical energy generated from the wearer's regular movements. This energy may then be released in an explosive kinetic burst, manifesting either as an extremely high jump, or a powerful strike such as a kick, punch, or other melee attack.

Medicomp. Can store up to a total of 20 doses of drugs.

Speed Upgrade, Basic. A powered exoskeleton does the running for you, increasing your speed.

Speed Upgrade, Premium. A powered exoskeleton does the running for you, increasing your speed.

Speed Upgrade, Ultimate. A powered exoskeleton does the running for you, increasing your speed.

Thermal Insulation. Thermally resistant materials insulate the wearer from temperature changes.

ARMOR

Armor	Cost	Mass	Strength	Stealth	AC	DR
Light Armor						
Atomos Clothing	℈200,000	5				
Bushiweave Clothing	℈20,000	5				
Durile Clothing	℈2,000	6				

Reinforced Clothing	シ750	2	
Spyder Sylk Clothing	シ6,000	2	
SharkSkin Clothing	シ60,000	2	
Medium Armor			
Atomos Assault Suit	シ200,000	12	
Ceramic Plate Body Armor	シ15,000	12	
Bushiweave Body Armor	シ50,000	8	
Durile Assault Suit	シ15,000	8	
Kevlar Body Armor	シ3,000	10	
SharkSkin Assault Suit	シ150,000	9	
Spyder Sylk Assault Suit	シ50,000	11	
Heavy Armor			
Artemis Battle Suit	シ750,000	25	
Atomos Battle Suit	シ300,000	23	
Hardshell Suit	シ20,000	18	
Heavy Battle Suit	シ50,000	16	
Turtletek Battle Suit	シ125,000	21	

ARMOR UPGRADES

Upgrade	Cost	Mass	Prerequisite	Effect
Artificial Muscles	シ5,000	2		
Autonomous Environment	シ8,000	5		
Chromomorphic	シ300	-		
Cloak	シ50,000	-		
Electric Discharge, Basic	シ10,000	4		
Electric Discharge, Premium	シ50,000	6		
Electrical Insulation	シ5,000	12		
Exoskeleton, light	シ75,000	10		
Exoskeleton, heavy	シ300,000	20		
Hyper Jumping, Basic	シ20,000	3		
Hyper Jumping, Premium	シ100,000	6		
Mechanical Capacitor	シ20,000	5		
Medicomp	シ25,000	1		
Speed Upgrade, Basic	シ20,000	4		
Speed Upgrade, Premium	シ70,000	7		
Sprint Upgrade, Ultimate	シ250,000	10		
Thermal Insulation	シ5,000	12		

WEAPONS

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a handgun or a nanosword, your weapon and your ability to wield it effectively can mean the difference between life and death.

The different weapons tables show the most common weapons used in 2090, their price and mass, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either **melee** or **ranged**. A melee weapon is used to attack a target within 1.5 meters of you, whereas a ranged weapon is used to Attack a target at a distance.

WEAPON PROFICIENCY

Your background, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are **simple** and **martial**. Most people can use simple weapons with proficiency. These weapons include clubs, knives, handguns, and other weapons often found in the hands of regular citizens. Martial weapons, including assault rifles, nanoswords, and grenade launchers, require more specialized training to use effectively.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

WEAPON DAMAGE

The type of damage a weapon inflicts is abbreviated on the tables in the damage columns.

- B – bludgeoning
- E – electrical
- H – heat
- P – piercing
- Po – poison
- S – slashing

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

Armor Piercing. Weapons with this property are able to cut through armor like butter.

Auto. In addition to regular single-shot attacks, a weapon that has the auto property can make three different special attacks, which involve holding down the trigger for fully automatic fire.

- *Concentrated Burst.* You rain a hail of bullets down.
- *Three Shot Burst.* You fire a 3-shot burst from your weapon.
- *Wide Burst.* You can spray an area with shots..

Close. Ranged attacks made with this weapon don't suffer from disadvantage due to an adjacent enemy.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Mount. These powerful and heavy weapons must be used with a while prone using a bipod, or standing but using a tripod, vehicle mount or building mount.

Quick. You can use a bonus action to make an attack with this weapon.

Rapid Fire. A weapon with rapid fire shoots out projectiles at incredible speed.

Range. A weapon that can be used to make a ranged attack.

Reload. A limited number of shots can be made with a weapon that has the reload property.

Recoil. The weapon gives you some kickback, reducing accuracy.

Scatter. The shot scatters.

Silenced. The sound produced from a silenced weapon is quieter.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description.

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack.

Two-Handed. This weapon requires two hands when you attack with it.

> **A Note on Big Guns and Armor**
> While it might seem likes it's always a good idea to be carrying around laser cannons and powered armor, characters should be wary! Often, a contract calls for pistols, knives, and fists more than it calls for bazookas.
>
> **They lack subtlety**. If the characters are investigating something, the last thing they want is everyone in the neighborhood on high-alert due to the cadre armed to the teeth that has been going around asking questions. A group of people in military grade equipment tends to arouse a great deal of suspicion and elicits investigation into whomever is toting that gear. It's a good way to lose the element of surprise.
>
> **They are often illegal.** As noted above, military grade weapons are often highly regulated, or even banned. The last thing a cadre wants is the local law enforcement breathing down their neck.
>
> **The arms race.** If they have the means, nothing gets potential enemies motivated to gear up in military equipment like seeing a heavily armed cadre looking for them. For example, a crime lord might hire another heavily armed mercenary group if he hears word that people with heavy armor and assault rifles have been looking for him.

Versatile. This weapon can be used with one or two hands.

MELEE WEAPONS

Melee weapon descriptions are listed on the Generic Melee Weapons and Premium Melee Weapons tables below. Melee weapons can only be used to make attacks on adjacent targets, unless they have the thrown property.

FIREARMS

Firearm descriptions are listed on the Generic Firearms and Premium Firearms tables below. All firearms also have the ranged and reload property, described above and listed on the tables.

GENERIC MELEE WEAPONS

Weapon	Cost	Mass	Damage	Properties
Simple Melee Weapons				
Axe	⋛40	3		
Club, small	⋛20	2		
Club, large	⋛40	3		
Knife	⋛20	0.5		
Machete	⋛40	1		
Nanoblade	⋛1,000	0.5		
Sledge Hammer	⋛50	6		
Stun Baton	⋛3,000	3		
Martial Melee Weapons				
Nanosword, long	⋛8,000	2		
Nanosword, short	⋛4,000	1		
Sword, long	⋛1,000	2		
Sword, short	⋛500	1		

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PREMIUM MELEE WEAPONS

Weapon	Cost	Mass	Damage	Properties
Simple Melee Weapons				
Jötunn Shock Club	シ15,000	4		
Jötunn Storm Maul	シ60,000	3		
Jötunn Stun Hammer	シ20,000	6		
NanoEdge Kerambit	シ10,000	0.5		
Martial Melee Weapons				
NanoEdge Temno	シ50,000	1		
NanoEdge Gladius	シ25,000	1		
Masamune Katana	シ150,000	1		
Masamune Wakizashi	シ75,000	1		

GENERIC FIREARMS

Weapon	Cost	Mass	Damage	Recoil	Range	Properties
Simple Ranged Weapons						
Handgun, 9mm	シ600	1				
Handgun, 10mm	シ700	1				
Handgun, 11mm	シ900	1.5				
Handgun, 12mm	シ2,000	2				
Hunting Rifle, 5.56mm	シ1,000	3				
Hunting Rifle, 7.62mm	シ1,200	3				
Hunting Rifle, 9.5mm	シ2,000	4				
Shotgun, 12 gage	シ600	4				
Shotgun, 10 gage	シ800	5				
Martial Ranged Weapons						
Assault Rifle, 5.56mm	シ2,000	3				
Assault Rifle, 7.62mm	シ2,000	4				
CAW, 12 gage	シ1,500	6				
Machine Gun, 7.62mm	シ5,000	9				
Machine Gun, 12.7mm	シ20,000	60				
Sniper Rifle, 5.56mm	シ1,500	3				
Sniper Rifle, 7.62mm	シ2,000	3				
Sniper Rifle. 12.7mm	シ10,000	14				
SMG, 5.56mm	シ1,200	2				
SMG, 7.62mm	シ1,600	3				
SMG, 9mm	シ2,000	3				

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PREMIUM FIREARMS

Weapon	Cost	Mass	Damage	Recoil	Range	Properties
Simple Ranged Weapons						
Ballista 12 gage	シ18,000	5				
Black Widow 9mm	シ10,000	1				
Drake Gas Gun	シ10,000	1.5				
GI Python 12mm	シ30,000	2				
Urban Ranger 10mm	シ18,000	1				
ZQ Monkey King 11mm	シ25,000	1.5				
Martial Ranged Weapons						
Ballista 10 gage	シ60,000	7				
Boss Killer 12.7mm	シ250,000	14				
Bushwhacker 7.62mm	シ25,000	3				
Bushwhacker Bola Gun	シ10,000	3				
Cypher MK II 5.56mm	シ25,000	3				
Diablo 7.62mm	シ50,000	3				
Dragon Breath 12 gage	シ16,000	4				
FS-3 Laser Cannon	シ200,000	80				
GI Viper 5.56mm	シ25,000	2				
M2 Maxim 12.7mm	シ300,000	60				
Manticore Bolter	シ120,000	5				
M2 Rocket Launcher	シ15,000	8				
Nova Microwaver	シ25,000	7				
Ravager CAW, 10 gage	シ50,000	6				
Stingray Shock Rifle	シ100,000	6				
Tiamat 10 gage	シ50,000	4				
XM Spitfire 5.56mm	シ100,000	9				

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ZQ Blitzer 7.62mm	シ60,000	4
ZQ Timberwolf 9mm	シ50,000	3
ZQ Wolverine 5.56mm	シ40,000	3

PREMIUM WEAPONS

Personal weapons have never been so advanced as they are in 2090. The existence of the Aegis orbital satellite weapons network has put an end to state versus state war. As a result, military shifted their focus to domestic threats and terrorism. Budgets shifted from tanks, jets, and ships into individual infantry soldiers and special police forces. As a result of this new niche, R&D fueled massive innovations in small arms and personal defense.

Premium weapons are niche products for discerning consumers, with the lifestyle and cash to warrant paying top dollar. They are nanoengineered, and made from expensive materials to give them an edge on more widely produced weapons. Wealthy cadres, elite military forces, and special police are their target demographic.

PREMIUM MELEE WEAPONS

Jötunn Shock Club. This short but heavy club delivers an electrical damage on top of it's regular damage.

Jötunn Stun Hammer. This long handled warhammer delivers a muscle paralyzing shock.

Jötunn Storm Maul. This massive maul is charged with electrical power that activates on intense kinetic impact, delivering an extra shock to the target.

NanoEdge Gladius. These short swords are typically modelled after the classical Roman weapons, though other shapes are also available. They are common melee weapons for those wanting a light and concealable option. Like all NanoEdge weapons, it is made of a state-of-the-art metallic glass alloy that always maintains a razor edge down to a near molecular level.

NanoEdge Kerambit. These scary little metallic glass knives are a nightmare in melee combat; they are easily hidden, strong, and carry an edge down to the molecular level. They also tend to be status symbols in criminal circles.

NanoEdge Temno. Marketed towards samurai and other longsword enthusiasts, the Temno is the best metallic glass sword on the market. They are available in all popular long sword designs, though a katana is the most common. It's German engineering and near molecular sharpness makes it a highly prized tool for any graduate of Bushido.

Masamune Katana. Marketed as the ultimate weapon for the Ittōjutsu master, the Masamune katana is the most coveted blade for any samurai. Active nanocolonies live on this weapon, constantly maintaining its sharpness to a molecular level after each cut. This blade is incredibly strong, and never dulls.

While extremely expensive to manufacture, there remains an elite market for it.

Masamune Wakizashi. The Masamune wakizashi is the shorter counterpart to the katana. Any samurai that practices Nitōjutsu has getting this blade somewhere on their bucket list.

PREMIUM RANGED WEAPONS

Ballista 10 gage. Ballista specializes in high-end combat shotguns, and their 10 gage packs about as much power as is possible in a shotgun. It's designed specifically to take out heavily upgraded goons, and see regular use by special police forces tasked with this job.

Ballista 12 gage. The Ballista 12 gage is the smaller and easier to use cousin of the Ballista 10 gage. It still packs a mighty wallop, has a little less recoil, and is a fraction of the cost.

Black Widow 9mm. This compact pistol is often marketed towards wealthy women as a form of personal protection, coming in a variety of stylish colors. However, it sees just as much play in the hands of stealthy assassins looking for an easily concealed silenced handgun with no recoil.

Boss Killer 12.7 mm. This anti-material and anti-personnel high-powered sniper rifle was designed for military and special police to deal with heavily upgraded criminals and terrorists. Of course, this doesn't stop it from being used by criminals against the people it was designed for.

Bushwhacker 7.76 mm. This devastating hunting rifle was designed to take down dangerous transgenic big game, including quillions and predobears.

Bushwhacker Bola Gun. This special weapon launches weighted bolas that trip up and restrain targeted people. As an action you can target anything within 20 meters.

Cypher MK II 5.56 mm. This compact sniper rifle is designed for assassins who want to carry a long-range weapon with them inconspicuously. It's recoilless and silenced shots have tied many a loose end.

Diablo 7.62 mm. The Diablo 7.62 is a powerful sniper

rifle, aimed at elite sharpshooters. It is portable, and lethal.

Dragon Breath 12 gage. This German designed shotgun uses specialty incendiary ammunition that sears targets with intense heat as well as the trauma from the impact.

Drake Gas Gun. The Drake Gas Gun launches specially designed cannisters of gas that explode upon impact, rapidly releasing their contents. As an action you can target one creature within 12 meters. The effects of the cannister depend on the type of gas within it, described below:

- *Tear gas.*
- *Knock out gas*.
- *Poison gas*.

Naturally, if the target is wearing a gas mask or some other similar protection, the gas gun has no effect.

Grenade Launcher. This weapon operates as a firearm, though instead of making an attack rolls, each attack launches a loaded grenade (the effects of which are described under Explosives).

FS-3 Laser Cannon. These modern military weapons are powered by enormous batteries, and are normally either stationary or mounted on vehicles.

GI Python 12 mm. This hand-cannon of a pistol is meant for people with the strength to handle the recoil, and is especially effective at chewing through armored targets.

GI Viper 5.56 mm. The GI Viper is an ultralight SMG, and generates very little recoil. It is perfect against numerous unarmored enemies, mowing them down with ease.

M2 Maxim 12.7 mm. This big daddy heavy machinegun is a belt fed anti-personnel or anti-light vehicle weapon, but if it's loaded with armor piercing ammunition, it's powerful enough to be a threat to more heavily armored targets as well.

M2 Rocket Launcher. In addition to the regular damage from this attack, the M2 Rocket Launcher also creates a blast of concussive force that radiates outward in 3-meter radius sphere centered on the point of the detonation.

Manticore Bolter. This fully automatic needle gun is designed to deliver poison through its specialized flechette

ammunition.

Nova Microwaver. The microwaver emits a 20-meter cone of electromagnetic radiation.

Ravager CAW 10 gage. This fully automatic combat shotgun delivers intense waves of destruction to enemies within close quarters. A favourite amongst soldiers who can handle the recoil.

Stingray Shock Rifle. The ammunition of this rifle delivers intense electric shocks alongside the kinetic energy of the projectile itself.

Tiamat 10 gage. The Tiamat 10 gage is the Dragon Breath's bigger brother, delivering the same incendiary ammunition, but with greater punch.

XM Spitfire 5.56 mm. This fully automatic rotary microgun delivers an incredible number of projectiles per second, obliterating lightly armored targets with ease. It's appearance along is enough to generate fear and awe.

ZQ Blitzer 7.62 mm. The ZQ Blitzer is the most popular assault rifle for elite military units that is currently on the market. It's easily carried, packs a punch that can damage even the most upgraded cyborgs or military robots, and has a reasonable level of recoil. Owning one is a symbol of elite skill as a soldier (or lots of disposable income).

ZQ Timberwolf 9 mm. This SMG is meant for close quarters urban combat, and has all the feature of the larger assault rifles in a more compact size.

ZQ Wolverine 5.56 mm. The light assault rifle is another favorite of elite militaries around the world, being more effective that most due to its high quality materials and nanoengineering.

EXPLOSIVES

These devices detonate given certain conditions, and can produce a variety effects, usually involving an explosion of some type.

DETONATION

The detonation type is fixed at the time of purchase, and the types of detonation (grenades, mines, timers, or special) are described below.

- *Grenades*.
- *Mines.*
- *Timer.*
- *Special.* Certain other detonators and hacks can create specialized conditions under which the explosive detonates, such as facial recognition, DNA analysis, etc.

EXPLOSIVE EFFECTS

Explosives can have any of the following effects, regardless of detonation type, and their costs are listed on the Explosives table.

Concussion. Concussive force radiates outward in 3-meter radius sphere centered on the point of the detonation.

EMP. The detonation creates a burst of electromagnetic radiation in a 3-meter radius..

Flashbang. The detonation produces an ultra-bright blinding flash of light and an intensely loud "bang".

Fragmentation. Shrapnel flies outward in 6-meter radius sphere centered on the point of the detonation.

Incendiary. A swirling shower of white-hot phosphorus embers appears in a 6-meter-radius Sphere centered on the point of detonation.

Knockout. This device emits a 4-meter-radius sphere of anesthetic gas centered on the point of detonation. It lasts for 3 rounds, or until strong wind disperses it.

Poison. This explosive creates a 6-meter-radius sphere of poisonous fog centered on the point of detonation. The fog spreads around corners.

Shaped Charge. This explosive detonates in a particular direction, doing more damage to a more focused area.

Smoke. One round after a smoke grenade lands, it emits a cloud of smoke that creates a heavily obscured area in a 6-meter radius.

Sticky. This explosive sprays a mass of thick and sticky goo.

Sting. Tiny hard rubber balls fly outward in 6-meter radius sphere centered on the point of the detonation.

Tear Gas. The explosive creates a fog of noxious and irritating gas that burns the eyes on lungs of those inside. .

BOMBS, EXPLOSIVES, AND GRENADES

Explosive	Cost	Mass	Effect Summary
Concussion	シ500	2	
EMP	シ2,000	2	
Flashbang	シ300	2	
Fragmentation	シ400	1	
Incendiary	シ600	2	
Knockout	シ700	2	
Poison	シ800	2	
Shaped Charge	シ900	2	
Smoke	シ100	2	
Sticky	シ800	2	
Sting	シ200	2	
Tear Gas	シ200	2	

GEAR

Where there's a demand that technology can accommodate, there's also a supply. Technology is a wholly pervasive force, so this is only a very small list of the myriad of technological gadgets available. GMs are encouraged to work with players to create rules for other appropriate technologies that are not listed here. As with other types of technology, the gear someone totes speaks to their sense of style, the latest and most expensive being the coolest. Refer to the Gear table for other details about the various types of gear. Descriptions of some of the equipment available in the ye the equipment available in the year 2090 are listed below.

GEAR

Gear	Cost	Mass	Effect Summary
Anti-Surveillance Kit	シ30,000	5	
Ball Bearings	シ 25	2	
Binoculars	シ100	1	
Biohacking Kit	シ500	2	
Bolt Cutters	シ100	1	
BCI	シ200	0.5	
Breathing Mask	シ300	1	
Bug Detector	シ1,500	1	
Caltrops	シ150	0.5	
Climbing Gear	シ200	3	
Cloakers	シ3,000/kg	-	

Item	Price	Weight
Collapsible Ladder	シ50	5
Crowbar	シ25	2
Disguise Kit	シ400	4
Distance Microphone	シ500	2
Faraday Shielding	Varies	Varies
First Aid Kit	シ50	2
Flashlight	シ25	1
Forensic Field Kit	シ500	2
Forensic Scanner	シ20,000	2
Freezing Spray	シ800	2
Frictionless Spray	シ1,000	1
Gecko Gear	シ15,000	2
Goggles	シ25	1
• lowlight	シ500	-
• macroscopic	シ100	-
• penetration	シ5,000	-
• spectrum	シ5,000	-
GPS Tracking Device	シ75	-
Grappling Hook	シ25	1
Grapnel Launcher	シ1,000	3
Handcuffs	シ50	1
Hypospray	シ500	1
Jammer		
• Mini	シ1,500	1
• Low	シ3,000	2
• Medium	シ12,500	5
• High	シ50,000	15
Mechanic's Tools	シ1,000	6
Mini-Breather	シ300	1
Micro-Drone	シ3,000	-
Metal Detector	シ200	1
Parachute Set	シ3,000	20
Rope (15 m)	シ25	4
Scuba Gear	シ400	10
Silencer	シ500	0.5
Sleeping Bag	シ250	2
Spike Strip	シ300	6
Tent	シ250	10
Wall Microphone	シ500	0.5
Wingsuit	シ1,000	1

Equipment Packs

The starting equipment you get from your class includes a collection of useful gear, put together in a backpack or duffle bag. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Biohacker's Pack (シ2,600). Includes a backpack or duffle bag, 2 doses of angel, 2 doses of nanodoc, 2 doses of nootro, 2 doses of perk, biohacking kit, breathing mask, first aid kit, flashlight, forensic field kit, goggles, and a hypospray.

Gangster's Pack (シ1,200). Includes a backpack or duffle bag, 2 hits of wrath, 2 hits of hype, bolt cutters, crowbar, freezing spray, and handcuffs.

Merc's Pack (シ1,100). Includes a backpack or duffle bag, binoculars, breathing mask, caltrops, climbing gear, grappling hook, crowbar, flashlight, first aid kit, handcuffs, mini breather, and spike strip

Spy's Pack (シ3,700). Includes a backpack or duffle bag, disguise kit, binoculars, bug detector, caltrops, crowbar, distance microphone, flashlight, 2 tracking devices, and a wall microphone.

Tech's Pack (シ2,800). Includes a backpack or duffle bag, ball bearings, crowbar, bolt cutters, flash light, freezing spray, frictionless spray, goggles, and mechanics tools.

SERVICES

While the gear section describes some of the items that are used as tools to help the character, this section describes special services they may require. Much of the value of a commodity comes from the labor involved in making it, likewise, the various services that characters often require have costs. These range from the mundane things such as getting a haircut to exotic things such as a virtual afterlife. Of course, there are a multitude of services that are not mentioned here, but this should be a rough guide to the standard prices.

SERVICES

Service	Cost	Service Summary
Ambulance	シ500	Paramedics show up and take you to a hospital, providing medical care
Auto Repair	シ100/hp	Your vehicle is repaired after taking damage
Bodyguard	Varies	Hired protection for a limited duration
Car Rental	シ100/day	Basic car or truck rental, cost is higher for armored or luxury vehicles
Escort	シ50-5,000	Paid company
Eternity	シ3,000/month	Anti and reverse aging therapy
Flight	シ50/hour	Travel the world!
Hospital	シ500-5000/day	Treatment of severe wounds, diseases, and poisons
Hotzone Rescue	シ20,000/month	Militarized ambulance rescues you
Lab Work	シ1,000	Analyze a chemical or biological sample
Mass Transport	シ25/100km	Get's you to where you need to go
Phoenix Unlimited	シ250,000	Your mind is digitized, enabling a virtual afterlife
Professional	Varies	Skills for hire!

DRUGS

While some things change with time, other things stay the same and drug use is one of the latter. There is still a booming market for pharmaceutical or recreational drugs fueling massive industries both legitimate and illegal. Drugs are used for medicine, enhanced abilities, and for fun. Due to the many advances in pharmaceuticals and their delivery, many modern drugs now have a much greater effect than the traditionally used drugs. Drugs are usually administered through hypospray but needles, patches, pills and smoking are still all ways to take drugs. The drugs listed below are merely a sample of the multitude of designer pharmaceuticals available and should be used as guidelines by the GM and the players to create the mechanics for other drugs. Despite the proliferation of new designer drugs, traditionally used drugs still permeate much of society as they are generally cheaper, less severe, or more available.

DRUG MECHANICS

The following rules apply to using drugs:

- **Their effects do not stack.** For example, if you are on both mars and hype, you only get a +2 bonus to Dexterity, not a +4.
- **You can't increase your ability scores beyond their maximum.** For example, if you have a 20 Strength score, and your ability score maximum is 20, you gain no benefit from drugs that increase your Strength score.
- **Addiction.** Each time you take a drug, roll 1d20. On a 1, you become addicted. You need to take this drug at least once each day, or you suffer disadvantage on all ability checks and attack rolls until you take the drug again. In order to break this addiction, you must refrain from taking the drug for one week, and succeed on a DC 15 Wisdom save. You can make a new Wisdom save for each week you go without taking the drug again.

DRUGS

Drug	Cost	Effect Summary
Antipoison	シ100	
Angel	シ100	
Buddha	シ100	
Carnal	シ100	
Conventional Drugs	Varies	
Hype	シ100	
Mars	シ300	
Nanodoc	シ100	
Nootro	シ100	
Perk	シ300	
Shark	シ500	

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Superman	シ50
Wrath	シ50

POISON

Poison can be harvested from animals, plants, or they can be synthesized chemicals. If poison is applied to a weapon, such weapon attacks become deadlier, and corporate espionage often involves poisoned food or drinks. Given their insidious and deadly nature, poisons are illegal in most societies, and range from monitored to banned depending on how toxic they are.

Poisons come in the following four types:

- *Contact.*
- *Ingested.*
- *Inhaled.*
- *Injury.*

TABLE: POISONS

Poison	Cost	Type	Effect Summary
Anesthetic	シ1,000		
Botulinum	シ6,000		
Cyanide	シ50		
Grey Goo	シ20,000		
Heavy Metal	シ50		
Hemovenom	シ1,000		
Necrovenom	シ2,000		
Neurovenom	シ1,000		
Paralytic	シ1,000		
Ricin	シ100		
Nerve Agent	シ5,000		
Wendigo	シ10,000		

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VEHICLES

While communication technology provides instant worldwide transmissions of information, to actually take people across wide spaces, vehicles are just a necessary as ever. Vehicles can range from poverty line mopeds, to mobile weapons delivery systems, such as a jet fighter.

VEHICLE TYPE

Vehicles fall into seven types which define their movement and combat speed. Combat speed works differently than their maximum speed outside of combat (see below), since it is defined by 6 second rounds, and in combat maneuverability and control are being prioritized more than blasting forward in a straight line. For more information, see the vehicle combat section of Chapter 10: Combat.

- **Air vehicles**.
- **Legged vehicles**.
- **Submersible vehicles**.
- **Treaded vehicles**.
- **Water vehicles**.
- **Wheeled vehicles**.

VEHICLE PROPERTIES

Autopilot.
Cargo.
Fuel.
Handling.
On Board Computer.
Hit Points.
Seats.
Damage Reduction.
Speed.

TABLE: VEHICLES

Vehicle	Cost	Size	Mass	Handling	AC	DR	HP	Speed	Seats	Cargo
Air Vehicles										
Air-Bus	シ750,000	G	1,300 kg							
Attack Helicopter	μ฿15,000	G	8,000 kg							
Fighter Jet	฿1.6	G	17,000 kg							
Military Air-Bus	μ฿4,500	G	2,800 kg							
Personal Helicopter	シ400,000	H	900 kg							
Small Private Jet	μ฿1,200	G	2,200 kg							
Transport Helicopter	μ฿10,000	G	24,000 kg							

Legged Vehicles			
Spider Tank	μɃ4,500	G	80,000 kg
Submersible Vehicles			
Mini-Sub	ꟿ400,000	G	3,600 kg
Treaded Vehicles			
Light Tank	μɃ3,000	G	35,000 kg
Water Vehicles			
Fishing Boat	μɃ4,000	G	125 t
Jet Ski	ꟿ10,000	M	130 kg
Motor Boat	ꟿ5,000	L	150 kg
Sports Boat	ꟿ45,000	H	2,800 kg
Wheeled Vehicles			
AFV	μɃ1,500	G	16,000 kg
Moped	ꟿ1,000	M	80 kg
Motorbike, Basic	ꟿ5,000	M	180 kg
Motorbike, Premium	ꟿ12,000	M	220 kg
Truck	ꟿ40,000	H	3,800 kg
Sedan, Basic	ꟿ15,000	L	1,250 kg
Sedan, Luxury	ꟿ80,000	L	1,800 kg
Sports Car	ꟿ450,000	L	1,350 kg

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ROBOTS AND A.I.

Robots are self-directed machines that interact with their surroundings in ways according to their programming. By 2090, robots and A.I. see use in a wide range of activities. Because they do not tire or complain as much as humans do, they make ideal workers. Jobs hazardous to humans have also see robots dominate the field, though because of the versatility of the human consciousness robots usually only excel in the one task they were created for.

The tables below describe just a few of the many kinds of robots available in the global market. Of course, some robots with combat abilities or sexually overt design are often restricted or banned in some countries. See the Chapter 12: Non-Player Characters for more detailed descriptions of these robots.

Robots can come in a variety of different forms, as
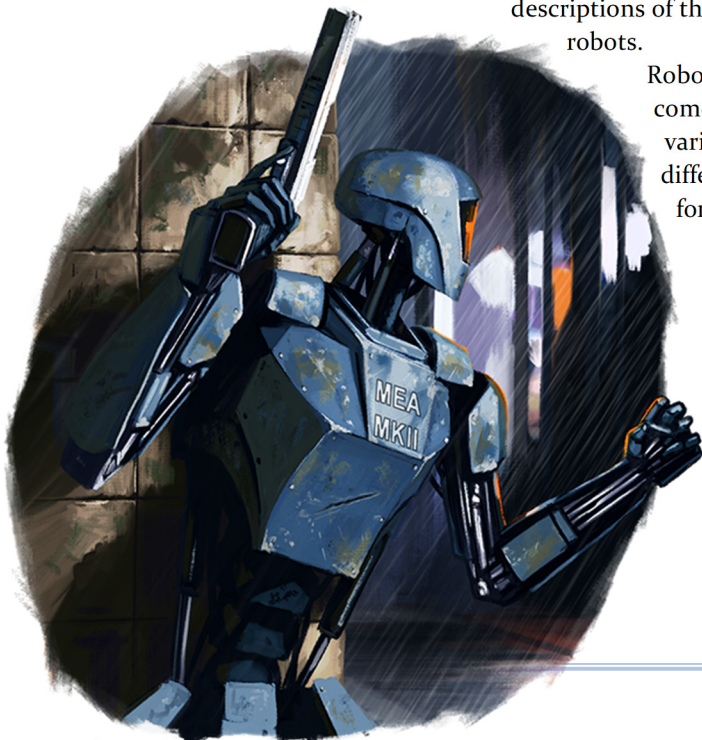
Are Robots People?

Some seem like it. Artificial intelligence can be programmed to act very lifelike, and anthroids in particular can emote very convincingly through facial expressions and gestures. Passing the Turing test is easy for AI with social programming, and this has led to a great many philosophers and machine intelligence experts ponder if these robots are conscious or not.

AI passing as humans. Robots attempting to pass themselves off as humans must make a Charisma (Deception) check against someone's passive Wisdom (Insight) score.

Not people under the law (yet). Currently there are no countries that consider artificial intelligence people, despite their convincing demeanor. There are AI right's activists who advocate for the rights of any form of artificial intelligence, and more progressive countries are in the midst of working out possible laws recognizing personhood in certain types of AI.

Robot Romance. It is not uncommon for people to become romantically attached with their robots, especially anthroids, or even their own daemons (see Chapter 6: Daemons). Marriage and civil unions for robots occur in certain countries, despite the absence of legal personhood granted to the AI.

described below:

- *Anthroids.* The bodies of these robots are constructed from a combination of bioengineered tissues and blood, as well as durable prosthetic fibres and bones. The appear just like regular humans, and can function in every way a regular human body can. It is sustained by food, gets rid of

bodily wastes in the same way, and has functioning sexual organs.

- **Droids.** Droids are anthropomorphic, but don't really look like humans upon closer inspection. Their specific form varies, but all droids have two legs, two arms, a torso and a head. They are made of metal alloys, synthetic polymers, and don't have a spec of biology in them. Their form allows them to better interact a world designed for humans.
- **Drones.** Drones are far removed from a human shape, and can appear more like vehicles or animals. Their form depends on their function; some are airborne, some are quadrupeds, while others might be shaped like a spider.
- **Bots.** With the vastness of the internet, who needs a body? Bots are A.I. that exist as pure data (unless you consider the hardware they are on as a body). Their function is almost exclusively to provide knowledge, expertise, and social engagement. If a character has the **daemon upgrade** cyberware (see Chapter 5: Upgrades), Bots can used as a daemon's AI, replacing the basic AI described in Chapter 6: Daemons. A character cannot have multiple bots running on their daemon at one time. Bots can also be installed as the AI in a vehicle, instead of using the factory installed AI. For more information on bots, and their stat blocks, see Appendix B: Bots.

ANTHROIDS

Robot	Cost	Size	Description Summary
Alpha V 3.1	⸖20,000	M	General purpose robot, with a sophisticated learning A.I.
Alpha V 3.2	⸖60,000	M	General purpose robot, with a sophisticated learning A.I.
Alpha V 3.3	⸖250,000	M	General purpose robot, with a sophisticated learning A.I.
Alpha V 3.4	⸖750,000	M	General purpose robot, with a sophisticated learning A.I.
Alpha V 3.5	⸖2,000,000	M	General purpose robot, with a sophisticated learning A.I.
Arnold MK I	⸖100,000	M	Both form and A.I. are optimized for warfare and assassination
Arnold MK II	⸖300,000	M	Both form and A.I. are optimized for warfare and assassination
Arnold MK III	⸖1,000,000	M	Both form and A.I. are optimized for warfare and assassination
Arnold MK IV	⸖3,000,000	M	Both form and A.I. are optimized for warfare and assassination
Arnold MK V	⸖6,000,000	M	Both form and A.I. are optimized for warfare and assassination
Cherry	⸖50,000	M	Basic pleasure model, specialized in social skills and seduction
Cherry Deluxe	⸖100,000	M	Premium pleasure model, specialized in social skills and seduction
Little Alex	⸖15,000	S	Child robot, marketed as a friend for lonely children, or grieving parents

DROIDS

Robot	Cost	Size	Description Summary
Eupro, Riff Raff	⸖10,000	M	General purpose servant robot, with a sophisticated learning A.I.
Eupro, Wadsworth	⸖20,000	M	General purpose servant robot, with a sophisticated learning A.I.
Eupro, Jeeves	⸖50,000	M	General purpose servant robot, with a sophisticated learning A.I.
Eupro, Alfred	⸖100,000	M	General purpose servant robot, with a sophisticated learning A.I.
Grease Monkey	⸖25,000	M	Robot specialized for working with electronics and vehicles
Grease Monkey Pro	⸖75,000	M	Robot specialized for working with electronics and vehicles
Lab Rat	⸖75,000	M	Robot specialized for working in research laboratories
M.E.A MK I	⸖50,000	M	Military Enforcement Automatons, used as soldiers and police
M.E.A MK II	⸖100,000	M	Military Enforcement Automatons, used as soldiers and police
M.E.A MK III	⸖300,000	M	Military Enforcement Automatons, used as soldiers and police
M.E.A MK IV	⸖1,000,000	M	Military Enforcement Automatons, used as soldiers and police

Robot	Cost	Size	Description Summary
M.E.A MK V	シ3,000,000	M	Military Enforcement Automatons, used as soldiers and police
UCWAR MK I	シ8,000,000	L	Military robot inspired by manga
UCWAR MK II	シ12,000,000	H	Military robot inspired by manga

DRONES

Robot	Cost	Size	Description Summary
Grim IV	シ12,000,000	G	Fills the jet, attack helicopter, and bomber role for the military
Hunter MK III	シ6,000,000	H	Airborne attack drone, primarily anti-personnel and light vehicles
Fenris	シ150,000	M	Four-legged dog like drone, designed to hunt and kill
Condor MK V	シ3,000,000	L	Flying anti-personnel drone with heavy firepower
Rex 4.0	シ25,000	M	Robotic guard dog
Rex 4.1	シ75,000	M	Robotic guard dog
Spot	シ8,000	M	Robotic guard dog
Stalker MK I	シ500,000	M	Flying anti-personnel drone, capable of flying through buildings
Stalker MK II	シ1,500,000	M	Flying anti-personnel drone, capable of flying through buildings
Stirge MK I	シ15,000	T	Tiny assassin drone, designed to quietly fly through windows and vents
Swoop	シ1,000	T	Tiny flying drone, mostly for surveillance and enjoyment
Tarantula MK I	シ20,000	S	Anti-personnel spider drone
Tarantula MK II	シ200,000	M	Anti-personnel and light vehicle spider drone
Wraith MK I	シ25,000	S	Small flying drone, primarily for surveillance, protection, or assassination
Wraith MK II	シ250,000	S	Small flying drone, primarily for surveillance, protection, or assassination

BOTS

Robot	Cost	Size	Description Summary
Driver 3.4	シ12,000	-	Advanced driving skills, more sophisticated than factory autopilot
Friendo	シ2,000	-	Specialized in social skills and bonding
Friendo Ultra	シ10,000	-	Specialized in social skills and bonding
Paragon 4	シ6,000	-	A general purpose, sophisticated intelligent AI
Paragon 5	シ15,000	-	A general purpose, sophisticated intelligent AI
Paragon 6	シ30,000	-	A general purpose, sophisticated intelligent AI
Net Monkey	シ500	-	Guide to navigating the internet, and understanding programs
Net Monkey Pro	シ4,000	-	Guide to navigating the internet, and understanding programs
Science Guy I	シ5,000	-	Specialized for knowledge in science and engineering
Science Guy II	シ15,000	-	Specialized for knowledge in science and engineering

Chapter 5: Upgrades

In 2090 many people opt to include as many functioning technologies within themselves as possible. Modifications to an individual's genome or other biological modifications are referred to as biohacks, while mechanical implants and alterations tend to be called cyberware; both are subtle, effective and stylish. Many opt to get a new upgrade instead of a new car.

Unmodified humans in particular have taken to upgrades, perhaps to feel more on par with transgenic people. Beyond the obvious specific utilities of upgrades, being cybered up proves that you have cash and having cash and the status associated with it is what it's all about.

Upgrades are of particular social importance among criminals and soldiers, soldiers often being upgraded for free during their military service. Because of this, law enforcement in 2090 has special agencies with heavy firepower and resources to deal with cybered up criminals, or ex-soldiers who have lost their way. High-end upgrades are available in almost all metropolises, though some of the more combat-based upgrades are monitored, restricted, or outright banned.

Maximum Number of Upgrades

You can't have more than eight different upgrades. There is only so much space to cram technology in the human body. However, you are able to remove one and add a different one.

Installation

To purchase and install an upgrade you must be in an appropriate facility, which are common in large cities. It typically takes 24 hours to install a particular enhancement, and you suffer two levels of exhaustion until you take a long rest.

Upgrade Types

Upgrades are generally categorized into three groups; bioware upgrades, cybernetic upgrades, and daemon upgrades. The lines between these three groups are a little fuzzy, since many upgrades tend to incorporate elements of all three.

Bioware Upgrades

Bioware upgrades involve genetic manipulation, or modification of living tissues. While some bioware upgrades involve synthetic materials, they are primarily biological in nature, with artificial elements playing a supporting role. The Bioware Upgrades table shows the cost and other properties of common bioware in 2090.

Cybernetic Upgrades

Cybernetic upgrades generally involve surgical implants or robotic parts, including prosthetic limbs. Plastics and metal are typical in cybernetic upgrades. The Cybernetic Upgrades table shows the cost and other properties of common bioware in 2090.

Daemon Upgrades

Daemon upgrades always directly interface with your internal supercomputer. They are typically chip implants or nanocolonys that augment the way your daemon functions, often providing improved mental capabilities.

People without a daemon are unable to acquire these upgrades.

Bioware Upgrades

Enhancement	Cost	Effect Summary
Acute Olfaction	ｼ100,000	
Amped Senses	ｼ40,000	
Cloakers	ｼ60,000	
Chemical Sensor	ｼ25,000	
Cosmetic Alteration	ｼ5,000	
Electric Organ, Basic	ｼ20,000	
Electric Organ, Premium	ｼ75,000	
Electric Organ, Ultimate	ｼ200,000	
Envenomers, Basic	ｼ30,000	
Envenomers, Premium	ｼ180,000	
Hyper Reflexes	ｼ40,000	
Medicomp, Basic	ｼ25,000	

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Medicomp, Premium	シ150,000	
Pheromones	シ50,000	
Photosynthesizers	シ20,000	
Respirators	シ25,000	
Synth Organs, Basic	シ20,000	
Synth Organs, Premium	シ100,000	
Synth Organs, Ultimate	シ400,000	
Wall Crawling	シ30,000	
Genetic Tweak	シ100,000	

CYBERNETIC UPGRADES

Enhancement	Cost	Effect Summary
Chemical Sensor	シ25,000	
Cyberoptics, Basic	シ30,000	
Cyberoptics, Premium	シ150,000	
Cybernetic Arm, Basic	シ25,000	
Cybernetic Arm, Premium	シ150,000	
Cybernetic Arm, Ultimate	シ400,000	
Dermal Weave, Basic	シ20,000	
Dermal Weave, Premium	シ75,000	
Dermal Weave, Ultimate	シ300,000	
Gills	シ25,000	
Hyper Jumping, Basic	シ30,000	
Hyper Jumping, Premium	シ175,000	
Muscle Weave, Basic	シ20,000	
Muscle Weave, Premium	シ100,000	
Muscle Weave, Ultimate	シ400,000	
Polyguise	シ30,000	
Reinforced Skeleton	シ75,000	
Retractable Weapon, Basic	シ25,000	
Retractable Weapon, Advanced	シ50,000	
Retractable Weapon, Premium	シ100,000	
Sprint Boost, Basic	シ20,000	
Sprint Boost, Advanced	シ60,000	
Sprint Boost, Premium	シ175,000	
Sprint Boost, Ultimate	シ500,000	
Subdermal Plates, Basic	シ10,000	
Subdermal Plates, Premium	シ50,000	
Subdermal Plates, Ultimate	シ250,000	

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DAEMON UPGRADES

Enhancement	Cost	Effect Summary
Amped Confidence, Basic	シ25,000	
Amped Confidence, Premium	シ150,000	
Cognitive Boost, Basic	シ25,000	
Cognitive Boost, Premium	シ150,000	
Daemon Firewall, Basic	シ5,000	
Daemon Firewall, Premium	シ30,000	
Daemon Upgrade, Basic	シ40,000	
Daemon Upgrade, Premium	シ250,000	
Dataport	シ3,000	
Heightened Focus, Basic	シ25,000	
Heightened Focus, Premium	シ150,000	
Motorchip, Basic	シ25,000	
Motorchip, Premium	シ150,000	
Multitasking Processor	シ75,000	
Skill Chip, Basic	シ25,000	
Skill Chip, Premium	シ100,000	
Targeting Computer, Basic	シ25,000	
Targeting Computer, Premium	シ100,000	
Targeting Computer, Ultimate	シ400,000	

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Chapter 6: Daemons

Daemons are internal supercomputers, flowing through your bloodstream, running on your nervous system, and channeling data through a nanofibre mesh that extends to every corner of the body. Working in tandem with the functioning of the biological brain, daemons facilitate interaction with computer software in ways previous times never could have imagined. Gone are the archaic and clunky keyboards and mice of the past, replaced by the daemon's seamless, thought to computer interface. They are the new "phone", fully integrated in the body.

Daemons are also endogenous doctors, supplementing the body's natural healing process with medicinal nanobots, making tissue repair and immune response more effective.

A Brief History of Daemons

In the 2070s, innovations in nanotechnology and computer engineering led to the development of an internal nanocomputer that directly interfaces with the human brain, body systems, and even your individual genome.

The computer is created and maintained by a complement of specialized nanobots that wire a branching network of carbon nanotube filaments throughout the entire body, from the tips of the fingers and toes, to the depths of the brain. The data flowing through these filaments is mediated by processing cores in key locations around the body, such as in the brain and belly; these processing nodes are the computer's CPU. As a supplement to the central processors, a DNA computer is encoded into the individual's genome, which aids in parallel computing and gene regulation. By the end of the 2070s, these internal computers began to eclipse all other mobile devices and brain computer interfaces in terms of sales, due to their incredible speeds and capabilities. The term "daemon" has long been used to refer to computer background processes, originating from the Ancient Greek term for spirits, or minor deities. Somewhere along the way, "daemon" catches on when referring to these internal computers. This name is especially apt, considering the anthropomorphic nature of most daemon operating systems. Many people opt to choose an OS for their daemon that is very conversational in nature, acting as an AI inner voice.

Before long, daemon manufacturers started to include medicinal nanobots in their complement in order to compete for market share. This medicinal component becomes a ubiquitous feature of daemons. They aid in tissue repair and immune function, and have diagnostic elements that can monitor and regulate personal health,

including hormone levels and gene expression. As a result, mortality plunges, and people are able to heal from even very serious injuries in just a day or two.

By 2090, over 96% of the globe's population have daemons, and some philosophers and social commentators believe that daemons have changed human nature so much that society has entered a "post human age", marking the end of traditional humanity.

My Daemon and Me

Daemons are ubiquitous, and having an internal supercomputer with an intelligent OS has changed the human condition.

The Digital World at Your Fingertips

This constant access to information and communication with other people has led to some interesting changes in how society operates. When bored in office meetings or class, people can be secretly watching movies in a mind's eye window, chatting with their friends, or having virtual sex with their lover. This has led to serious inefficiency problems in business and academic settings, causing many schools and businesses to jam wireless signals in certain rooms, both for secrecy and to limit distractions.

Constant Companions

Daemon AI

Just like any other computer, daemons have their own AI. The AI of a daemon acts independently from the character, often under the narration of the GM. It gives advice, looks up information, or simply provides companionship. Just like other AI bots, it cannot use applied skills (it can't use Intelligence: Mechanics to fix a car without hands), but it can use the **Help** action with non-combat related Intelligence ability checks.

The basic daemon AI has the following features:

INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)

Skills Computers +2, Insight +2
Languages Unlimited

Calculator. The daemon AI can perform mathematical calculations instantly.
Eidetic memory. The daemon AI has virtually unlimited capacity for memory, and it is able to record experiences whenever the user directs it.

If a character possesses the daemon upgrade cyberware (see chapter 5), they are able to use other bots as their daemon's AI (the prices for the bots are listed in chapter 4, and the statistics of the bots are listed in Appendix B: Bots).

Each human consciousness, in a certain way, is never alone; their well spoken and learned OS is always with them. Daemon OS's make Alexa and Siri look like ancient relics. Daemons are often programmed to be socially human and are more than capable of passing the Turing test, easily presenting as humans if they want to. They remind you if you are running late, wake you up in the morning, can monitor your general health and push you to eat better, tell you when you are sick or how drunk you are, and many other things. This is all done verbally inside your own head, and this constant artificial human interaction has led many to anthropomorphize the daemon. It is usually given a male or female persona, though some choose to leave it gender neutral, give it a historically "robot" voice, or even give it an animal persona, like a pet dog. The only limit to the daemon's AI personality is the user's imagination.

Unsurprisingly, a large portion of people have entered into romantic relationships with their own daemon, and plugins to facilitate daemon-user romantic relations are remarkably popular. Some blame this for the falling birthrate, and reduction in traditional romantic relationships between people.

A DAEMON NEVER FORGETS

Given the daemon's ability to record and replay any sensory experience, becoming lost in nostalgia has become a common occurrence.

Getting over broken relationships has never been more difficult, thanks to the ability to live inside one's own memories of the good times. Likewise, constantly reliving the "glory days" of youth, enjoyable drug trips, scoring the winning touchdown, or that time swimming with dolphins, are hard lures to resist for most people.

The tendency for people to spend large amounts of time in their most enjoyable memories has become so commonplace that it is considered a mental disease, much like drug addiction.

MIND HACKING AND THE LAW

As wonderful and useful as daemons are, they are not without their perils. Hackers used to be at best a nuisance and at worst a financial or informational danger. In 2090, with nearly everyone being constantly online through their daemon, hackers can be down right devastating through mind hacks. The most frightening mind hacks completely wipeout a person's daemon. Death is a very real consequence of getting hacked by the wrong mindcoder.

Perhaps even more disturbing are puppet hacks. Viruses that put the victim under the direct control of a hacker are both insidious and effective. Particularly thorough puppet hacks erase an individual's entire lifetime, replacing it with artificial memories. Sleeper puppet hacks lay dormant until a specific stimulus triggers them to activate. Murder and other crimes by proxy are often the goal of these vicious programs. While a hacker may lack martial skills, they can just puppet hack some newb who does, and have them do the dirty work.

DAEMON ABILITIES

Regular Computer Functions. Anything that you could imagine doing on a PC or phone in the early 21st century can also be done through your daemon. It runs software programs such as word processors, multimedia editors, video games, VR, or any other computer application you could imagine. Over 100 petabytes can be stored on your daemon, not including cloud storage.

Mind's Eye Windows. Rather than using a monitor or other external display, your daemon opens up two-dimensional MEWs (mind's eye windows) that hang in your field of vision. They operate just like windows on a computer or phone, and can be opened, closed, minimized, or expanded with a mere thought.

Thought to Speech Chat. Chat programs have been around for decades, but through the daemon these programs are essentially a kind of telepathy. People can have private conversations "in their minds" without anyone else (except skilled hackers) being able to hear.

Sensory Recorder and Player. Your daemon can record more than just mere audiovisual experiences; it can accurately record and transmit all five senses. Sensory data can even be live streamed for others to experience in real time, allowing others to "ride" their senses. Playing recorded (or live streamed) sensory data stimulates all 5 senses and seems as real as the first time it occurred. It enables people to relive any past experience, or the experience of another (if it is available), Replaying your own experiences, or the experiences of others, are first person and hyper-vivid, just as if it were actually happening. Limiting certain senses like touch from being recorded is also possible, and audio-visual recordings are still common.

Telepresence. Vehicles and robots come equipped with audiovisual sensors, or even touch and olfactory sensors in a robot's case. By connecting to these things wirelessly, a remote user can operate them and experience the world through the vehicle's or robot's senses.

Run Software. Upgrades often requires the processing power of your daemon, and concentration. For example, if you have a skill chip installed, you can run skillsoft using your daemon, granting you proficiency in a skill. Without a daemon, you are unable to run any daemon upgrades, or other upgrades that require concentration.

Dive in the WDS. The WDS is a fully immersive VR cyberspace that stimulates all five senses. It is the preferred way to interact socially on the net, play video games, and a good place to bend the laws of physics or do or see fantastical things that could never occur in physical reality.

Hacking. If skilled enough, you can use your daemon to hack a computer system, or even someone else's daemon. See the Hacker class, Computers skill, and Hacking section for more details on this.

Internal Doctor. Daemons include medicinal and diagnostic nanobots that suture wounds, isolate and neutralize poisons, and repair bone damage. As a result, even incredibly serious injuries can be healed in mere hours or days (see the healing section).

Universal Translator. Daemons have software with over 100 languages loaded into their firmware. They automatically translate any of the world's major languages in real time, allowing users to understand well enough to have conversations.

However, it does lack some of the nuance present in natural fluency, so any Charisma ability checks that involve mastery of language, like verbal persuasion, are made with disadvantage.

Playing Without a Daemon

Immune to Mind Hacks. The character cannot be mind hacked, which is the clear (and only) advantage of not having a daemon.

Slow Healing. Without the medicinal nanobots of the daemon, characters only heal 1 hit point every day. They can still take healing drugs and apply their effects normally.

Loss of Daemon Abilities. All of the daemon abilities (described above) are unavailable to the character. By using a BCI (described in the Gear section of Goods and Services) they can still gain access to some of these abilities.

Chapter 7: Hacking

Hacking generally refers to the modification or manipulation of technology to benefit the user, in an ingenious way.

It can be used to describe souped-up cars, cracking through electronic security, modification of firearms, augmenting code to better suit your purposes, genetic enhancement, messing with physiology, or running programs to influence another person's mind.

Hack Level

Every hack has a level from 1 to 5. A hack's level is a general indicator of how powerful it is. The higher a hack's level, the higher level a hacker must be to use that hack. Hack level and character level don't correspond directly.

Hack Slots

Regardless of how many hacks a hacker knows, he or she can run only a limited number of hacks before resting.

Manipulating such complex code, and using ingenious engineering techniques is taxing. Thus, each class capable of hacking includes a table showing how many hack slots of each hack level a character can use at each character level. For example, the 6th-level codehacker Gozer has five 1st-level hack slots and 1 second level hack slot.

When a character runs a hack, he or she expends a slot of that hack's level or higher, effectively "filling" a slot with the hack. You can think of a hack slot as a groove of a certain size — small for a 1st-level slot, larger for a hack of higher level. A 1st-level hack fits into a slot of any size, but a 5th-level hack fits only in a 5th-level slot. So, when Gozer runs *charm*, a 1st-level hack, she spends one of her five 1st-level slots and has four remaining. Finishing a long rest restores any expended hack slots.

Running a Hack at a Higher Level

When a hacker runs a hack using a slot that is of a higher level than the hack, the hack assumes the higher level for that run. For instance, if Umara runs *charm* using one of her 2nd-level slots, that *charm* is 2nd level. Effectively, the hack expands to fill the slot it is put into.

Some hacks, such as *charm* and *freeze,* have more powerful effects when run at a higher level, as detailed in a hack's description.

Running a Hack

When a character runs any hack, the same basic rules are followed, regardless of the character's class or the hack's effects.

Each hack description in the Hack Listing begins with a block of information, including the hack's name, level, type, launch time, and duration. The rest of a hack entry describes the hack's effect.

Launch Time

This is how long it takes before the hack takes effect. While some hacks require a single action to run, others require a bonus action, a reaction, or much more time to run.

Bonus Action

A hack run with a bonus action is especially swift. You must use a bonus action on your turn to run the hack, provided that you haven't already taken a bonus action this turn.

Reactions

Some hacks can be run as reactions. These hacks take a fraction of a second to bring about and are run in response to some event. If a hack can be run as a reaction, the hack description tells you exactly when you can do so.

Longer running Times

Certain hacks require more time to run: minutes or even hours. When you run a hack with a running time longer than a single action or reaction, you must spend your action each turn running the hack, and you must maintain your concentration while you do so.

Duration

A hack's duration is the length of time the hack persists. A duration can be expressed in rounds, minutes, hours, or even years.

Instantaneous

Many hacks are instantaneous. The hack harms, helps, creates, or alters a person or an object in an immediate way.

Concentration

Some hacks require you to maintain concentration in order to keep them active. If you lose concentration, such a hack ends.

If a hack must be maintained with concentration, that fact appears in its Duration entry, and the hack specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Running another hack that requires concentration.** You lose concentration on a hack if you run another hack that requires concentration. You can't concentrate on two hacks at once unless you have an ability, feat, or upgrade that allows you to do so.
- **Taking damage.** Whenever you take damage while you are concentrating on a hack, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as a bullet and punch to the face, you make a separate saving throw for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a hack if you are incapacitated or if you die. The GM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a hack.

SAVING THROW

Hacks specify that a target can make a saving throw to avoid some or all of a hack's effects. The hack specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your hacks equals 8 + your Intelligence modifier + your proficiency bonus + any special modifiers.

If ever a hack targets a computer, but requires the computer to make a saving throw, unless otherwise stated, the computer simply rolls a d20 with no bonus.

TYPES OF HACKS

Hacks come in a variety of flavors, ranging from influencing another's mind, to altering DNA, to feats of engineering. The different categories are described below.

BIOHACKS

These hacks involve the manipulation of life, often through genetic or cellular modifications. These modifications could be to heal, harm, enhance, or debuff, depending on the particular biohack. To perform many of these hacks the biohacker must have a hypospray or syringe. Additionally, many biohacks take time before the effect manifests, as noted in the individual hack descriptions. Running biohacks requires the biohackers kit described in the Gear section of Chapter 4: Goods and Services.

ENGINEERING HACKS

These hacks involve the invention of an ingenious electronic or mechanical device, or the modification of a device. They typically take longer than 1 action to launch, often taking hours, and always have some financial cost associated with them. Weapon upgrades, armor augments, and vehicle mods are all examples of this type of hack.

In order to perform many engineering hacks, the hacker must have access to mechanics tools, and be able to obtain the necessary material reagents (i.e. you couldn't upgrade your car while stranded in the middle of the forest with no materials).

EXPLOSIVE HACKS

These hacks are the fruits of demolitions expertise, and involve bombs of all types. They typically take a great deal of time to launch, and have a financial cost associated with them.

In order to construct the explosives, the hacker must have access to mechanics tools, and be able to obtain chemical and material reagents (i.e. you couldn't easily create an explosive while hiking in the mountains).

These devices detonate given certain conditions, and can produce a variety effects, usually involving an explosion of some type.

The detonation type is fixed at the time of creation, and the types of detonation (grenades, mines, timers, or special) are described below.

- *Grenades:* Grenades are explosives that detonate on impact, or seconds after pulling the pin. As an action, a character can throw a grenade at a point up to 15 meters away. With a grenade launcher, the character can propel the grenade up to 40 meters away. The detonation is at the point the grenade lands.
- *Mines:* These explosives are triggered by either a trip wire or a pressure plate. The detonation point is in the square the mine is placed in. The base Wisdom (Perception) or Intelligence (Investigation) DC to spot a mine is 10. A mine can be camouflaged and hidden, increasing the DC to spot the mine to 8 + your proficiency bonus + your Intelligence modifier.
- *Timer:* A set time limit, which you can determine when you set the explosive as an action, will determine when the explosive detonates. The timer can be set to mere seconds, or even days.
- *Special:* Certain other detonators and hacks can create specialized conditions under which the explosive detonates, such as facial recognition, DNA analysis, etc. See chapter 4, or the *specialized detonator* hack for specialized detonators.

BOT HACKS

Bot hacks refer to simple AI programs that the hacker constructs for specific purposes. These AI are without a physical body, but can act independently of the hacker who creates them, as described in their individual entries. There is no target for these hacks, as they exist independently on the internet.

Bots often have set durations, as automated anti-virus and security software find and delete rogue code.

Mind Hacks

Some people have become skilled in slicing through the daemon's security protocols, and meddling with individuals minds through their brain-computer. As a result, they can exert different forms of sensory meddling or mind control, wreaking havoc on the target's mental state. Mind hacking is the most serious offense a hacker can do, but despite harsh laws against it in most countries, it still occurs.

Mind hacks can be performed when the following conditions have been met:

Must target either a person or an AI. Mind hands specifically target the mental functions of individuals, be they human or artificial intelligence. Artificial intelligence includes all kinds of robots, including bots. If the target is a person, both the person and the person's daemon AI are affected.

Must be aware of the target. While you don't need to physically see the target, you must be able to connect to them online. Line of sight works, but being connected through any other online means works as well. Finding someone's IP address is described under the Computers and Investigation skills, and hacks like *detect minds* can be used for this purpose as well.

There is no physical range to mind hacks, and they can be performed across the globe as long as the hacker can hone in on the target's IP.
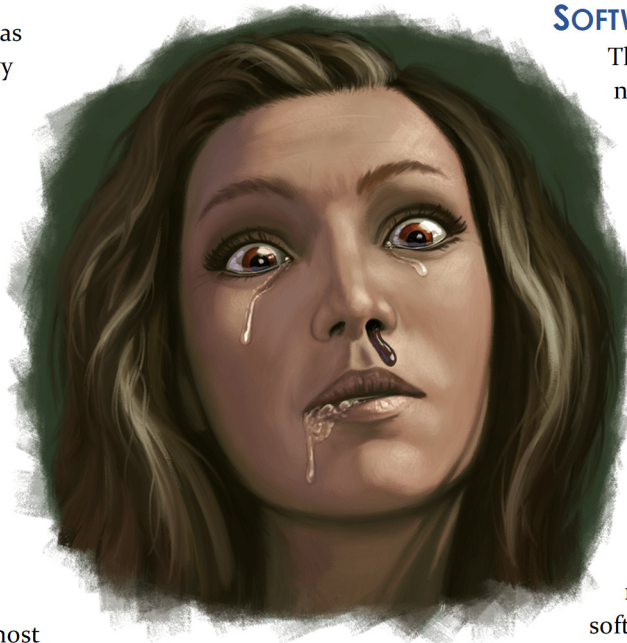
Software Hacks

These hacks modify the code of non-thinking things, and typically involve the modification of digital devices. The targets of these hacks are always electronic devices with a computer of some kind. Unless explicitly given, software doesn't have any bonus to their saving throw, it is simply a d20 roll.

Taking your time. Software hacks can be run without expending a hack slot, if you choose to take 10 minutes longer to run it than normal. For hacks that are software hacks as well as being another type, you can only use this feature if the hack is specifically directed at software. For example, for *camfect*, you could take your time to hack a webcam (since it would be a software hack), but not a person's eyes (a mind hack).

Hack Lists

Biohacker Hacks

1st level

Anesthetize
Biofilm
Blood Dope
Blood Fake
Buddha
Carnal
Chromatophores
Claws
Consume Evidence
Chitin
Cushion
Darkvision
Detect Biohazards
Detoxify
Enhance Ability
Extrapolate Form
Fireflies
Forensic Scan
Gecko Skin
Gills
Heat Stabilize
Nanodoc
Necrotic Injection
Noxious Cloud
Perk
Post Mortem
Superman
Toxic Jet
Treat Malady

2nd Level

Amygdalic Jet
Amygdalic Mist
CNS Stim
Enamouring Cloud
Envenom
Homunculus
Infect
Mars
Paralytic Injection
Poisonous Aura
Razor Cloud
Shark

3rd Level
Burning Blood
Diagnose Weakness
Digest
Ferocity
Genetic Enhancement
Wendigo

4th Level
Bring Em' Back
Clone
Daemon Betrayal
Perfume
Neurotoxic Nightmare

5th Level
Grey Goo

Codehacker Hacks

1st level
Alert
Anonymity
Babel Frog
Back Door
Bot Lacky
Camfect
Cataracts
Charm
Command
Database Dip
Decrypt
Defensive Feedback
Detect Minds
Detect Security
Disable Security
Digiguise
Ego Flay
Encrypt
Fear
Invisibility
Killer Joke
Linked Battlemind
Mind Reader
Pain
Probability Analysis
Skim
Sleep
Sloth
Surveillance Skim
Unlock

Ventriloquist

2nd Level
Bloodhound
Calm Emotions
Compulsion
Delusions
Disable Vehicle
Drone Snipe
False ID
Freeze
Getaway Car
Helen Keller
Highlight
Modify Memory
Oracle
Runover
Secure Home
Seeming
Stunner
Suggestion
Summoning

3rd Level
DDR
Direct
Dominate
Ferocity
Hallucination
Manchurian Trigger
Mind Killer
Subtle Charm

4th Level
Daemon Betrayal
Feeblemind
Mass Suggestion
Suicide

5th Level
Aegis Particle Beam
Blank Slate
Mind Maze
Predictive Algorithms
Puppeteer

Engineer Hacks

1st level
Alert
Anonymity
AP Ammo
Arc Drone

Armor Plating
Armor Smith
Babel Frog
Biofilm
Camfect
Consume Evidence
Cushion
Decrypt
Detect Security
Disable Security
Encrypt
Extinguish
Forensic Scan
Frictionless Spray
Gunsmith
Linked Battlemind
Noxious Cloud
Probability Analysis
Rubber Ammo
Smoke Bomb
Specialty Detonator
Tase
Tough Tires
Toxic Jet
Unlock
Upgrade Handling
Upgrade Speed
Weapon Mount

2nd Level
Amygdalic Jet
Concussion Bomb
Disable Vehicle
Foam Wall
Flashbang Bomb
Fragmentation Bomb
Getaway Car
Highlight
Incendiary Ammo
Nitro Boost
Poison Bomb
Poisonous Aura
Razor Cloud
Runover
Tear Gas Bomb
Secure Home

3rd Level
Drone Swarm
EMP Bomb
Explosive Ammo
Incendiary Bomb
Knockout Bomb

Nanoprint
Shaped Charge Bomb
Shocking Field
Sticky Bomb
Upgrade Robot

4th Level
Booby Traps
EM Barrier
Napalm Bomb

5th Level
Nanite Bomb
Predictive Algorithms

Hack Descriptions

There are 30+ pages of hack descriptions here, back us on Kickstarter to unlock them! 😊

CHAPTER 8: USING ABILITY SCORES

Modified rules from the 5E SRD will be unlocked here once you back the Kickstarter! 😊

STRENGTH

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Athletics. Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

DEXTERITY

Dexterity measures agility, reflexes, and balance.

Acrobatics. Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Drive. All characters start out being able to drive a car, but this skill represents advanced training with cars, and the ability to pilot helicopters and planes. Race car drivers, police, or stunt men are all usually trained in this skill. A Dexterity (Drive) check might be required when the character is attempting to do amazing car stunts that you only see in the movies, and engage in the ever-classic car chase, either as the pursuer or escapee (see the chase section later in this chapter, or vehicle combat in chapter 10). This check applies to any vehicle, including airborne ones.

Sleight of Hand. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a wallet off another person or slip something out of another person's pocket.

Stealth. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

CONSTITUTION

Constitution measures health, stamina, and vital force.

INTELLIGENCE

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

Bureaucracy. Your Intelligence (Bureaucracy) check covers knowledge about law, the syndicates and all their subsidiary corporations, and accounting. Almost all uses of this skill concern knowledge about the rules of a particular organization. It allows the character to know the connections between various governments, MNCs, criminal organizations, and other NGOs. Other uses of this skill are to set up legal structures, or review documents and contracts to search for loop holes or exploitation. This skill can be very useful if you are in some legal troubles.

Computers. This skill represents training in using computers of any kind, which is almost always your daemon, your personal biocomputer. It also signifies knowledge in coding, and internet and hacking culture.

This skill alone is not enough to hack a computer, though an Intelligence (Computers) check is required for many hacks, breaking through computer security, figuring out someone's IP address, or knowing the latest cyberspace buzz (see Chapter 7: Hacking). The *decrypt* hack is commonly used to slice through computer security to access the information inside.

Investigation. When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through pages of search engine results or figuring out someone's IP address might also call for an Intelligence (Investigation) check.

Life Science. You have been formally educated in a university in the subjects of biology, anatomy, pathology, genetics, and any other scientific endeavor concerning life. An Intelligence (Life Science) check enables the character to identify various animals and plants, diagnose and treat medical problems, stabilize dying characters, and discern information about an individual based on their genetic profile. This knowledge extends to all of the various patented transgenic genomes, enabling you to identify most of them based on appearance and all of them if you analyze a DNA sample.

Mechanics. You are trained with everything electronic or mechanical. With an Intelligence (Mechanics) check you can fix a car engine, rewire a robot, put together a computer from parts, disarm (or make) a bomb detonator, pick a manual lock, or disable electronic security. Possessing the proper tools (a mechanics tool kit) is often required to use this skill.

Picking manual locks will usually involve a Dexterity (Mechanics) check rather than an Intelligence (Mechanics) check.

Disarming electronic security, or opening electronic locks can be done with this skill, usually involving getting into the circuit boards and wires of the system, and requiring some time (minutes to hours, determined by the GM).

Repairing electronics damaged by an EMP blast is also covered by this, being a DC 10 Intelligence (Mechanics) ability check and 10 minutes.
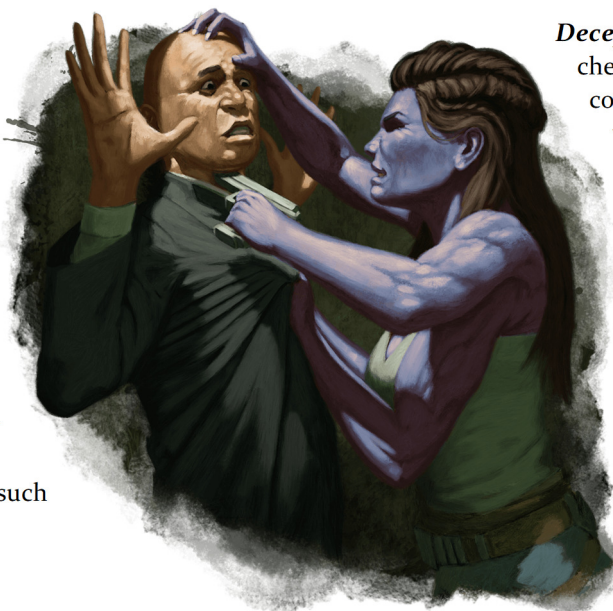
Training in this skill almost always represents formal education of some kind, but perhaps tinkering has merely been an active hobby for you your whole life.

Physical Science. You have been formally educated in a university in the subjects of chemistry, physics, mathematics, geology, and any other scientific endeavor concerning non-living systems. Your character can make an Intelligence (Physical Science) checks to identify chemical compounds and elements, create toxins, explosives, or powerful solvents, solve complex mathematical puzzles, and explain anomalous natural events.

Social Science. You have been formally educated in a university in the subjects of history, psychology, philosophy, anthropology, and any other academic field concerning the human condition. Your character can identify and explain different cultures such as clothing, food, artifacts, or practices. They can also discern mental conditions and argue about the fundamentals of human nature and existence.

Your Intelligence (Social Science) check measures your ability to recall lore about historical events, mental diseases, legendary people, ancient kingdoms, past disputes, wars, countries, cultures, religions, psychological conditions, or any other area related to the humanities and social sciences.

Streetwise. When in a city you can make an Intelligence (Streetwise) check to find out what's going on in the criminal underworld, who the movers and shakers are, where to get what you need (and how to get there), and where not to go. It lets you to know how to find the right people if you want illicit substances such as weapons, drugs, or other illegal wares. It also lets you know who the local gang leaders and crime bosses are.

WISDOM

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of a person, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Perception. Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear NPCs moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are hitmen lying in ambush in the next room, thugs hiding in the shadows of an alley, or the sound footsteps behind a closed secret door.

Survival. The GM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that bears live nearby, predict the weather, or avoid quicksand and other natural hazards.

CHARISMA

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

Deception. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a police officer, con a businessman, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation. When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering bureaucracy to reconsider a decision.

Performance. Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a front desk attendant to let your cadre see a room, negotiating peace between rival gang, or inspiring a crowd of activists.

Other Charisma Checks. The GM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

CHAPTER 9: COMPLETING CONTRACTS

Games will often begin with a representative from a syndicate, criminal cartel, government, individual, or group approaching the characters with a contract, which they can negotiate. In the course of completing their contracts, they might travel through various countries, pass through harsh jungle terrain, swim through storm drains, or break into heavily guarded vaults. This chapter describes some of the rules relating to life on the job.

CADRES

The characters are all members of a cadre, a small mercenary group of elite agents that specialize in investigation, intelligence, protection, and violence.

Historic rise. Cadres rose to prominence during the first and second corporate wars, when corporations needed "dirty work" accomplished, tasks too illegal or precise for large bureaucracies to handle. By hiring cadres as independent contractors, there was a veil of plausible deniability maintained. As the scale of the corporate wars ramped up, so did the use of cadres as chess pieces in conflicts of international intrigue. By 2090 cadres are essential players, the best ones being highly sought after.

Effective but disposable. Being in a cadre is typically very dangerous, with expectations of lethal violence as a very real possibility. The life of an elite mercenary can be rough.

Small and independent. Most cadres number less than 6, and are usually friends as well as business partners. Part of the draw to hire cadres are their lack of strings to larger groups. The larger mercenary groups are more often part of Ronin International, who employs companies of thousands.

Reputations and specializations. While all cadres are expected to be effective at violence and intelligence, different cadres build reputations for different skillsets and tactics. Will the characters cadre be heroic but brutal? Ruthless but subtle? Non-violent but competent? The direction the cadre takes is up to the players.

Organized through Mosaic. Cadres run their operations through an app called *Mosaic* (see below). The app acts as an escrow agent, rating system, negotiation platform, and recruitment system.

MOSAIC

Over the past few years, Mosaic arose as the goto app for cadre management. It is used to negotiate and pay contracts, rate cadre performance, find cadres, and recruit members into cadres. It outcompeted other cadre apps in

> **Creating a Cadre**
> The characters are encouraging to flesh out their cadre with some details before (or during) the first gaming session.
>   *What is it called?* Like any other company, a cadre needs a name. It could be corporate sounding (Rineva Multinational), gang-like (The Blood Takers), or mom and pop (Troubleshooters R' Us).
>   *Where is it?* Is there a physical space for the office, or is it located in the WDS (or both)? What kind of neighborhoods?
>   *What kinds of contracts do you take?* Does your cadre have a reputation for anything in particular?
>   *How and when was it formed?* The characters can tie their background stories together so that they already know each other if they choose. Alternatively, they can say the cadre was formed through the matching feature of *Mosaic*.
>   *Does it have a logo?* The characters are free to come up with a nice logo to capture their new cadre. Perhaps it's a flaming skull, coiled snake, or maybe it's simply abstract and geometric.

the early 2080s due to a seemingly ironclad encryption system that as of 2090, hasn't been hacked.

CADRE FORMATION AND RECRUITMENT

In order to be on the Mosaic system, a cadre must register their name, and have at least one founding member. Very often, a cadre is formed with each individual knowing each other before hand. It might be a retired infantry squad, former police partners, or former gangsters. Cadres need a name, summary of skillsets, and possibly a logo.

Mosaic Merc Matching. Not every cadre is formed with an entire group ready to operate, so the Merc Matching feature is very popular. The Merc Matching function is similar to a dating app, only it's for mercenaries looking to join a cadre instead of potentially interested romantic partners. Resumes, complete with skillsets, equipment, and upgrades are posted on Mosaic. When enough people give the thumbs up to each other, a cadre is born. This feature is also useful to recruit new members after an old one has died on the job, which is common in cadre work.

TAKING CONTRACTS

Mosaic has a job board that advertised open contracts available for any cadre to apply for. It also allows customers to approach individual cadres to hire them directly.

The GM will often start out a session with someone looking to hire the character's cadre for some task, be it the bodyguarding of a CEO's incompetent son, the assassination of a rogue transgenic soldier, or the

"acquisition" of a gene patent stored in a rival corporation's datacentre.

It may take several sessions to complete a contract, depending on its scale.

Negotiation. The characters are encouraged to negotiate the terms of the contract, trying to get as good a deal as possible. Payment for a contract depends on the cadre's Mosaic score, difficulty of the task, and danger.

Charisma checks and roleplaying can alter the contract rewards during negotiations, and contracts that involve multiple game sessions can reward more that the suggested payment. You can use the Negotiation table to determine what kind of effect a Charisma check might have on contract payment. Effective roleplaying may grant advantage or disadvantage on the roll, and some contract offers are simply non-negotiable.

CONTRACT NEGOTIATION

Charisma Check	Payment Modifier
1-5	-20%
6-10	-10%
11-15	No change
16-20	+10%
21-25	+20%
26-30	+30%
31-35	+40%
36-40	+50%

Other rewards. Occasionally, money won't be the carrot that the cadre is looking for. Expunged criminal records, government recognition, a rare upgrade, information, freeing a loved one from prison, or other forms of currency can be negotiated.

MOSAIC SCORE

Cadres are rated with a on a scale of 1-10 within the Mosaic App, based on the amount and size of the contracts they have completed. Cadres with a score of one are entry level, while the handful of cadres with a score of 10 are the world's most elite mercenaries, and have completed dozens or even hundreds of dangerous contracts.

A cadre's Mosaic score increases by one for every four successful contracts they complete, though larger contracts that take several sessions to accomplish might count as multiple completions. If a cadre doesn't complete the contract to satisfaction, or betrays their employer, the cadre score may drop (at the discretion of the GM).

The Mosaic score determines how well employers are willing to pay to employ the cadre, and higher scores generally means richer clients and bigger jobs. The suggested contract payments are listed on the Mosaic Score table, though negotiations can sway these numbers (see above).

MOSAIC SCORE

Score	Lifestyle	Expected Level	Suggested Contract Payments
1	Struggling	1-2	≳25,000-100,000
2	Middle Class	3-4	≳50,000-200,000
3	Middle Class	5-6	≳75,000-300,000
4	Well Off	7-8	≳100,000-400,000
5	Well Off	9-10	≳150,000-600,000
6	Affluent	11-12	≳200,000-800,000
7	Affluent	13-14	≳250,000-1,000,000
8	Wealthy	15-16	≳350,000-1,500,000
9	Wealthy	17-18	≳500,000-3,000,000
10	Opulent	19-20	≳1,500,000-6,000,000

LIFESTYLE

While cash is used to buy much of the equipment, especially if it possesses a game mechanic, the more mundane purchases the character uses "off-screen" in their general lifestyle is represented abstractly by the lifestyle description, as shown on the Mosaic Score table.

Your lifestyle determines the clothes you can affordably wear, your accommodations, utility bills, furnishings and appliances, entertainment electronics, and other luxury items. It also determines how often and where you eat out.

You determine the specifics within the constraints of your lifestyle. For role playing reasons a character can opt to forgo any number of the luxuries available to them for personal style or ethics (though there is no financial compensation or bonus given for this sacrifice). It could be explained as a gambling problem, giving to charity, dependents, or other such actions and circumstances.

- *Impoverished.* You are homeless, or if you are lucky you own a shanty. You have improvised or second-hand eating utensils and most things you own have been in someone's trash at some point. All of your possessions could fit in one shabby suitcase or backpack. You dress in second hand clothes, and depend upon social welfare, charity, or friends for food.
- *Struggling.* You likely have a bachelors suite or 1-bedroom apartment in a low-income neighborhood. It's furnished, but mostly with second hand items and the same is true of your appliances, electronics and clothes. Duct tape may hold some things together. Your formalwear is likely very limited and second-hand. Eating out usually means a fast food restaurant.
- *Middle Class.* You can afford a 2 or 3 bedroom apartment or small house in a middle-income area. It is equipped with store bought furniture, appliances and electronics though some of the items are likely become rather old or shabby. You have a variety of clothes, all store bought and a few formal outfits as well. Eating out at mid range restaurants is a regular luxury.

- **Well Off.** You can have a large apartment with 4 or 5 rooms or a medium sized house. You are able to live in a prime location, or suburbia and may have a housekeeper. All your furniture is new and the appliances and electronics are upper end merchandise. Your wardrobe is mostly comprised of this year's fashions with some designer outfits and a variety of formal wear. Your accommodation is likely equipped with a luxury installation such as a hot tub or sauna. You eat out often and for special events you can go to high dining restaurants.
- **Affluent.** You have a huge apartment with a great view in a highly desired location or a large suburban house with multiple floors. It is furnished with excellent designer furniture or antiques and every appliance or piece of electronics is this or last years model. You probably have a housekeeper or other server. Silverware and fine china are the norm and all of your clothes are either designer brands or tailored. You can wear a different outfit every day of the year. Your accommodations likely have multiple luxury installations such as saunas, hot tubs, pools, or bars. You may own a cottage or summer/winter home in a different area for vacations. All of your food is likely prepared for you by fancy restaurants or a personal chef.
- **Wealthy.** You might live on an entire floor of an apartment in a prime location or own a mansion somewhere beautiful. All your furnishings are the best on the market and your wardrobe is endless and lavish. Every luxury you desire is at your disposal instantly and you likely have several employees who serve you. In addition to your main home, you likely have one or two other homes in different areas. Eating out at a fancy restaurant or having a professional chef prepare food is normal for you.
- **Opulent.** You could own the top floor of an apartment with an amazing view or a magnificent mansion with a well landscaped yard. In addition to your regular elite wardrobe you have several custom-made outfits from the world's top designers for any major event. Your cleaning and top-notch kitchen staff gets paid more than most people. You can live in a different one of your lavish homes every season if you desire.
- **Rich.** At this level of wealth, you have achieved a plateau of luxury enjoyment in most regards. Everything you own can be of the highest quality possible to buy or custom made, the only difference now is the quantity or pure decadence of it. You likely own an island somewhere tropical or maybe even a small castle or palace. You may have rooms in your home that you have never been in.
- **Very Rich.** The same as rich, but even more excessive. Why not two tropical islands? Why not a different car

> ### Why Can't My Rich Character Buy Tanks?!
> Once your character gets to high Mosaic ratings, their lifestyle reflects millions of satoshi. So why couldn't your character simply liquidate all their lifestyle assets to buy a bunch of fighter jets and killer robots?
> **It's not fun.** While having carte blanche to buy armies of mercenaries and fighter jets might seem like a blast, it takes away from the personal abilities of your character. Sitting at home and calling in airstrikes to demolish your enemies is a different kind of game, and it would end up feeling like God Mode, where it would be fun for a bit, but then get boring.
> **It's not balanced.** It would drastically tilt the game towards the classes and genomes that are the richest, when liquid cash endowments are plenty generous as they are when it comes to buying upgrades and equipment.
> **It's not realistic.** The *lifestyle* aspect of your Mosaic score is meant to reflect the psychological reality that rich people spend most of their money on luxury, or savings and investments to get more money in the future. Your character is living a life outside of the game sessions, and this is where they are spending all of the extra cash, as part of their *lifestyle* description (or gambling, charity, friends and family, if your character wishes).

for everyday of the month? If you want something you can likely buy it.

- **Filthy Rich.** You are among the world's richest people and this likely even gives you a limited fame. You live like a king or queen, wealth groupies seeking your favor like remoras on a shark. Eccentricity at this level of wealth is common as more mundane luxuries may have lost their appeal. Many consider your wealth to be truly disgusting in its amount.

INSPIRATION

Modified rules from the 5E SRD will be unlocked if you back our Kickstarter! 😊

TIME

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In a tense cat and mouse chase, the cadre's movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search a suspect's room for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Cadres looking to travel from Seoul to Busan, a journey of 300 km, can do it in a few hours via train or car.

For long journeys, a scale of **days** works best. International flights, hiking through the forest to cross the border between Columbia and Brazil, or travelling across

the Gobi Desert via jeep are all examples of journeys measured in days.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

MOVEMENT

Swimming across a rushing river, sneaking down a datacentre's corridor, scaling a skyscraper's wall—all sorts of movement play a key role in gaming adventures.

The GM can summarize the cadre's movement without calculating exact distances or travel times: "You travel from Tokyo to New York and find Harmodyne's corporate headquarters late in the evening of the third day." Even while infiltrating a skyscraper, the GM can summarize movement between encounters: "After killing the security droids at the entrance to the elevator, you conjure up a map in your mind's eye, which leads you, to the sealed security doors of the Technology Director's office."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the people moving and the terrain they're moving over.

SPEED

Every character and NPC has a speed, which is the distance in feet that the character or NPC can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or NPC can move in a minute, an hour, or a day.

TRAVEL PACE

While traveling on foot, a cadre can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

Forced March. The Travel Pace on Foot table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion. For each additional hour of travel beyond 8 hours, the characters

cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see appendix A).

Vehicles. Most of the travelling that characters will do will be by car, motorcycle, boat, plane, subway, or some other vehicle. The speed of these methods of travel are outlined in the Vehicles, and Services sections of Chapter 4.

TRAVEL PACE ON FOOT

Pace	Per Minute	Per Hour	Per Day	Effect
Fast	120 meters	7 km	50 km	-5 penalty to passive Wisdom (Perception) scores
Normal	90 meters	5 km	35 km	-
Slow	60 meters	3 km	20 km	Able to use stealth

DIFFICULT TERRAIN

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 meter in difficult terrain costs 2 meters of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Cadres might have to climb, crawl, swim, or jump to get where they need to go.

CLIMBING, SWIMMING, AND CRAWLING

While climbing or swimming, each meter of movement costs 1 extra meter (2 extra meters in difficult terrain), unless a person has a climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

JUMPING

Your Strength determines how far you can jump.

Long Jump. You make a long jump if you cover a move at least 3 meters on foot immediately before the jump.

Make a Strength (Athletics) roll, or use your passive Strength (Athletics) score. You jump 1.5 meters for every 5

> **Make Sure to Give Characters Downtime!**
> While one session often leads directly into the next, particularly if there is a deadline for completing the contract or the previous session ended in a cliff-hanger, characters should have regular town time.
> The reason for this is that upgrades, engineering hacks, and other activities often require multiple days of recovery or construction. Characters need to shop, make things, develop their character, and pursue non-cadre business! They can't do this if 5 sessions in a row are one constant adrenalin fueled action sequence.
> In general, players should have an opportunity to get upgrades every second session or so.

points on the check (see the Jump Distance table).

When you make a standing long jump, you can leap only half that distance. Either way, each meter you clear on the jump costs a meter of movement. This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet, otherwise, you land prone.

High Jump. You make a high jump if you cover a move at least 3 meters on foot immediately before the jump.

Make a Strength (Athletics) roll, or use your passive Strength (Athletics) score. You jump 0.5 meters for every 5 points on the check above 5 (see the Jump Distance table).

When you make a standing high jump, you can jump only half that distance. Either way, each meter you clear on the jump costs a meter of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

JUMP DISTANCE

Strength (Athletics)	Long Jump Distance	High Jump Distance
5	1.5 meters	0 meters
10	3 meters	0.5 meters
15	4.5 meters	1 meter
20	6 meters	1.5 meters
25	7.5 meters	2 meters
30	9 meters	2.5 meters

CHASES

Chase rules are completed, and will be unlocked if you back our Kickstarter! 😊

THE ENVIRONMENT

Rules for falling, suffocating, the senses, and resting are modified from the 5E SRD, and completed, and will be unlocked if you back our Kickstarter! 😊

BETWEEN CONTRACTS

Between evading corporate hit squads and battles against criminal empires, cadres need time to rest, recuperate, and prepare for their next contract. Many cadre agents also use this time to perform other tasks, such as hacking equipment, getting cyberware upgrades, performing research, or spending their hard-earned satoshi.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new contract, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

LIFESTYLE EXPENSES

The type of lifestyle your character leads is determined by their Mosaic score (see Chapter 9: Mosaic Score). Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead a luxurious lifestyle, it might be easier for you to influence the upper crust of the city than if you live in poverty.

DOWNTIME ACTIVITIES

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete

before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity. Characters might spend their downtime carousing, modifying their equipment (if they have the expertise), making explosives, getting upgrades, practicing the violin, brewing beer, or any other hobby or interest that they might happen to have.

GAMES WITHOUT CADRES

Cadres are a part of the world of GeneFunk 2090, but that doesn't mean that a gaming group has to be one. While cadres are a natural fit for a small band of adventurers doing exciting and dangerous work, there are plenty of other ways to accomplish that. Perhaps the characters are all part of the same criminal organization, and are aiming to make their faction expand their territory and take out rival gangs. On the opposite side of the spectrum, they could be a small elite unit of law enforcement or intelligence operatives for either a government or corporation. As long as there is a narrative framework for them doing exciting things, their background context can be anything!

STORY HOOKS

Thinking of your own initial plots is fun, but sometimes you can get writer's block! Listed below are some writing prompts, hooks for contracts that a GM can use episodically, or as tie-ins to a larger storyline. Some of these hooks can be strung together as contracts being offered from the same patron.

THE ISLAND OF DR. GOUDEAU

A project lead biotech engineer working for Vitigene, a subsidiary of Apollo Laboratories, hasn't shown up for work for over two weeks. Being that he has access to confidential research secrets, and is under a non-disclosure agreement, Vitigene is very anxious to find him and retrieve him (alive if possible). The first cadre hired to retrieve him tracked him to a small island off the coast of Venezuela, but Vitigene lost contact with them a few days ago. Their last correspondence included recordings of strange and dangerous transgenic lifeforms in the island jungle, both

animal and plant, that haven't been seen before. You are tasked with finding what happened to the previous cadre, and retrieving Dr. Goudeau.

GENOIST KILLER

A string of related homicides has occurred over the past few months, all of the victims being transgenic. Each of the bodies have had their obviously transgenic organs and parts surgically removed before being killed. The local law enforcement isn't exactly keen on making this case a high priority, attributing the deaths to standard transgenic gang violence. The sister of one of the victims, Abira Belin, believes her brother Gabe to be the victim of something more sinister, a targeted murder based on his transgenic heritage. She has hired you to track down the killer of her brother, and bring them to justice. Though perhaps there is more to this killer than there first appears... This hook can tie into the *Purity Terrorists* story.

DATA HEIST

A very concerned potential patron named Yerlan Kabanov is looking for a cadre to break into Drumpf Tower, the headquarters that houses the data centres for a drone surveillance company named Sentinex. Sentinex provides surveillance services to individuals, companies, and governments around the world. Yerlan want all of the recorded CCTV surveillance drone data from October 27th completely wiped from the data centre, with no possibility of recovery. The details of how it is accomplished are irrelevant to the patron, but the data centres in Drumpf Tower are extremely well guarded, and there is no way to access the data other than physically getting inside.

PURITY TERRORISTS

An active cell of Jehovah's fist, a religious extremist group appalled at the directions human nature and technology has taken, have been injecting seemingly random people with an engineered virus that corrupts their daemon. Victims afflicted with this virus become violent and aggressive. The intelligence division of Apollo Laboratories is worried that the terrorists will come up with a way to make the virus airborne. They are developing a vaccine, but in the meantime, you have been contracted to find this terrorist cell, apprehend them, and bring back any information you can about how and where they are developing this virus.

A SIMPLE MILK RUN

You've been contracted to deliver a package to Kuala Lumpur, a nondescript but expensive locked security briefcase weighing around 6 kilograms. The plane tickets are included, and it seems like free money! What could go wrong?

PROTECT AND SERVE

The city is in the middle of a violent crime wave caused by competing crime families that deal with illicit drugs, firearms, and upgrades. The local law enforcement is hiring out cadres and deputizing them to take on the overflow work. You've been contracted by Commissioner Fitzpatrick to stop the gang war, in any way you can. The police will give you a lot of leeway while you are under this contract, and a hefty bonus awaits if you can resolve this crime wave.

BODYGUARDS R' US

Francesca Fiore, the owner of a small android company called Nuform, is worried that her life is in danger. She suspects she is being followed, and just yesterday her vehicle's autopilot malfunctioned while someone was trying to run her off the road. Nuform is releasing their new android model in a few days, one that uses a novel general AI architecture, and Francesca is worried that someone is trying to prevent the release. You have been contracted to keep her safe until after the new android model's release. It would be easy if it wasn't for her penchant for being a public spectacle...

WHO KILLED ME?

Yang Yifei, a wealthy heiress of a Hexie electronics company, was violently murdered just a day ago. Luckily for her, she had an active Phoenix Unlimited account. Her last upload was over two weeks ago, so she has no memory of the events leading up to her death. She has contracted you to find out who murdered her, and why.

CHUPACABRA

In the rural area outside of Mexico City, cattle farmers are reporting that their livestock have been being torn apart by some wild best. Witnesses have said the beast looks demonic, unlike any animal they know of. A wealthy ranch owner named John Garcia has contracted you to find out whatever this beast is, and kill it, bringing back proof of the deed. This contract can lead into *The Island of Dr. Goudeau* story hook.

ROGUE SQUAD

A squad of commandos, elite soldiers of UNASUR's military division, has gone rogue. The squad are all genetically identical, batch brothers resulting from the July 2071 model of the Spartan Infantry genome, and raised by the state. They've been holed up in the jungles of Columbia, and hijacking Omnitech cargo trucks for weeks. UNASUR has contracted you to find the rogue squad, and either bring them back for justice in the courts, or execute them on the spot.

CRUSH THE RESISTANCE

A group of violent transgenic rights activists in Indonesia called AAC (At Any Cost) have kidnapped several executives working for Omega-Man, a transgenic birthing service. They are asking for a hefty ransom for the return of the executives. Omega-Man has contracted you to find the kidnappers, wipe them out, and return the kidnapped executives.

FIGHT THE POWER

A group of Hutterite farmers in South Africa are being forced out of their land by Heliox, a solar power company, who wants to demolish the farm and lay down hundreds of enormous solar panels. The Hutterites own the land, and are unwilling to sell it, so Heliox has given them 7 days to vacate, under threat of force. Heliox has contracted out a private military corporation called Ravage to remove the Hutterites by force, and the local law enforcement seem willing to turn a blind eye to the situation. You've been contracted to defend the Hutterite community from potentially dozens of violent trained killers, and have 1 week to prepare.

TOO MANY COOKS

The director of the Phoenix Unlimited facility in Moscow, Sergei Petrov, is worried that his personal chef and bodyguard has stolen the facility's security codes. The chef, Peter Vasiliev, is former Russian secret service, and his financial records indicate he has recently purchased 12 anthroid bodies made in his image. Sergei is worried that Peter has been illegally downloading himself into these bodies. If word got out that multiple copies of the same psychomime were running around Moscow, the consequences would be dire! You've been contracted to find each and every copy of Peter, and "retire" them. The original Peter is to be brought back to Sergei.

GOODBYE MOON MAN

A German ambassador named David Gruber, stationed on the international Moon Base, is worried that someone is spying on him. Dissatisfied with the protection and intelligence his own government provides, he has contracted you to act as his security detail, and to discover who these spies are. It turns out he was right to be paranoid, by the time you arrive, David is dead in an apparent suicide! It appears he locked himself outside of an airlock and froze to death! It will be another seven days before the next shuttle arrives to take people back to earth, and your contract stipulates that you are only paid if David's contract attorney deems that you've done your due diligence investigating the existence of possible spies and killers who would wish David harm.

CRAZY EVIL

Phillipe Lagrange, a famed French VR film director, has approached you to help his son Eli. Eli, a 16-year-old kid, has gotten mixed up with a hyperviolent Satanic grinder cult of bikers. They're obsessed with hallucinogens, and biohacking their own bodies and minds into the various types of demons depicted in *Pseudomonarchia Daemonum,* a demonology text from the 16th century. The last message Phillipe received from Eli was a simple text reading "Good bye father, King Baël is soon upon us." Phillipe has contracted you to rescue his son from the biker cult.

Chapter 10: Combat

Conflict is the bread and butter of stories, and often that conflict is violent and literal.

The Order of Combat

Rules for this are modified from the 5E SRD, and completed, and will be unlocked if you back our Kickstarter! 😊

Movement and Position

Rules for this are modified from the 5E SRD, and completed, and will be unlocked if you back our Kickstarter! 😊

Actions in Combat

Rules for this are modified from the 5E SRD, and completed, and will be unlocked if you back our Kickstarter! 😊

Making an Attack

Rules for this are modified from the 5E SRD, and completed, and will be unlocked in our Kickstarter! 😊

Cover

Rules for this are modified from the 5E SRD, and completed, and will be unlocked if you back our Kickstarter! 😊

Damage and Healing

Rules for this are modified from the 5E SRD, and completed, and will be unlocked if you back our Kickstarter! 😊

Vehicle Combat

Rules for this are modified from the 5E SRD, and completed, and will be unlocked if you back our Kickstarter! 😊

Underwater Combat

Rules for this are modified from the 5E SRD, and completed, and will be unlocked if you back our Kickstarter! 😊

Chapter 11: Brave New World

The Syndicates

The syndicates are the 9 globally integrated enterprises that have world oligopolies in every market for every commodity. These powerful multinational corporations affect nearly every facet of life in the world of 2090. Their economies dwarf those of most nations, and the worldwide political sway they have is enormous, many social theorists claiming that they completely determine society. By 2090 the syndicates influence on society is an all-pervasive presence, coloring every aspect of life.

The Rise of the Syndicates

Multinational corporations have always been powerful political and economic forces, and well into the 21st century there were tens of thousands of them. They were prevented from getting too large or cornering markets through antitrust (competition) laws and nationalization measures.

This temporarily changed in the wake of the 2043 flu pandemic that wiped out 5% of the global population. The massive number of fatalities and resultant chaos severely crippled many national economies, particularly in North America where the casualties were the highest. After a vaccine was developed and administered to everyone, rebuilding the economy was the top priority. America temporarily abolished antitrust laws (except those concerning price fixing) and enacted major business incentives such as extreme tax breaks for big business. Immediately, MNCs swarmed to the fertile soils of America to set up production centers and other business projects. Other countries and the EU began to feel the sting as companies pulled out of their regions for the greener American pastures. Thus, nations began competing for the fruit of corporate favor and temporarily reduced competition laws and raised foreign investment incentives.

The unpredicted effect of this was a feeding frenzy for monopoly. This consolidation of corporate powers was counter to the trend that was occurring before the pandemic. Corporations began to engage in mergers and acquisitions like never before, creating monsters of capitalism. Within 5 years there was less than 10,000 MNCs, within 10 years less than 1,000, and by 2063 there were 9. By 2090, due to the reinstatement of competition laws in 2063, this number has increased to around 1,000.

> **Setting Variant: Fantasy Cyberpunk**
> For some players, the world of swords and sorcery is just too appealing to drop, but they may still want it set in a technologically dominated future. A GM can run a game adding a fantasy element to the setting by adapting the core rules presented in the SRD to the world of GeneFunk 2090 as follows.
>
> - Each of the base SRD races (dwarves, elves, dragonborn, halflings, gnomes, half-elves, half-orcs, and tieflings) gain the *Subtype* and *Upgrade Tolerance* traits, as described under the unmodified genome.
> - Engineered, optimized, and mutt genomes can have SRD races as the base race, it doesn't have any mechanical effect, but it affects their back story.
> - Each of the base SRD classes (barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, warlock, and wizard) gains the Upgrade class feature at 5th, 11th, 14th, and 18th levels, as described under the suit class.
> - The base SRD classes can also choose Bureaucracy, Computers, Life Science, Mechanics, Physical Science, Social Science, and Streetwise as a skill.
> - From levels 1-9, NPCs and monsters should be treated as two challenge steps lower than they are listed. For example, the oni is challenge 7, but it should be treated as challenge 5. Likewise, a gelatinous cube is challenge 2, but it should be treated as challenge rating ½. From levels 10-20, NPCs should be treated as three steps lower, so the oni would be challenge 4, and the gelatinous cube would be challenge ¼.
> - For damage types, fire=heat, acid=corrosive, lightning=electrical, and the other damage types remain the same.
> - 5 feet = 1.5 meters.

On the other hand, the 9 megacorporations still completely dominate all markets by volume, and could squash any up and coming corporation if they wanted to.

The First Corporate Wars

The corporate wars is the popular name given to the period of hyper acquisitions and mergers amongst MNCs that occurred from 2044 to 2063. At first these struggles for monopoly were no different than any other time period, ruthless and cutthroat but generally non-violent.

As the competition grew fiercer, the tactics used by these companies became more sinister. Bribery, blackmail, sabotage and threats transformed into conventional tools of the trade, and soon after that assassination was just another method of getting the desired result. The covert operations and intelligence networks employed by the larger MNCs rivalled that of any nation in the peak of war.

The espionage was especially important for corporations depending upon trade secrets, research, and development. Back room alliances with organized crime, gangs and even military VIPs were all made with the intent of achieving fiscal mastery. The spill over from this intense competition

into politics and other realms affected the whole world in ways to numerous to list.

By 2063, nine MNCs emerged as victors, and these "Big Nine" megacorporations sat down came to important trade agreements with each other in 2063, creating a global oligopoly, sharing the pie between them.

THE SECOND CORPORATE WARS

Conflict between the Big Nine is ramping up, and in the past decade the violence between the megacorporations has been escalating to levels surpassing even the first corporate wars. This is perhaps due to the larger, more powerful, and monolithic natures of the modern syndicates; they can break more rules now that their influence is that of major nations.

It has gotten to the point that corporate hit squads and paramilitary groups take out major targets on a regular basis, sometimes killing hundreds at a time. It is not uncommon for corporate wet works operations to mow down entire board rooms with submachine guns or take out a floor of an office building with a bomb. The once coveted office with windows from floor to ceiling has become feared because of potential snipers in neighboring skyscrapers. Executives now often decline refreshments at inter-corporate meetings, and business lunches often end with full plates and hungry bellies due to the precedents of poisonings. Whenever it can be, these violent events, done in the name of the shareholder, are disguised as criminal or terrorist acts.

By 2090, the second corporate wars are shaping up to be a potentially catastrophic global conflict, a brutal war without borders, where nine behemoth profit making machines rip apart anything they can if it makes their quarterly earnings jump up a notch.

THE SUBSIDIARIES

Each syndicate has hundreds of subsidiary companies, which in turn often have hundreds, and so on. The ultimate parent company is of course the syndicate, but at times the corporate lineages of all smaller companies is so complicated it becomes confusing to even the savviest CEO. Most lay people have no interest in corporate family trees and often have no idea which syndicate they work for. This complicated infrastructure is the way the syndicates are able to have their hands in so many seemingly unrelated cookie jars. Many subsidiaries run somewhat autonomously as long as their profit margin stays high.

In addition to inter-syndicate subsidiary conflicts there is even infighting and competition that occurs between subsidiaries under the same parent syndicate. In fact, due to the competition laws in place subsidiary companies of a

syndicate can only ever merge with and acquire companies under that same parent company.

THE BIG NINE

After the first corporate wars, the following megacorporations emerged victorious. While each has industries they specialize in, each is also so enormous that they have subsidiaries in almost every market. Now that these colossal bureaucratic machines are starting to battle once again, the very foundations of the world are beginning to shake.

APEX INTERNATIONAL

Very early in the corporate wars Ford and General Motors merged to become FGM and started acquiring many smaller automotive companies. Soon after they began to diversify and gather more transportation and defense subsidiaries such as Boeing, Lockheed and Martin, Caterpillar and United Rail. Their dominance in motor vehicles became solidified in 2051 once they merged with DCV (DaimlerChryslerVolkswagon) motors and became Apex International. All of these industries required a lot of metal in their production, so in order to become more vertically integrated and less dependent on other companies they acquired various metal industry corporations. Though primarily American and German in origin, Apex lacks any true national ties.

Primary Industries. Motor vehicles, aerospace and defense, railways, transport and freight, airlines, metals, and industrial and farm equipment.

APOLLO LABORATORIES

This syndicate is the result of numerous pharmaceutical, biotechnology, and chemical companies merging. It also incorporated many of the world's agricultural corporations creating an overlap with their biotechnology departments. However, this company likely would have been absorbed by one of the other 8 had it not been for their research and development departments pioneering fully functioning prosthetics limbs, and other organs. They produced many of the genome templates for transgenic modification. Their star took off even more once the full soft body cybernetic conversions they offered became elective surgeries. As far as biotech goes, no company is as powerful as Apollo Laboratories.

Primary Industries. Pharmaceuticals, biotechnology, chemicals, medical equipment, agriculture, and cybernetics.

CORNUCOPIA

Most of the chemical companies (BASF, Bayer, Dow Chemical, and DuPont) merged in 2035 to form United Chemical. This corporation then merged with Walmart (already an economic giant) which had acquired Nestle and Pepsico. This was when Cornucopia was born. This new megacorporation decided to set its eyes on agriculture and acquired Archer Daniels Midland and Monsanto, as well as many other companies of similar ilk. The products sold by this syndicate's subsidiaries are for the most general of consumers, their retail outlets found in every city in the world. This syndicate is the third richest syndicate in the world, next to Omnitech and Hexic.

Primary Industries. General merchandizing, chemicals, agriculture, biotechnology, food and beverage production, and apparel.

HEXIE

Out of all of the syndicates Hexie has the most national ties. Its name means "harmony" in Mandarin, an apt name for the merger of companies from China, Japan, and Korea, three nations with historically rocky relations.

Nationalism remains such a large part of this syndicate that the three nations still have their distinct voices on the board of directors. Coming from mergers of the Asian economic powerhouses in electronics and automobiles.

Hexie formed to become the world's second largest corporation. The mergers began when Toyota, Honda, Nissan merged and then acquired Hyundai. This huge motor vehicle conglomerate then merged with Samsung, LG, Sony, Hitachi, and Matsuhita to become Hexie. Hexie then acquired a series of other Chinese corporations. Concordant with their tri-nationalistic theme, their production centers mostly remain in East Asia. The trade confederation in East Asia, the Tri Nation Union, is so conflated with Hexie that it is mostly just a governmental wing of the syndicate.

Primary Industries. Motor Vehicles, electronics, cybernetics, biotechnology, internet services, software, and telecommunications.

INFINITY INDUSTRIES

The oil companies and petroleum refining industries have long been accused of ruling political projects. For years corporations like EXXON Mobil, Royal Dutch Shell, and BP topped the list

for the world's richest companies, and energy has seemed to play a part in many of the world's wars. When these MNC's started gobbling each other up, the already significant influence the energy industry possessed increased exponentially. Their power dipped only slightly during the period of global fuel infrastructure change, as they had prepared for decades to make the switch to hydrogen processing and fuel cell technology.

Primary Industries. Hydrogen and petroleum processing, energy, solar panels, wind turbines, and pipe lines.

OMNITECH

Of all the syndicates, Omnitech is the largest and the most diversified, having subsidiaries in nearly all industries. It began as mergers of the software companies, and snowballed from there. By 2090 it has a dominant presence in software, cybernetics, telecommunications and other technology-based corporations but lacks total control in any one industry, rather representing generalization in all of them. Being the biggest of all the syndicates, it is often the brunt of anti-corporate attacks in the media (often at the behest of Unicom). It does not have ties with any nation in particular, as its subsidiary companies come from all nations.

Primary Industries. Software, telecommunications, internet services, and cybernetics. However, all industries have a strong Omnitech presence.

RONIN INTERNATIONAL

In the beginning of the 21st century private military firms started to become more and more lucrative. One of the original giants, Blackwater U.S.A, became a staple among any industrialized countries military operation. During the corporate wars private military firm's business skyrocketed. Some cities even began to have the majority of their police forces made up from these firms. Blackwater U.S.A was acquired by the aeronautics and defense corporation, United Technologies, which in turn merged with NGHR (Northrop Grumman Honeywell Raytheon) to form Ronin International. They produce the most weapons out of any of the syndicates. They later diversified to include sizable automotive companies, cybernetics, and other fields somewhat related to violent conflict. Ronin International is the smallest of all the syndicates, but with a standing army of over 1,000,000 soldiers, it is respected.

Primary Industries. Police and security, aerospace and defense, motor vehicles, cybernetics, robots, and telecommunications.

UNICOM

For many people the purpose of life is pleasure seeking, and that is the reason why Unicom exists. Once the big television and media corporations such as Time Warner and Disney started combining, they set their eyes on other entertainment industries such as resorts and publishing. They even acquired most of the tobacco and alcohol companies. They say who controls the media controls the people, if this is true then Unicom runs society.

Their public relations capabilities are unparalleled. This company thrives on the consumer spending their money on their base desires.

Primary Industries. Entertainment, hotels, casinos, resorts, publishing, telecommunications, advertising, internet services, cannabis, alcohol, and tobacco.

WORLDGROUP HOLDINGS

This commercial banking and savings syndicate can trace its origins to a cluster of mergers between Citigroup, Fortis, HSBC, JP Morgan Chase, Crédit Agricole, and Bank of America. These mergers and acquisitions continued until Worldgroup Holdings owned 80% of the global banking, financial securities, and insurance industries. As currency switched more and more to a digital system this syndicate's portfolio branched out to include telecommunications, real estate and software. If money is power, this syndicate is a force to be reckoned with.

Primary Industries. Commercial banking, cryptocurrencies, telecommunications, software, financial data services, insurance, and real estate.

THE SYNDICATES AND SOVEREIGNTY

While multinational corporations have always had a hand in politics, never have their actions and power been so focused and pervasive. This corporate interference threatens the sovereignty of nations, but it is impossible to be a successful nation without the cooperation of these economic giants. Be it vying for investment, bribery, blackmail, or assassination, the syndicates apply whatever leverage they can to manipulate government politics.

THE RACE TO THE BOTTOM

To have viable economies, nations all vie to have the syndicates place their manufacturing establishments within the nation's borders. This competition creates a

scenario where countries "race to the bottom" in regards to labor standards, pollution controls, corporate taxes and other areas to make their region more appealing to the syndicates.

This mad dash to get the favor of a syndicate largely results in the destruction of welfare mechanisms and other social institutions that protect the citizenry and land from exploitation. This has been the case since the earliest days of MNCs; however, it used to be mutually competitive. If a company pulled its production out of a country then a rival company would often fill the empty niche. If Ford moved out, Toyota would move in. This two-way street competition mitigated the effect of MNCs on state sovereignty. However, in the year 2090 there are only 9 major MNCs, the syndicates, and they have near complete monopoly in their respective productions. If Apex International (the syndicate that produces 70% of the world's automobiles) threatens to pull its production out of a country to move to a more corporate friendly nation, its host country will bend every rule in to book to retain Apex International's favor.

Another factor fueling the race to the bottom is their utter lack of a home nation. In the 20th century, corporations were all closely tied to the countries in which they originated. Regardless of the incentives offered by other countries Ford would never pull all of its production out of American, nor would Toyota ever pull the entirety of its production from Japan. Though profit was the main goal on paper, a sentimental loyalty to the home nation still permeated even the most profit-obsessed CEO. In the year 2090, Hexie (a geographically and racially Asian based syndicate) is the only syndicate to have geographic and national ties to its home nations, but the other 8 syndicates have completely transcended permanent national ties, putting their centers of production wherever makes the most economic sense.

MONEY IN THE RIGHT HANDS

A more direct and focused way for syndicates to influence politics is through their heavily funded lobbying groups and campaign contributions. The syndicate's sponsor hundreds of different groups that petition legislators to make desired changes in government. They fund the lobby groups that they know desire the same changes that a particular syndicate wants. In addition to petitioning already elected officials, syndicates hand pick new ones.

Because of the great variety of politicians, direct bribery is rarely necessary. A syndicate will pour money into a third party they know will give massive campaign contributions to a political candidate that has an agenda that coincides with the syndicate. No one is betraying their ideals, it's just that the syndicates pick and choose which politician to fund based on whether or not the politician's ideals jive with the syndicate's goals.

It is rare that a governmental policy is desired by all 9 syndicates (excepting tax breaks and cheap labor), so often they all sponsor different politicians based on their specific interests. PR campaigns to either promote or vilify certain ideals, people, or institutions are also a major part of their game. This phenomenon that occurs between the big 9 is a hidden financial war to affect politics. Countless board room meetings are spent discussing strategies and inter-syndicate alliances and betrayals involving the decisions on which future world leaders to sponsor or sink.

BRIBERY, BLACKMAIL, AND ASSASSINATION

If more subtle methods of manipulation are ineffective, and the stakes are high enough, more criminal methods are employed.

Bribery is an age-old practice of coercing someone in power to bend it in the way you desire, and the world of 2090 is no different. Numerous cases of political corruption occur worldwide, and sometimes they are even successfully prosecuted, though it is always the politician and an insignificant fall guy that bites the bullet.

If bribery isn't an option then the grounds for blackmail are either obtained or manufactured. If the government official is too pure to be affected by either of these methods then physical threats towards them and their loved ones is an option.

If the official is so pure and brave (or foolish) that all the previous methods fail, then assassination is a perfectly acceptable alternative, though it is usually a last resort. No good deed goes unpunished.

AEGIS AND WORLD PEACE

Aegis is the name for a political body and their associated orbital weapons network. It is based around protecting its member nations from ballistic missile attacks and invasion forces using space stations and satellites equipped with directed energy weapons (DEWs), such as particle beams, EMPs, and lasers. Every square kilometer of the earth can be targeted at any given time by the Aegis satellite weapons. Military spacecraft and various countermeasures to anti-satellite weapons protect the system.

CREATION AND MEMBERSHIP

Spearheaded as an international partnership, membership in this project was completely voluntary. Despite the hesitation of most countries to join, the fear of being left out of this security net was even greater, as they saw the weapons system as inevitable. Though primarily funded and initiated by U.S.A., Aegis received financial support from every country in the world. The Aegis charter, drawn up in the UN, states that no member country can launch a nuclear strike against another member country under any circumstances. It also states that any invasion that is not valid under just war theory will be impeded by the power of the Aegis' orbital weapons. Due to the nature of Aegis' defensive measures it was decided that pre-emptive reasons can never be the grounds for just war, only retaliation. The opinion on whether an invasion is just or not is debated by the UN Security Council.

In the past unilateral projects such as this failed (Star Wars, the missile defense shield) due to technological restrictions and lack of public support, but Aegis had both

thanks to the failed attempt by terrorist group to launch a nuclear missile against U.S.A from Liberia in 2038.

THE END OF HISTORY

As of the year 2090, no invasion has been authorized against any country, leading some optimists heralding it as the age of world peace. This opinion is common despite rampant violence occurring domestically from warlords ruling non-sovereign territories, the corporate second corporate wars, criminal groups, authoritarian governments, and terrorist organizations around the world.

The implementation of Aegis alleviated the arms race between industrialized countries to some extent, as the danger of being invaded or attacked with a nuclear weapon was reduced to almost zero. Security paradigms held since the cold war, such as the mutually assured destruction (MAD) policy of defense, were somewhat retired. Nations became less fearful of other nations and instead focused almost entirely upon terrorist organizations and internal threats.

SHIFT IN MILITARY FUNCTION

Military technology also shifted from massive mobile invasive/defensive forces to a more precise and urban specialized structure. Infantry squads are the focus of most new militaries as they can provide the most surgical strikes, thus the modern infantry man is equipped with gear far surpassing any previous historical period, in both cost and efficacy.

CONFEDERATED TRADE BLOCS

Just as the European Union was formulated in the 20th century to create a more solidified economic power, other international organizations have been created to achieve similar goals all over the word. The impetus for many of these confederations was the growing political clout of the syndicates. A multinational voice is able to mitigate the influence of the syndicates on national levels. Thus, ironically, membership in a confederation actually lends itself to more sovereignty than remaining a politically individual nation. These intergovernmental agreements involve economic matters, but others include social or military wings as well. What follows is a list of the more powerful confederations in the world of 2090.

UNASUR (UNION OF SOUTH AMERICAN NATIONS)

This body started as an economic union in 2007 between two other trade alliances, Mercosur and the Andean Community. Though it almost completely dissolved in the early 21st century, the rise of megacorporations reinvigorated interest in this union.

As time progressed, the economic ties strengthened and the mutual recognition of certain social values were agreed upon and incorporated into the confederation. They have their own joint military and intelligence agencies as well.

Member Nations. Argentina, Bolivia, Brazil, Colombia, Ecuador, Panama, Paraguay, Peru, Uruguay and Venezuela.

Currency. Unasuros

Laws. Firearms and narcotics are restricted, but common. Only military grade weapons are outright banned, and even they are easy to come by. Production of transgenic humans is rampant, but requires companies to bid for government contracts.

4NLC (4 NATIONS LEAGUE OF COMMERCE)

In 2059, after a series of successful multilateral free trade agreements India, South Africa, New Zealand and Australia drafted an unlikely economic confederation to compete against other growing economic powers. At present, the former colony commonwealth nations have very few non-economic rules incorporated in the alliance and they each retain their individual currencies.

Member Nations. India, South Africa, New Zealand and Australia

Currency. No official shared currency

Laws. Production of transgenic humans is banned in member nations, but other laws are up to the individual sovereign nations.

EU (EUROPEAN UNION)

This tight confederacy of European countries has its own currency, regulatory system, and competition laws. Though it's had some rough patches since its inception, it is the most stable trade confederation going, and has a great deal of both economic and social regulations, as well as a military and intelligence department.

Member Nations. Austria, Belgium, Bulgaria, Croatia, Republic of Cyprus, Czech Republic, France, Germany, Greece, Hungary, Ireland, Italy, Latvia, Lithuania, Luxembourg, Malta, Netherlands, Poland, Portugal, Romania, Slovakia, Slovenia, Spain, and the UK

Currency. Euro

Laws. Production of transgenic humans is banned in member nations, though there is a policy to take in any transgenic refugee or immigrant from other countries, meaning there are still many transgenic humans in EU countries. Firearms are heavily regulated and mostly banned, and narcotics are legal but heavily regulated.

NAC (NORTH AMERICAN COMMUNITY)

After the catastrophic loss of population due to the plague of 2043, Canada, Mexico, and U.S.A agreed upon a more extensive implementation of the now defunct NAFTA. NAC was drafted in 2044 to rebuild the damaged economy of each member nation and protect the North American continent from hostile powers. An integrated defensive military structure and shared currency was established as part of the treaty, and while there is no military wing, there is an intelligence department.

Member Nations. Canada, Mexico, and U.S.A.

Currency. Amero

Laws. Production of transgenic humans is banned in member nations, though there are still many transgenic humans in NAC countries as first or second-generation immigrants. Firearms and narcotics are widely available, and mostly legal with some paperwork.

AU (AFRICAN UNION)

Established in 2001, the name hasn't changed but it has seen constant progressive integration, despite the departure of South African to join the 4NLC in 2059. Although it has the lowest GDP per capita out of any trade bloc, the African Union as a singular economy is a respectable economic force. It has 53 member-nations,

more than any other confederation in the world. It has incorporated a large amount of human rights regulations, has its own currency, and guides an integrated defensive military force and intelligence agency.

Member Nations. Except for South Africa, the entire continent of Africa.

Currency. Neodinar

Laws. Production of transgenic humans is left up to the individual nations. Basic firearms are restricted, and military weapons are banned, but common. Narcotics are also largely banned.

NC (NORDIC COALITION)

This intergovernmental agreement includes Estonia, Denmark, Iceland, Finland, Norway, and Sweden. The NC was implemented in 2049. It is primarily an economic treaty, though has some social policies embedded as well.

Member Nations. Denmark, Estonia, Iceland, Finland, Norway, Sweden

Currency. No official shared currency

Laws. Production of transgenic humans is banned in member nations, though there is a policy to take in any transgenic refugee or immigrant from other countries, meaning there are still many transgenic humans in NAC countries. Firearms and narcotics are widely available, and mostly legal with some paperwork.

RC (RUSSIAN COALITION)

This supranational organization is also called the Commonwealth of Independent States, and is comprised mostly of former Soviet Union nations.

Member Nations. Azerbaijan, Armenia, Belarus, Kazakhstan, Kyrgyzstan, Moldova, Russia, Tajikistan, Turkmenistan, Ukraine and Uzbekistan

Currency. No official shared currency

Laws. Production of transgenic humans is wide open to any business, being the second biggest producer after the Hexie nations. Narcotics and firearms are restricted, but even military weapons are available with the proper paperwork.

ASEAN (ASSOCIATION OF SOUTHEAST ASIAN NATIONS)

This "Tiger Club" of South East Asia consists mostly of economic ties, though it also acts as a mechanism for any intergovernmental projects between the member nations.

Member Nations. Brunei, Cambodia, Indonesia, Laos, Malaysia, Myanmar, the Philippines, Singapore, Thailand, and Vietnam.

Currency. Riel

Laws. The production of transgenic organisms is permitted, but only through limited government contracts. Firearms and narcotics are either restricted or banned, though both are common.

TNU (TRI NATION UNION)

This supranational union coincides perfectly with the three nations that power the Hexie syndicate, and many consider it more of a governmental front of that megacorporation than anything else. The familial connections between Hexie and the TNU run deep, making this union intensify corporate control rather than mitigating it.

Member Nations. China, Japan, Korea

Currency. Hexie

Laws. As the mecca of altered human genomes, the

- NAC
- UNASUR
- NC
- EU
- RC
- AU
- 4NLC
- TNU
- ASEAN
- INDEPENDENT
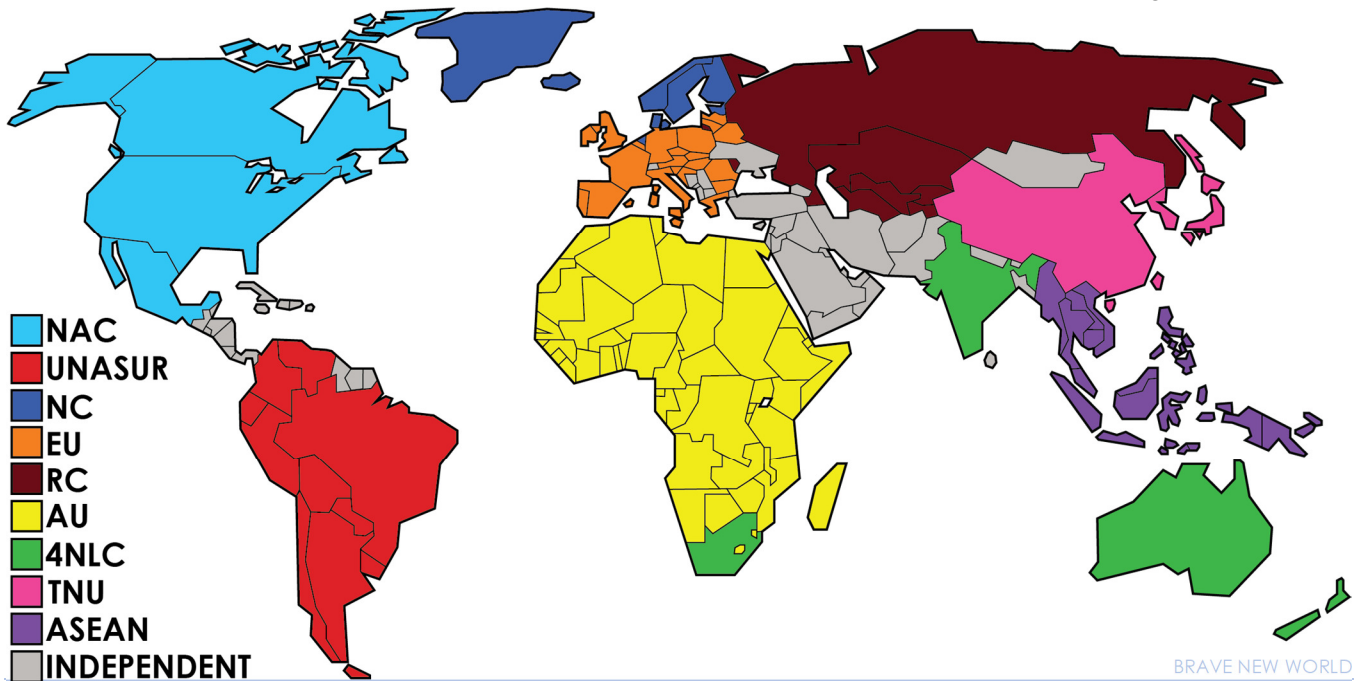
TNU has the most liberal policies in the world regarding the production of transgenic life. Even basic firearms require registration here, and military weapons are banned. Narcotics, while common, are mostly illegal here as well.

MEGACITIES

By the year 2090, 90% of the world's population resides in cities. Through urbanization, almost all smaller villages and towns have become extinct, with rural areas primarily just being used for farming and ecotourism. Megacities are metropolitan areas with populations exceeding 10 million people. In 1950 New York became the first megacity. At the turn of the 21st century there were 20 megacities, and by the year 2090 there are 56.

These cities are centers for international commerce, diplomacy and industrial production. It is in these places that cybernetics are the most commonplace, being seen as cutting edge and stylish as well as useful. Megacities are entire worlds, containing regions of every culture within their ghettos and multicultural markets. It is in these pinnacles of urban development that global culture fuses the most.

Often megacities occur as part of a megalopolis, mergers of many metropolitan areas. Such is the case with Bajalta (the metropolitan area of Los Angeles and San Diego as well as surrounding municipalities in South West California), BosWash (The chain of metropoli and megacities extending along the North East coast from Boston to Washington), and Pyongbus (the chain of metropoli in Korea extending from Pyongyang down to Busan in the South East coast).

SLUMS

One of the results of advanced urbanization was an even bigger increase of slum areas. These low-income residential areas are typified by intense crime and drug problems as well as gang subcultures.

Employment opportunities in slums are often very limited. A city's most recent immigrants, displaced populations and transgenic minorities are often the inhabitants of slums, creating an overlap with ghettos (see below). It is not unheard of for people to be murdered for their cyberware or gear in slums and there are many illegal chop shops where one can integrate cheap "used" cybernetics from street docs. The real underworld of the city occurs in its slums. Slums are particularly massive in megacities, often comprising hundreds of thousands of people.

In many North American cities, slums are caused by high income families moving to newer suburban areas along the edge of the city. The inner-city residential areas of their previous homes often become dilapidated and become low income. The reverse is true in many other parts of the world, where high income housing is found throughout the city while slums comprised of shanty towns or favelas surround the outskirts of the city.

In the case of favelas and shanty towns often the slums are not even an official part of the city but rather the property is owned by some third party and occupied unofficially. Yet another hotspot for slums are massive junkyards and landfill areas with technological waste (which is an increasingly massive amount). The local inhabitants make use of yesterday's trash for building materials and tools. This type of slum is often called a scavenger colony.

GHETTOS

A ghetto is an area of a city where a single race, ethnicity, or genome predominates. This is usually by choice, (or lack on an alternative in the case of slums) and is often a result of a fear of mixing with other cultures, dependence upon your ethnicities traditional family structure, or racism (genoism in the case of transgenics). China towns or Korea towns are examples of ghettos. Though much less than it has been in the past (partly due to an intermixing of races), racism still exists. This is in part to the continuing economic gap between races.

Genoism is still a fresh prejudice and alive and well in the minds of many. Regions inhabited by transgenics tend
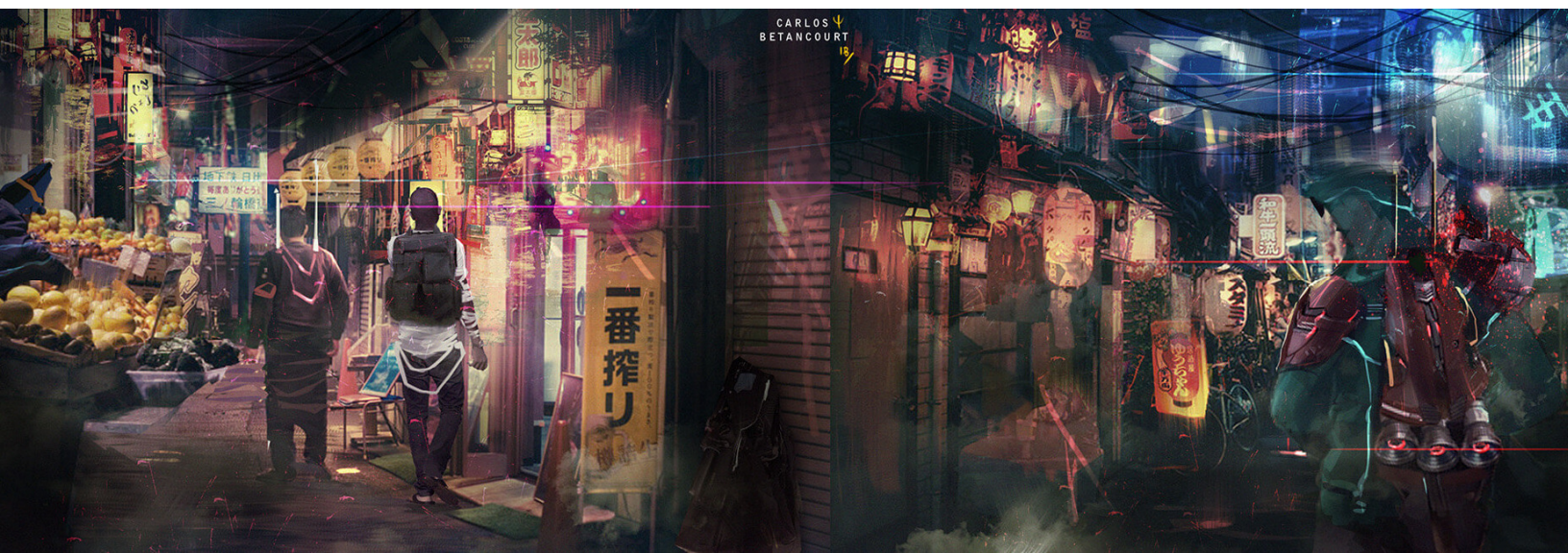
to cause the neighbors to live elsewhere, creating a ghetto inhabited only by transgenics. These transgenic ghettos have their own subcultures, often involving rebellious attitudes, punk style, and a distain the current political system.

TRANSPORTATION

The personal automobile is still the primary method of transportation inside and outside of cities. To relief traffic congestion most cities (especially megacities) have constructed numerous massive freeway systems that propel cars in a train format with maglev technologies. While on these "magways" the drivers are not in direct control of their vehicle until they reach their desired destination. Magway travel speeds are usually around 150 kilometers per hour. Also, by scanning the internet auto traffic networks Mass transit systems have also become more numerous Lastly, emergency vehicles in developed countries

DRONE UBIQUITY

Drones are part of what make megacities go around, they are everywhere, acting as delivery systems, sensory organs, and weapons.

Aerial Drone Traffic. Aerial drones flood the skies of megacities, and there are dedicated aerial traffic lanes for them. Any glance upward will include a criss-cross of drones zipping around. A shared traffic network keeps crashes from happening, and people have become accustomed to these airborne robots as a staple of city life.

Delivery drones. Online commerce is bigger than ever, and delivery drones are the backbone of this massive market. Aerial drones deliver small packages, and driverless wheeled drones transport bigger items.

Surveillance drones. While satellite surveillance is still heavily used, it is supplemented by aerial drone networks coordinated by government agencies and private security companies. If you are under the open sky, and in a city, dozens of drones are recording you through a bird's eye view. For more targeted surveillance, fly-sized drones can be deployed to monitor specific people or rooms.

Security drones. Be it robotic guard dogs, eight-legged spider drones, or larger aerial drones, attaching a weapon to an automated drone for protection or enforcement is common. Police use aerial drone snipers to take out threats from above, and robotic dog-like drones are often used by individuals, law enforcement, and commercial security services.

THE ARGOS EFFECT

The Argos Effect, named after the giant of Greek mythology with 100 eyes, is a term coined by social science academics in the 2030s to describe how almost everything is being recorded, through multiple avenues, at any given time. In between governmental and corporate surveillance programs (both sanctioned and not), and self-published social media, nearly every corner of the earth is being recorded, all of the time. This feeling of constantly being observed causes anxiety in a great number of people.

BIG BROTHER IS WATCHING YOU

Because of the monumental power of IT, the ability of governments, corporations, and other large institutions to monitor and record individual behavior has reached unprecedented levels. Now that interstate war has seemed to come to an end, terrorism and crime are the number one threats for most nations. Information is the main weapon to combat these, and the government spares no expense in ferreting out as many details as possible about suspected terrorists. Taking cue from London's idea, many megacities have cameras at every intersection that record everything that happens with an audio-visual feed to a central database. Even if they don't have these CCTV networks, legions of surveillance drones hover above, constantly recording and transmitting a bird's eye view from the open sky. Facial recognition software can locate and track individual's movements within these cities through such surveillance.

CARLOS BETANCOURT 19

Internet activity is cataloged and reviewed, and in most countries each citizen has lengthy profiles with all the details gathered from the various government organizations.

Moreover, government employed hackers are given special rights to hack people's daemons if there is sufficient reason to believe evidence of terrorism may be found. This has given the term "thought police" a frighteningly literal sense. Though privacy watchdog groups have protested this, most countries continue to allow legitimized mind hacks in attempts to find crime.

Corporations also take great interest in observing individuals. They have set up systems that track a person's internet activity and online and credit card purchases, monitoring which sites appeal most to them and sending targeted and personalized ads based on the information they have gathered.

LITTLE BROTHER IS WATCHING TO

"Little Brother" is a term used to refer to the phenomenon of the ubiquitous recording technology that each individual carries with them; their own phones. Even before internal nanocomputers became commonplace, most everyone had smart phones, and sites like Youtube swelled with the volume of privately recorded data. Now that everyone has phones weaved throughout their bodies, and their entire sensory input can be recorded, the amount that little brother sees is far more than big brother does. Nosy neighbors, curious individuals, peeping Toms, and others have uploaded reams of data.

Everything everywhere is being recorded at all times by something. The amount of information someone can discover uploaded to the internet is simply staggering and much of modern research and investigation currently relies on this. Googling someone for information is almost certain to come up with something.

CYBERSPACE

Loosely used, cyberspace is the environment of all information technologies, often used synonymously with the internet. It includes the World Wide Web, World Digital Sea, filesharing, IM, or any other use of interconnected information technology. People use cyberspace with their daemons, or a brain computer interface if they are a rare soul who doesn't have one.

CYBERCRIME AND LAW

While each country has their own laws regarding cybercrime, there are also international laws that govern them and most countries have followed suit with these laws.

Specialized cybercrime agencies. Most countries have specialized law enforcement departments that deal specifically with internet-based criminals. These hackers fight a ceaseless war against each other on both sides of the law. Investigators follow digital crumbs to their suspects and employ the latest in computer technology and skills to bring the perpetrators to justice.

Analogues to meatspace crimes. Most cybercrime directly corresponds to laws committed in physical space. Hacking an online bank account is theft, deleting a digital consciousness or snow crashing someone is murder, and groping an avatar's butt is sexual assault. Even though sense organs can be shut down and pain thresholds can be set to a minimum, attacking someone's avatar with your avatar is considered assault and battery. Seasites and other virtual property are covered in property law as if they were physical.

Unique cybercrime. Some new laws have had to be enacted with certain cybercrimes. Puppet hacks, modifying memories, and other mind hacks are entirely new forms of crime. Performing puppet hacks is usually punishable by a few years in jail in addition to being charged with whatever crime the puppet committed. Memory modification can be anywhere from 1-20 years in jail depending on how severe the hack.

THE WORLD WIDE WEB

Incredibly, by 2090 the WWW is still very popular, and the main method of obtaining quick information in a 2D format, through an audiovisual or text format. The WWW is similar to its form in the early 21st century, only with some multimedia containing content that triggers additional sense beyond sight and sound (for example, a recipe site might contain scent and taste data).

INTERFACE

The WWW is mostly accessed through Mind's Eye Windows (MEWs), which are audiovisual popups in the user's field of vision, a screen of information that appears to be hanging in the air, and only visible to the user (unless voluntarily shared). MEWs are conjured up by the user's Daemon, and people without Daemons need a BCI, old-school phone, or some other way of accessing the WWW.

BENEFITS

Faster information than the WDS. The World Wide Web is still a very convenient place to search for data, and the vast array of information is truly staggering. You could spend your whole life processing information at top speeds and you wouldn't even begin to crack the surface. Its encyclopedias, dictionaries, and other databases make it a good resource for quick and easy information. In many ways, because it lacks all the bells and whistles of the WDS it is easier to find basic information as the fully immersive and social environment of the WDS can be distracting.

Can still sense meatspace. Another desirable aspect of the WWW is that it can be accessed while multitasking in the physical world. It is also often accessed while diving in the WDS (how meta), with MEWs being conjured up while in a VR experience. Just like in the early 21st century, many people surf while driving, speaking, sitting in class, or eating.

THE VEIL AR

While augmented reality has had some traction for almost a century, and gained even more popularity with smart glasses and BCIs in the mid 21st century, daemons really kicked AR into high gear. Various games and information technology emerged to create an overlay of sensory experiences on top of the physical world. The one that truly took root as the main shared augmented reality is called the Veil.

OVERLAY OF DIGITAL HALLUCINATIONS

One of the main uses of the veil is to create full sensory experiences that would otherwise be impossible.

Next level marketing. Advertisements take full advantage of the Veil's capabilities, luring buyers in with full sensory immersion. Looking at a Vietnamese restaurant can automatically conjure up floating hallucinations of the dishes served, including the sizzling sound and aroma of ginger beef on a hot plate, to attract diners. This style of compelling advertising causes many people to use adblock software or simply turn of the Veil when walking through commercial areas.

Digital Landscaping. The Veil turns drab concrete buildings into glowing palaces, covered with bright neon signs and gigantic animated imagery, all with minds-eye programmed hallucinations. There is no cheaper of more efficient way to spice up a business or home than by decorating it with augmented reality art. There is even digital graffiti done by counter-culture hackers, painting targeted homes and businesses with whatever cultural reference they want.

Topical Information. Data pop-ups about people, places or things are available with a mere thought, providing Veil users with all sorts of relevant information

about whatever they are looking at. Calories in the taco they are holding, customer reviews about a lawyer they are speaking with, historical relevance about an old building, or any other type of available information is right at the Veil user's fingertips.

THE WORLD DIGITAL SEA VR

In 2061 Omnitech released an online platform specifically designed for 3D VR interface. This milestone, called the World Digital Sea (WDS) was created in response to increasing sophistication of brain computer interface (BCI) technology. The WDS is a domain driven by 3D space, and individual places, called seasites, have fixed locations on a gigantic and ever-expanding geography.

As far as experience goes, the WDS is a superior platform to the hypertext-based World Wide Web in its social and VR capabilities. Sites in the WDS offer perceptions of length, width, and height and all of the human senses can be stimulated. Once daemon technology developed, the WDS became a near perfect approximation of physical space, and by 2090, WDS experiences are indistinguishable from meatspace. Given its fully immersive capabilities, it quickly became the preferred platform for interactive media and "in person" socializing online.

DIVING

Unlike interactions with the WWW, where text and other media can be viewed peripherally through Minds Eye Windows, the WDS is fully immersive. The user's perceptions are entirely rooted VR, being only minimally aware of physical reality. When someone is using the WDS, they are said to be netdiving, or diving.

Unaware of meatspace. While diving, the user is unable to do complex tasks such as making lunch, or even walk the streets safely. To an observer, a diver appears to be "zoned out" or sleeping with their eyes open.

A DIGITAL GEOGRAPHY

The WDS is a massive virtual area, that exists in three dimensions, and it has its own unique and ever-expanding virtual geography.

WDS is organized into neighborhoods, streets and addresses based on content, not unlike a shopping market or book store. The larger content regions of the digital sea are called neighborhoods. The neighborhoods have a near infinite degree of varying specificity. More general neighborhoods include more specific ones. The most specific location is a sea site (the WDS equivalent of a website). This content-based internet zoning is both for convenience of navigation and to prevent certain people from being exposed to violent, pornographic, or other controversial media.

Locations are fixed, just like meatspace. Each neighborhood, street, and seasite has 3D spatial coordinates just like physical locations do (though the same seasite can exist in multiple neighborhoods, see below). The porn neighborhood sprawls over hundreds of kilometers, dwarfing the relatively small moral philosophy neighborhood. Neighborhoods that end up being more popular than expected build vertically, having skyscrapers hundreds or even thousands of stories tall. As a result of this massive VR realm, digital architecture and geography has become a new field of study and development in academia.

Seasites are like VR websites. Seasites are particular addresses designated to one or more neighborhoods (or nethoods as they are sometimes called) based on the content of the seasite. A particular address or seasite is designated to one or more of these areas by zoning programs seconds after its creation. A site devoted to recipes for delicious Thai food will be alongside a plethora of other addresses dedicated to Thai recipes, which in turn will be on blocks adjacent to Cambodian and Burmese food, all of which will be in the recipe neighborhood, which can be found in the larger food neighborhood.

NAVIGATING THE DIGITAL SEA

Because the WDS is a virtual realm, the user's avatar can travel around it just as they would meatspace, through walking, running, flying, or driving. Conjuring up a method of transportation is as easy as texting an emoji.

Digital teleportation is possible. Unlike meatspace, travel in the WDS is much easier, and

essentially can be done via digital teleportation, and is as easy as changing website URLs. Simply knowing the WDS coordinates, or content neighborhood is all you need. That being said, some prefer to browse the WDS by walking around as their avatar, for a more organic exploratory experience.

Entering a seasite. The user simply opens a virtual building's door to enter the specific address. The appearance of the door is entirely up to the site designer. Alternatively, a user can simply teleport to a particular seasite from anywhere (see above).

Seasites have multiple entrances. Seasites often exist simultaneously in a variety of neighborhoods at once, breaking laws of physical space that don't apply in the WDS. The same seasite address can be accessed via whatever neighborhood street that is relevant to the site. For example, that same Thai recipe site mentioned above could be found in the Thailand neighborhood. Two users could enter the same site from different neighborhoods and see each other in the site once they enter, unless the site is so saturated with other users they are in different mirrors (see below).

PHYSICS IN THE WDS

For the most part the physics in the WDS is made to be the same as the physical world, but there are some notable exceptions. Spatial transportation is one difference (see above).

Like meatspace (mostly). WDS neighborhoods in particular all have real world physics. They are meant for the general public and the VR user interface is meant to make people comfortable by providing convenience with familiarity. Through their avatar a user feels weight, sunlight, and can perceive information with all of their other senses as well. To move around one must put one foot in front of the other, just as in the physical realm. It is possible to run, jump, or even trip on a virtual object. Unless the user is in ghost mode, they can touch other avatars. Avatars can even push or be pushed by other users, though under law this is considered assault by most countries (see below).

Seasites can have unique physics. Unlike neighborhoods, strange physics can come into play when visiting seasites. Since individual sites are constructed by people, they often have unique and sometimes very creative sets of physics. The exact nature of
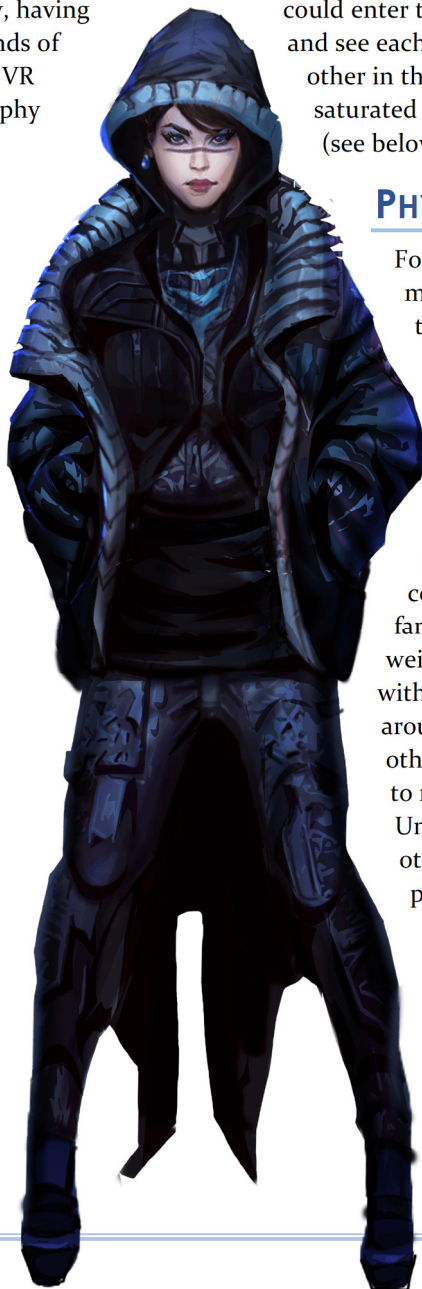
the physical laws governing a specific address is entirely up to the owner and designer. Some sites may allow all avatars to fly, and have information stored at various heights. Others may impose a purple hue on all avatars, or cause squeaky-toy sounds whenever someone takes a step. Perhaps everyone sounds like they are breathing helium when speaking, or avatars must swim around an entirely underwater site. The only limit to the nature of a seasite is the creative and technical expertise of the designer, though most business and high traffic sites have real world physics so as not to alienate the users, and appear professional.

WHY USE THE WDS?

Though the WDS has more complex programming, accessing some quick general information is usually faster on the WWW because of its more direct text and audiovisual format. So why would someone want to engage in an experience less convenient than the WWW if they are simply looking up information? They wouldn't. The WDS has many advantages, but being convenient for quick data searching isn't one of them.

A sensory experience. People use the WDS because the experiences of a 3D realm that triggers all of your senses, so it is more immersive and engaging than the web. The WWW is usually where you download or read information about dinosaurs; the WDS is where you *are* a Pteranodon seeing a tyrannosaurus sink his teeth into a triceratops from overhead, or a red blood cell soaring through the circulatory system. On the WDS people can experience their wildest fantasies, no matter how outlandish. Hollywood and other creators produce stories to be experienced from within, as one of the characters. These fully immersive movies are extremely popular and can't be had on the web.

The ultimate social media. People might have quick chats through MEWs, but they actually hang out in the WDS. There are a variety of social forums where groups of like-minded people meet to socialize. Many parties occur entirely online, as do business meetings in virtual boardrooms. The social power of all five of the senses are utilized, touch being an especially valued feature that is absent in the WWW.

The pinnacle of gaming. VR video games have taken on such a degree of sophistication that people sometimes spend days at a time immersed in their fully 3D sensory rich environments. Gamers can play the role of a Roman Centurion, perceiving seamless recreations of ancient battle fields, or other equally impressive scenarios.

Digital sex trade. The internet sex trade is alive and well in 2090. AI sex bots are plentiful, because of the voracious demand. Consumer are able to fulfill any and all particular fetishes, both legal and illicit.

> **Digital Prisons**
> Almost every country makes use of WDS technology in their prison system. To save space and money, prisoners are often kept in small life providing pods, and serve their sentence in VR. Depending on the individual prison's rules, these VR prison environments are most often closed systems, to prevent any interaction with the main WDS. These closed VR prison systems are relatively cheap, and keep prison riots at near 0.

Cutting edge culture. The global music industry still flourishes, though there are fewer superstars and thousands more niche performers with cult followings. Digital artwork is everywhere on the WDS, many cutting-edge artists producing work for VR only.

AVATARS

On the WDS, people appear as their digital avatars, 3D representations that users act through. Functioning through avatars in the sea is particularly appealing to those with physical disabilities as it provides a means to move and function in ways impossible when not diving. Even blindness and deafness can be alleviated providing they are not innate conditions (as in these cases the brain has not developed the capacity to use those senses).

A malleable appearance. Users can adjust their avatar settings in a variety of ways, such as shutting off particular senses, activating ghost mode, or changing their pain threshold (see below). Though it's possible to have a different avatar everyday, most people tend to favor one in particular, one they identify most with. Creating an avatar can be accomplished with a variety of different user-friendly software. In the shared WDS neighborhoods, avatars can be any shape or size within relatively human limits. Though most users fashion themselves human avatars (often idealized versions of themselves), others create more original and outlandish virtual bodies. NPCs, cartoons, ghosts, animals, mythological beasts and other unorthodox avatars are all relatively commonplace, especially among younger divers.

Perfect for socializing. As a social platform the WDS is unparalleled, and avatars reflect that. All of the traditional non-lingual forms of communication exist there, through avatars. Emotive cues such as subtle facial expressions, blushing, sweating, and other body language can all be emulated. At the user's discretion the avatar can be edited to not display certain cues, but the default settings are set to a physical human's.

BOTS

There is a myriad of programs in both neighborhoods and sites that appear to act autonomously. Bots perform a variety of tasks, but often acting like humans or animals is one of their functions. Some bots work as guides, teachers, secretaries for virtual businesses, sex workers, and

comedians. The AI behind these bots has become sophisticated enough to easily pass the Turing test (a verbal test to fool a human into thinking that a robot is also a human), and unless they advertise, often it is difficult to tell the difference between a user's avatar and a bot. Some hackers create bots to act as bodyguards, programming them to release viruses to attack enemies. The degree of complexity behind a bot's program varies widely (see the NPCs section). Some are created to perform simple tasks while other's programs are so intricate they are near indistinguishable from humans.

OTHER DIVERS

Unlike navigating the WWW, which is a solo endeavor unless the user actively seeks out forums or chat rooms, the persistent and realistic world of the digital sea displays other user's avatars in whatever neighborhood and site they are in. If someone is at a sea site learning about the Serengeti they can see many other users who are perceiving the same thing.

Mirrors. Often, the users at one particular site are too numerous to fit in the virtual space, so mirror sites are instantly created once the population capacity of one room is reached. For instance, if Myung Soo is supposed to meet his friend Shanti at a virtual cinema in *wds.optroniscinemaclassic.ent* at 7:00 EST and the cinema is full, there may well be hundreds of other mirrors of this site, so she can just enter the one he is in after a quick search or by asking him through chat where he is.

Ghost mode. If users do not want to be perceived they can dive anonymously, this is called being in "ghost mode". For the even more xenophobic, "shy mode" can be activated, which is ghost mode as well as eliminating other's avatars from your perception by always having your own mirror created for you of any site you visit. Of course, skilled hackers might still be able to perceive people diving in ghost mode.

NARRATING IN THE WDS

It is inevitable that the players will end up cavorting in the WDS at one point, and this can be an exciting experience but can also be tricky to narrate. Some gaming sessions may occur entirely in the sea, making it necessary to provide a rich description of the digital realm.

The WDS requires separate scenes. The internet will likely be used every game session, but many times it will merely be to communicate or download some information. It will probably be the WWW that will be accessed in these cases. When a character uses cyberspace in this way it does not have to be narrated in a very descriptive way and usually just requires a roll rather than a scene. For example, if Ahmed wants to search for drug gangs in Bolivia locals, he only has to make an Intelligence (Investigation) check, using the WWW. However, when the character dives into the digital sea, very often entire scenes are required. The WDS cyberspace is the most flexible area of the game and because of this perhaps the most difficult to narrate.

Cadres that dive together, thrive together. It is recommended that all of the players netdive together as it quickly becomes a tediously boring game if the one character spends an hour doing his personal adventure in cyberspace while the other players twiddle their thumbs.

Neighborhoods are thematic. When narrating in WDS neighborhoods, describe the setting to match the neighborhoods content. The same is true of the human traffic in these neighborhoods, the avatars often matching the neighborhood or sites theme. When walking in a seedy strip club neighborhood think neon signs, posters of nudes, and bot and avatar prostitutes beckoning from balconies or windows. When exploring a social forum neighborhood for goth-punks think leather bound pierced vampire avatars, bats, and misty cobblestone streets.

Seasites can be exotic and fantastic. The sites themselves can even be more themed, being as alien and weird as the narrator wishes. The mood of cyberspace should be sleek and exotic.

Hacks attacks can contain visual flavour. When combat occurs in the WDS it is always with hacks. These hack programs are usually represented graphically for flavor. Though they don't need to have any graphic or sound to be effective, each hack usually bears the signature of its creator, for their ego and for style. Many hackers fancy themselves virtual "wizards" and fashion their hacks in such a manner. For example, a snow crash hack may appear as an arc of electricity generated from the attacker's hand, or bullets coming from a gun. More comedic hackers make ridiculous graphics, such as a puppet hack zooming towards its target as vomit streaming from a rubber chicken's mouth. The narrator and players are encouraged to be creative when designing

the graphic representation of hacks and backhacks on the WDS.

IMMORTALITY

Immortality is achievable through modern technology and a lot of money by the year 2090, either through digitization of the human mind, or consistent anti-aging therapy.

ETERNITY

A subsidiary of Apollo laboratories, Eternity is a company that stops, or even somewhat reverses, the aging process, through technology developed and marketed in the late 2070s. The client is given treatments with specialized nanobots that correct cell pH, restore telomeres, adjust hormones, and repair other degradation. With these regular treatments, cells can divide indefinitely, ignoring the Hayflick limit. This fountain of youth technology is relatively affordable if you happen to well off, but out of reach for most of the world's population. Around 1% of the world's population uses this service, and there are now a great number of 100+ year old people who look like they are in their thirties or forties.

PHOENIX UNLIMITED

Phoenix Unlimited is a business owned by Hexie that offers a very unique service. In the year 2086 researchers and were able to copy the consciousness of a human being into a computer matrix. Digital copies of a person are called "psychomimes" and are legally seen as identical to the original human. As of 2090 Phoenix Unlimited has over 12,000 customers and is the only company offering such a service, owning the patent on the technology.

HOW COPYING WORKS

Over a period of days, nanobots circulate throughout the brain and body, and scanning the biological, chemical, and electrical activity throughout. The data is then transmitted to a computer and the brain connectome, endocrine system, and every other thing relevant to what is considered a "mind" is emulated perfectly. The result a thinking, acting, speaking person, a seemingly perfect digital copy of the person who has been scanned. The subscriber of this service goes into a Phoenix Unlimited facility every month to upload their memories. The initial upload takes up to 3 days, while the monthly updates can be done in a few hours.

Protecting digital lives. Not everyone is ok with digital copies being seen as people, and there is constant danger of terrorist attacks on Phoenix Unlimited data centres. There are nine different Phoenix Unlimited facilities located across the globe, and after an unfortunate terrorist

> **Phoenix Unlimited Facilities**
> Phoenix Unlimited has datacentre and uploading facilities in the following locations:
>
> - Beijing, China
> - Berlin, Germany
> - Johannesburg, South Africa
> - Moscow, Russia
> - New York, USA
> - Seoul, Korea
> - Santiago, Chile
> - Sydney, Australia
> - Tokyo, Japan
>
> Each of these locations is heavily guarded, both by hackers and armed security.

attack, the company started making inactive redundancy copies of each psychomime. Copies are now stored in at least three different facilities to ensure an accident or terrorist attack doesn't permanently delete the data of any one copy. Each of these facilities is heavily guarded by elite security teams.

Activation of the copy. If the subscriber dies at anytime the contract stipulates that the psychomime is to be activated. Their most recent memory will always be the time of their last upload.

Anthroid body or avatar only? Typically, psychomimes want to be put into an anthroid body, though they are free to remain on the Phoenix Unlimited servers, a bodiless mind that can spend their digital life diving in the WDS.

PSYCHOMIMES AND THE LAW

Given the monumental nature of this technology, philosophers and legal scholars from around the world hotly debated how to treat copied minds. The debate is ongoing, though a general consensus has been settled on in international law that is mirrored by the laws of most nations as well.

There can be only one. It is illegal to have more than one active mind of the same person at one time, so there cannot be multiples of the same person legally. Phoenix Unlimited is under close scrutiny by regulatory agencies, and if a copy (or copies) and original person are found to be active at the same time, massive fines are levied. That being said, it is not illegal to upload a human consciousness into storage. This is exactly the service that Virtual Afterlife provides. This copied mind is to be activated pending the death of the original (or copy, if the consumer has already died once).

Psychomimes have human rights. Nearly every country on the planet treats a digital copy of a mind as the same person who uploaded, even though the uploaders original body suffered meatdeath. They own the same property, have the same legal obligations, stay in the same marriage, and are guardians of the same kids. This doesn't sit well with every group, especially those more religious in

nature, who view the soul as residing in the original body, not in the copy.

SOCIOPOLITICAL EFFECTS

In addition to its prohibitive cost, another reason for its relative unpopularity is just how alien and strange the idea seems. It is a very new technology and society is not quite ready for it just yet.

Soulless digital zombies? For many, the idea of copying a human consciousness onto hardware is so abhorrent they would never consider it. Some religious groups have declared these "digital spirits" soulless, being nothing more than a collection of data. Though international law, and most countries have granted these mind emulations human rights, some refuse to recognize the ethical legitimacy of copied consciousnesses. The philosophical problem of other minds is even more pernicious with psychomimes, and many aren't certain there is any experience being had by them at all; no consciousness, just a clever input/output box.

Terrorism. Some opponents of this technology possess so much anger towards this technology that they resort to terrorism to prevent it. In 2087 a multifaith religious terrorist group called Jehovah's Fury successfully detonated an explosive device in a Phoenix Unlimited facility located in Austin Texas. They coordinated the bomb attack with targeted assassinations of people subscribing to the service. They killed 15 people during the attack and 11 digital consciousnesses were lost, suffering permanent death. Three of the perpetrators were killed in gunfights with the police while the other 5 were tried and convicted for first degree murder. Since that incident, psychomimes are backed up and stored at a variety of facilities, so losing a single facility doesn't result in the loss of digital life.

Fodder for the Corporate Wars. Some consider the development and patent of this technology as the flashpoint that started the second corporate wars. Hexie, the second most powerful of the Big 9, are the sole owners of this highly coveted technology. Each of the other megacorps (especially Omnitech) kicked espionage kicked into high gear to try and obtain the secrets to the mind-copying process, which is seen as an especially juicy research secret. Across the globe, researchers are working hard to reverse engineer it, or come up with it independently. The kidnapping and assassinations of scientists and engineers, hacking of databases, and other vicious corporate shenanigans is on a constant increase to obtain the secret of immortality.

BIOTECH REVOLUTION

Over the last century, biotechnology has gone through major leaps of innovation. Molecular tools like CRISPR and others have made gene editing easy and affordable, and after decades of science and engineering plugging away at the mysteries of the relationships between genes and traits, major headway as been made. Genetic engineering and other forms of biotechnology has transformed from an alien and exotic field to the norm.

BIOENGINEERED TOOLS

Creating specialized plants and animals is an ancient biotechnology, stretching back thousands of years. Dogs, horses and other animals have been bred for centuries for a variety of purposes, constituting a genetic modification based on observable traits. Selective breeding processes have also been used on crop plants for hundreds of years. By the year 2090, engineering life to suit human purposes is ubiquitous, with technicians organizing genes and codons the way a mason uses bricks.

Transgenic food. Taking genes (or parts of genes) from one species and inserting it into another is what makes an organism transgenic. Transgenic food crops have become the norm and everything from wheat to meat has likely grown from the result of a patented genome (probably from Cornucopia or one of its subsidiaries). Extremely lean meat livestock, hyper productive dairy cows, and gigantic super nutritious tomatoes are just some of the myriad of altered organisms.

New life for a new climate. Some animals and plants have been "recreated" to fill the niche of an animal that went extinct. After honey bee populations were greatly diminished due to various pest, pesticide, and climate change related factors, many crops had very little pollination occurring. Climate tolerant transgenic honey bees were engineered and cultivated to alleviate the problem in the late 2040s. Bioengineered "supertrees" started being planted, ones that produce more oxygen and eliminate more carbon dioxide. A plethora of other lifeforms have all be created to adapt to changes in the environment.

Living factories. Transgenic bacteria and fungi are often manipulated to produce fabrics, medicine, and other materials. For example, recombinant bacteria infused with spider silk genes churn out meters of ultra-strong and sensuous gossamer every day through their cell membranes. These valued fibers are refined and woven into light weight but durable ropes and luxurious clothing that is strong enough to stop knives and bullets. The mark of a successful corporate is one who dresses in spider silk power suits.

Living clothing. Another recently produced example is that of living clothing, plant matter apparel that survives off moisture and detritus from the wearer's skin, cleaning the wearer as it "eats". Different clothing lines can be purchased to produce different perfumes as one of the biotic clothing's wastes.

Entertainment. The last and most questionable modification of flora and fauna is for human enjoyment or whimsy. Exotic "teddy" animals have been produced as house hold pet, even mythical animals have been designed for the more classically minded. These range from 20 cm pink mini-cats and talking dogs, to "unicorn" horses and everything else the human imagination can fathom. Though generally illegal in most countries, genetically designed fighting dogs, cats, roosters, snakes, and mongooses can all be found if looking in the right places.

Cleaners. Oil spills, atmospheric toxins, and even radioactive waste can be cleaned up by transgenic bacteria that target specific compounds and areas.

GENE THERAPY AND BIOHACKING

Gene therapy started as a way to treat genetic diseases, curing people of various diseases and hereditary afflictions. By locating a maladaptive gene that is causing a problem and then replacing it with a functional version of that same gene, or even merely rearranging it, doctors were able to eliminate diseases that previously had been incurable. In contrast to pre-embryonic genetic modification which occurs before pregnancy, gene therapy is used to modify developed organisms (almost always humans).

Human enhancement. As the understanding of the link between specific genes and physical traits became more lucid, gene therapy has been able to all but completely wipe out hereditary disease, even well after someone has been born. Once the applications of medicinal gene therapy had matured, technologists started using it for enhancement purposes (see the Upgrades section of Chapter 4).

BIOENGINEERED HUMANS

One might consider human mate selection, which has been happening since there have been humans, a form of selective breeding. However, this pales in comparison to the selective engineering that takes place in 2090. For more information on modified human genomes see the Genomes section.

OPTIMIZED GENOMES

In the 2020s and 30s, technology became available that allowed parents to purposefully select the "best" genes from each parent. What started out as removing genetic diseases progressed to removing perceived flaws, like baldness, deafness, or myopia. From there, it was only a hop skip and a jump to selecting genes associated with intelligence, strength, looks, and whatever other desirable trait to be found within one of the two parent's genomes. By 2090, if a family can afford to optimize their child, they generally will do so.

HISTORY OF TRANSGENIC GENOMES

In the 2040s, China began doing experiments involving the transfusion of non-human DNA into the human genome at the embryonic stage, using CRISPR. Many of the experiments were abject failures, producing fetuses that usually miscarried, and those aberrations that were brought to term rarely lived more than a few days. Of course, these tests were done in secret, as the international public outcry against this would have been great. As eugenic knowledge increased, so did China's success rate. Genotype combinations to produces certain desired phenotypes were discovered. By the early 2050s a company called Yanzhou Life started manufacturing thousands of transgenic zygotes for incentivized parents.

Workers and Soldiers. The initial batches were made to be workers with extraordinary stamina, or soldiers with amazing combative abilities. International espionage discovered China's breach of the Genome Accord (see below), but the international community was reluctant to cancel trade agreements or make military threats against China's massive economy or army.

If you can't beat them join them. For some nations, the fear of being left in technological obsolescence was greater than the fear of transgressing ethical lines against human nature, so many countries rapidly allowed companies to set up their own transgenic human production facilities,

Not every nation is on board. Some nations and confederations enacted laws against creating transgenic humans, most notably the European Union, the Nordic Coalition, Australia, U.S.A, and Canada. Many Islamic countries also decided not to initiate these programs, as

fatwas were made to forbid genetic modification of any kind (even optimization).

Major production centres. In addition to China, Russia also became a major center for the transgenic human industry, while many other countries governments merely purchased the finished products from the main producers. Given that the first corporate wars were occurring at this time, the demand for genetically designed soldiers and workers was high and this further fueled future production. By 2090 Japan and Brazil have also become major centers for the transgenic human industry.

Their children. Naturally, engineered transgenic humans fell in love, and had children of their own. The first of these children started being born in the early 2060s, and most are under 20 years old. These transgenic admixtures, or mutts as some callously call them, have unpredictable and strange traits, but usually inherit similar phenotypes to their parents. People aren't sure what to make of them, as they lack the predetermined function that their parent(s) had, yet still manifest the weirdness of a transgenic genome.

BIOPUNK COUNTERCULTURE

With all of the different ways to modify oneself, it is no surprise that a strong culture of body modification has emerged among the counterculture.

FREAK CHIC

While appearing like you are transgenic might alienate you from genetic purists, theocratic cultures, and certain jobs, it is trendy and edgy in other social arenas! Biopunk culture is particularly popular with young people, and the killer music and art scene associated with this movement are part and parcel with bohemian lifestyle in 2090. People born with an unmodified or even optimized genome sometimes cover themselves in outlandish tattoos and piercings, or biohack themselves to have glowing green skin, elf ears, tails, or any other number of biological traits that would give them cred in biopunk culture.

GANGSTA

Transgenic biopunk style is often a romantic reflection of the reality of transgenic people. As such, the emergent music, fashion, and art scene has themes of urban violence, anti-authoritarianism, poverty, crime, blue-collar angst, and inequality. It is a boogeyman for upper-crust society, and edgy ambrosia for young rebels and street culture. Biopunk gangs, while not as common as conservative media report, still permeate the vast slums of megacities and profit off of illegal arms, drugs, and biohack upgrades.

EXAMPLE BIOPUNK SUBCULTURES

You can split 11 billion people a lot of different ways, and biohacking and the internet have allowed biopunks to sort themselves into a plethora forever-branching identities and world views, transforming their body to match whenever they can. Listed below are just a small sample of the myriad of biopunk subcultures.

Androgynes. Taking a cue from Ziggy Stardust, androgyne culture embraces the somewhat fuzzy border between the sexes, firmly planting themselves in the middle. Using biohacks, any secondary sexual characteristics are muted or removed, leaving androgynes visually ambiguous.

Dolls. Living adjacent to the uncanny valley, doll subculture involves biohacking yourself to appear like an Barbie or animae character. Large cartoonish eyes, and exaggerated (often sexualized) features are the hallmarks of this culture. They are very popular with a certain fetishist non-doll crowd as well.

Dreamers. This psychedelic obsessed group biohack their brains to produce high baseline endogenous DMT, and less monoamine oxidase, making them constantly hallucinating a euphoric and dreamlike reality. They can direct their daemons to dial it down when they want to be more lucid, but many spend the majority of their waking hours in a psychedelic trip.

Furries. Taking cosplay to the next level, furry biopunk culture involves making the fantasy reality, getting biohacks to incorporate animal like features. The extent of these modifications range from a bit of extra fur and a tail to full on human-animal hybrids. People engineered with the Feral genome are very popular with this subculture.

Grinders. This transhumanist culture is all about using biohacking to take humanity to the next level, and see enhancement as the proper aim biohacking technology. While there is great diversity among their appearances,
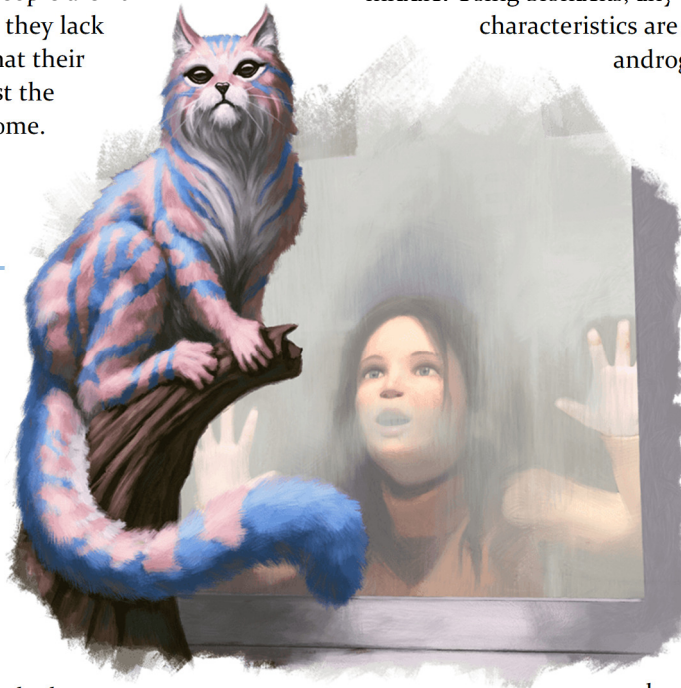
The privilege of genetic optimization. The only people who don't really suffer from any negative genoism are genetically optimized humans. People tend to place more value on optimized humans as professional employees, giving them an edge over unmodified humans and transgenics. If both an unmodified and optimized human are going for the same job, the odds are slim that the unmodified human will get it.

Stereotypes of engineered genomes. Engineered transgenic humans also suffer from genoism when it comes to jobs. Though it is incredibly easy to get a job in the field they were designed for, someone GM for soldiering or swimming will have a hard time getting a job as a lawyer or office manager.

Hard-knock life for the mutts. Transgenic admixtures (mutts) are affected the most in the job market, employers rarely risk hiring them for anything but blue-collar work, even that being stretch. Though strange, at least their transgenic parents were a known quantity, their traits designed from the ground up. Genetic admixtures on the other hand are an unknown quantity, and people are very apprehensive about these "mutants". Mutts are usually stereotyped into the role of upstart youth criminal with random and dangerous abilities and behavior.

General genetic preference. In addition to employment woes, genoism carries with it strong stereotypes in other areas. Generally, a genetically optimized human's word will count more than anyone else's and a transgenic's word will matter the least. People just don't trust what appears to be different. The conviction rating of transgenics is much higher than that of others, mutts in particular. The existence of transgenic ghettos in some cities tells of the segregation that occurs due to most people's fear of these new kinds of people. The general perception of genetically designed people is that they are single minded and robot like, completely obsessed with the task they were designed for.

Hate crimes. An even more dangerous form of genoism is the violence that has occurred against many transgenics, both engineered and admixtures. Some religious groups in particular have a special hatred for people with non-human DNA. They see them as abominations of nature. At best they pity them and wish for "merciful" sterilizations, at worst they want them completely annihilated, euthanized to remove the blight against God, whose image they are most certainly not made in. Drunken attacks and angry mobs have left many transgenic humans hospitalized or dead. Some terrorist organizations have formed that target transgenic humans or groups sympathetic towards them. Humans have always feared and hated the out-group, and the humans of 2090 are no exception.

BIOENGINEERING AND THE LAW

When biotechnology first came into the limelight during the early 21st century it raised many people's hackles. People weren't sure just how comfortable to be with the idea of changing the DNA of living things for profit. Various laws restricting or even banning GM food were enacted in many countries. Enforced labeling of GM products was a minimum safeguard for many countries, most notably EU countries.

Genetic optimization is kosher. Genetic engineering became even more controversial when the process to genetically optimize a human became available. The world's general consensus was that it was acceptable as long as it included no non-human DNA and it was merely genetic selection from both parents, producing a baby that may have even occurred randomly. For many countries this became a line in the sand as to how far the genetic modification of humans was allowed to go.

The Genome Accord. The UN passed the Genome Accord in 2036, a document forbidding the inclusion of non-human DNA into the human genome. Other countries enacted their own legislation restricting transgenic human experiments as well.

The Biotech Wild West. Other than the genome accord, it seemed that there was no international consensus on what amount of genetic modification was acceptable. Each country made its own laws regarding genetic engineering based on their cultures and religions. Islamic countries largely banned genetic engineering of any kind, and the EU generally made conservative laws. On the other hand, countries like Japan, Russia, China and America seemed to implement every bit of biotechnology that was available. Once China started producing transgenic humans in the 2050s other countries followed suit. Although this was in clear violation of the Genome Accord, nations feared being left in the dust technologically and didn't want to handicap themselves by not taking advantage of an effective technology.

Transgenic people are people. By 2090, transgenic humans are legally treated exactly like other humans internationally and in most countries' domestic laws as well. The members of the EU, NAC, and other countries still forbid the production of transgenic humans (except those born naturally, namely genetic deviants), as does the UN. The production of most transgenic humans occurs in Japan, Russia, China and Brazil.

OUTER SPACE

While the human race is still bound to its solar system as far as colonization is concerned, some major milestones in space exploration have been achieved by 2090.

THE MOON

Luna Armstrong, a permanent international moon base, was constructed in 2059. It initially is built to house a few dozen astronauts and researchers, but over the coming decades it is expanded to include lunar tourism for the wealthy, and by 2090 it can accommodate up to 500 people in luxury. Hybrid aerospace shuttles are designed to taxi people from the moon to earth on a weekly basis. Vacationing on the moon becomes a status symbol among the wealthy, keeping the business flush.

THE BEANSTALK

Coinciding with the development of Luna Armstrong, in 2061, construction begins on the "The Beanstalk", a space elevator designed to make carrying materials into orbit much easier. The 1 km base tower is constructed near Quito, Ecuador, and has a great deal of funding from UNASUR, but it is an international project with funding from many agencies across the globe. The tower itself becomes a symbol for global unity, and a base for the United Nations as well. Attached to the base tower is a tether reaching up to a space station in orbit. The project is completed by 2067, and it allows for the easy delivery of satellites and space exploration vessels beyond earth's atmosphere.

INTRASOLAR STATIONS

The Beanstalk fueled renewed interest in space exploration, and within the coming decades, space stations are set up orbiting Mars, Titan, and Europa. None of them are capable of housing colonies, but each accommodate over a dozen researchers.

THEMES TO EXPLORE

Listed below are some themes that lend themselves particularly well to GeneFunk 2090

COMRADERY

As anyone who has served in the military can attest to, the bonds formed under pressures of stress and violence are some of the tightest bonds that a person can make. The cadre ends up being a surrogate family to each of the members, and the interdependence and emotional connection that cadre members feel with each other is a major theme that can be explored. Friendship, self-sacrifice, loyalty, and fellowship can emerge amongst the characters, and it can be explored as story arcs for characters who initially come from divergent worldviews and backgrounds.

FLUIDITY OF HUMAN NATURE

This is perhaps the biggest and most obvious theme of GeneFunk 2090, permeating the entire world. Whether or not there even is an objective human nature is called into question by the existence of transgenic humans, mind hacking, AI, and mind uploading. Being that much of ethics rests on the boundaries of personhood, these questions are bound to be a source of debate and conflict.

Malleable form. Transgenic genomes and personalized biohack upgrades result in people who might only loosely appear human. When the human form becomes malleable like clay, the foundations of what it means to be a human being are thrown into deep question, and the phrase "*made in God's image*" needs another look. Concepts that appeared quite firm as discrete categories in the distant past, like sex and species, are now entirely open to technological manipulation, with transitions occurring relatively easily as often as an individual wants (and can afford).

Malleable Mind. What it means to be a person, and what an individual is further blurred by the existence of mind hacks and mind uploading. When hackers can erase or implant memories, influence emotions and personality, what constitutes personal identity is about as solid as silt. When a mind is copied via Phoenix Unlimited, is a new person being created? Is deleting a stored backup when you make your next mind upload murder? In what sense are you the same person after resurrection, and in what sense are you someone entirely different? These are questions that society is grappling with in 2090, and mind uploading technology is so new that social norms regarding psychomimes are still being negotiated.

Artificial Intelligence. AI created from the ground up to appear human is becoming increasingly sophisticated. While society at large (including laws) still treats AI as tools, the question of some type of AI consciousness is open. If Phoenix Unlimited were to ever develop AI based on data from uploaded human minds this question would be even more significant.

FRACTURED SHARED IDENTITIES

Many of the larger unifying identities of the past have dimmed, and people have fallen into smaller and more specific tribes. Patriotism and religious unity are low in most countries, and due to prolific biohacking, even the shared experience of a common human nature is less solid than it has been for 200,000 years. The fluidity of identity, while a manifestation of great freedom and choice, seems

to have lent itself to a world with a diminished shared identity of humanity.

Further exacerbating this are the endless fractalling branches of identity easily available online. The WDS allows for groups of mere thousands across the globe to align themselves socially, and create their own subcultures, value systems, and identities. The phrase "birds of a feather flock together" as never been more relevant, and any world view or identity you can imagine, no matter how strange, exists.

Subcultures of biohacked Barbie dolls, furries, cannibals, toons, vampires, transgenic anarchocommufeminists, and any other group identity you could imagine is out there, firmly embedded in their particular tribe. Exploring the collapse of a common shared identity and rise of tribal tensions can fit well into many game sessions.

ECONOMIC INEQUALITY

The Gini Coefficient is atrocious in pretty much every country on the planet, meaning that inequality of wealth is enormous. Strangely, absolute poverty is at an all time low! Nearly everyone has food, water, and basic health care, but those that are relatively poor compared to the ridiculously rich are still often angry, miserable, and hungry for social change. It turns out that the human spirit craves more than just the essentials to survive, they need wealth and status comparable to their neighbors as well! The absurd wealth disparity between poor and rich is causing absurd amounts of violence and crime as people clamor to climb the socioeconomic ladder with tooth and nail. Exploring why the inequality exists, questions of justice, and why the elimination of absolute poverty doesn't satisfy people can all be aspects to explore during a game.

GENETIC DISCRIMINATION

In GeneFunk 2090, your genome is just as important as your education and social class (though it's correlated with both). Though on paper it's an equal society in many countries, the reality is that the genetically optimized are at the top, and transgenics, especially the mutts, are at the bottom. Having NPCs (or PCs) that are explicitly bigoted towards transgenics, transgenic rights activists or gangs, and getting into sociogenetic tensions is a great way to get into the setting.

CRIME AND VIOLENCE

Because there are no state on state wars anymore (courtesy of AEGIS), less people are dying violently than ever before! The cloud to that silver lining is that crime and violence outside of war have never been higher than they are in 2090. This is a dark but exciting theme to explore, lending itself to an action-oriented game with lots of combat! Murders have increased by 20-fold, with especially crime-ridden areas having a rate of violent death being 1/100 every year. Crime syndicates, the second corporate wars, sociogenetic tensions, tribalism, and the extreme wealth gap are all culprits in this astronomical crime and violence. Areas where extreme wealth is juxtaposed with relative poverty are some of the biggest hotspots. Everyone locks their doors and carries a weapon if they can find one. People have become numb to the endless headlines about murders, and it completely permeates society. Delving into this violence is a good theme to explore in games.

ANTI-AUTHORITARIANISM

A cadre can easily be seen as a plucky band of misfits up against "the man", be it big government, the Big 9, autocratic NGOs, or crime syndicates. There are a great many rules that authoritarian forces could be imposing on the characters, either legal or social. Being a band of freedom loving cyberpunk cowboys is a grand idea, and going against the grain is a good way to generate interesting conflicts.

TECHNOLOGICAL WONDER

A Narrating just how fantastic and strange technology has made the world is a great way to get characters to get a sense of the setting of GeneFunk 2090. Bizarre transgenic organisms, resurrected dinosaurs, daemon AIs, marvelous WDS sites, strange prosthetic bodies, and legions of drones filling the sky are just some of the things that can add to the tech saturated world.

NATURE AND NURTURE

The nature versus nurture dichotomy plays out right before your eyes in GeneFunk 2090. Your birth genome affects the role you play in society, and your abilities. Some of this is due to phenotypes (like your genome bonuses), but another part also comes from cultural reinforcement, making the descriptive become prescriptive; you *are* genetically modified to be a soldier, so you *should* be a soldier. Untangling genetic predispositions to certain abilities and desires from cultural norms and expectations can be one of the themes explored. Maybe a character with the Spartan Infantry genome is a corporate shark, bucking the trend and society's expectations. Perhaps a Sherlock ends up being a detective and loves the job, but resents his genetic affinity for the profession and questions his free will.

Chapter 12: Non-Player Characters

Rules for this are modified from the 5E SRD, and completed, and will be unlocked if you back our Kickstarter! 😊

CHALLENGE RATING 1 TO 2

ADEPT HACKER
Medium Human

Adept hackers are competent in their craft, making an excellent career out of cracking and hacking. Their skills are in high demand, and they are commonly found in all areas of power.

ALPHA V3.1
Medium Anthroid

Alpha anthroids are the dominant model for generic anthroids. They are physically indistinguishable from normal humans unless examined in detail. They are general purpose anthroids and often work in the service industry, or as companions and servants for lonely people. They are more expensive than their more mechanical looking counterparts (like Eupro) so usually only see use in high end businesses and rich households where the completely human appearance is worth the cost to the consumer. The are also the shells of choice for people using the Phoenix Unlimited resurrection services, providing a powerful and able body for a digital mind. If they are used as a shell for a patron of Phoenix Unlimited, they are not equipped with any native A.I, and the INT, WIS, and CHA scores come from the psychomime (see Phoenix Unlimited in the services section of chapter 4).

ALPHA V3.2
Medium Anthroid

Alpha v3.3 is like Alpha v3.1, only more advanced.

ALPHA V3.4
Medium Anthroid

Alpha v3.4 is like Alpha v3.1, only more advanced.

ARNOLD MK I
Medium Anthroid

Arnold MK I is named after the famous movie about killer robots, because that is exactly what this anthroid is. Designed for military use, these anthroids excel at passing themselves off as humans. They are programmed to seek and destroy their target at all costs. Their flesh and blood composition allows them to blend, and their enhanced physique, targeting computer, combat programming, and internal weapon allows them to function as excellent assassins.

ARNOLD MK II
Medium Anthroid

Arnold MK II functions similarly to the MK I, only at a more advanced (and expensive) level.

BEAT COP
Medium Human

Beat cops are the basis of most law enforcement, and run-ins with them can be common.

CORPORATE EXECUTIVE
Medium Human

Corporate executives rule from boardrooms and high-rise offices, trading money and people's lives with equal ease. The fiscal world of 2090 is more violent that eras past, and modern corporate executives are a result of this murderous natural selection.

CAPTAIN
Medium Human

Captains are tactical leaders of police, military, or mercenary squads.

CHERRY
Medium Anthroid

Cherry is a pleasure model anthroid. From Pygmalion's sculpture to blow-up dolls and Real Girls, humans have always been attempting to create the perfect mate. This anthroid is the latest in artificial sexual partners. Using data gathered from hundreds of surveys and studies on beauty and sexuality, designers crafted various frames to represent multiple models from every ethnicity and sex. Each model has its own name, but the brand name Cherry (coined from a 1980s sci-fi movie) is applied to all of them. Though a variety of personalities is available, all of them are geared towards pleasing the consumer. In the same vein of Japanese Geishas, they are also often programmed with knowledge of world events, cooking, history and music to better entertain their owner. There are a multitude of other romantic robots, Cherry is just an example of the latest and most sophisticated (and expensive).

CHERRY DELUXE
Medium Anthroid

Cherry Deluxe is similar to Cherry, only more sophisticated!

Dealer
Medium Human

Dealers are businessmen of the black market, usually dealing in drugs, weapons, biohacks, or sex.

Eupro – Alfred
Medium Droid

Eupro - Alfred is a representative of the most ubiquitous class of droids, the helper droid. The Alfred model is the most expensive and competent Eupro, and is only found in wealthier homes and businesses. Eupro can be found in many middle-class homes or working in the service industry. It can do basic cleaning, cooking, driving, and other menial tasks. In households with 2 working parents, Eupro or one of the competitor models are common. Its humanlike frame is composed primarily of plastics and other synthetics. Though humanoid, without a synthskin Eupro looks almost like a classic robot out of older science fiction. It is very common to modify Eupro to fit the consumer's specific requirements.

Eupro – Jeeves
Medium Droid

Eupro - Jeeves is exactly like the Alfred model, only it is second to top of the line.

Eupro – Riff Raff
Medium Droid

Eupro - Riff Raff is the basic, budget Eupro model found in most homes that can afford one.

Eupro – Wadsworth
Medium Droid

Eupro - Wadsworth is a step up from the basic Eupro model, and a perfectly capable droid servant.

Enforcer
Medium Human

Enforcers are hired bone-breakers, mob muscle, or other violent antagonists. It's usually a bad day when you interact with one.

Fenris
Medium Drone

Fenris drones are nightmarish four-legged robots that move and act like a large robotic canine or cat, appearing like some chrome and plastic cousin of a large mammalian predator. Primarily used by the military, they hunt down

their targets and usually are tasked with killing them. Designed to operate in packs, it is rare to encounter only one Fenris. When one gets a hold of their prey, they employ a powerful pneumatic gun to slam a metal spike into the unfortunate victim.

Gangbanger
Medium Human

Gangbangers are members of a violent street gang, and are led by gang leaders. Oppression, drought, disease, or poverty can often lead to more people seeking power and wealth through crime, a path that can lead to becoming a gangbanger.

Gang Leader
Medium Human

Gang leaders have a strong personality, ruthless cunning, and a silver tongue. More than money, a gang leader seeks power, status, and respect. Someone who appeals to the gang leader's vanity or ego is more likely to be treated fairly than someone who does not.

Grease Monkey
Medium Droid

Grease Monkey droids are designed specifically for mechanics, auto body shops and welders. Possessing an internal toolkit, they are near ubiquitous in larger chain car repair shops.

Grease Monkey Pro
Medium Droid

Grease Monkey Pro is like the baseline Grease Monkey, only more advanced.

Grunt
Medium Human

Grunts are marines, army infantry, mercenaries, or any other entry level military or paramilitary combatants. Well equipped and trained to kill, they are only around when violence is afoot.

Hitman
Medium Human

Hitmen are mob or gang assassins who are proficient and willing to kill people for money, or other reasons. Their trade is death, and when someone needs to get whacked, hitmen are called upon to do the job.

Titan Bruiser

Medium Human

Titan bruisers relish in the violence their genome was designed for, and take great pleasure in doling out punishment to anyone who's jib they just don't like. They could be bodyguards, bouncers, professional fighters, or barroom brawlers.

KENSEI
Medium Human

Kensei are samurai that focus almost exclusively on swordsmanship and use their razor-sharp blade (usually a katana) to great effect. Like other samurai, they are almost always in the employ of a nation, corporation, or other wealthy patron.

LAB RAT
Medium Droid

Lab Rats are droids used in science and engineering laboratories across the world. They can analyze data, test DNA and chemical compositions, as well as other lab work.

LAWYER
Medium Human

Lawyers navigate bureaucracy, persuasion, and law like no one else can. Their profit comes from legal conflicts, which there are never any shortage of. If you need one, they are usually worth the price.

LITTLE ALEX
Small Anthroid

Little Alex is an anthroid little boy or girl that is designed to be a play pal for neglected children, or to alleviate grief from a parent who lost a child. Their small frame is made of flesh and blood, and it is very difficult to distinguish one from a normal human child.

M.E.A MK I
Medium Droid

The **M.E.A. MK I** (military enforcement automaton) is a law enforcement and military droid meant to replace flesh and blood soldiers. The use is especially popular when the loss of human life would cause social unrest; nobody likes seeing body bags come home.

M.E.A MK II
Medium Droid

 The **M.E.A. MK II** functions like the MK I, only it is more effective, and expensive.

M.E.A MK III
Medium Droid

The **M.E.A. MK III** functions like the MK II, only it is more effective, and expensive.

NOOB HACKER
Medium Human

Noob hackers are still getting their digital sea legs, but everyone has to start somewhere. They are hungry up and comers, looking to take risks and get a piece of the digital pie. Though skilled, they are considered much more expendable than more competent hackers, and are often pwned.

PREDO-BEAR
Large Animal

Predo-Bear is a genetically modified grizzly bear, with the designer having amped up the bears predatory instincts, strength, and general viciousness. While it was initially created as a curiosity, and a security measure for eccentric rich people, it has escaped into the wilds and established populations in North America, often displacing and intermingling with native grizzly populations. As a result, camping has become more dangerous.

RANDO
Medium Human

Just some **rando** on the street, in the woods, or on the bus.

REX 4.0
Medium Drone

Rex 4.0 is a robotic quadrupedal dog like drone, complete with pack programming and a vicious bite. They are sold as complements to police and military, and are experts at tracking down and tearing apart their targets.

REX 4.1
Medium Drone

Rex 4.1 functions exactly like Rex 4.0, only it is more advanced.

SAMURAI, INITIATE
Medium Human

Samurai initiates are recent graduates of the Bushido academy, and are hot blooded and ready to take on their first contract as rookies.

SECURITY GUARD

Medium Human

The cheapest security and enforcement that life has to offer, **security guards** are privately employed, and can be found anywhere from markets, to warehouses.

SNIPER
Medium Human

Snipers are expert marksmen, taking their time to line up their shot before pulling the trigger.

SPOT
Medium Drone

Spot is a robotic quadrupedal dog like drone, complete with pack programming and a vicious bite. They are sold as protection for private individuals, and are often enough to scare off intruders.

SPY
Medium Human

Spies are employed by corporations, intelligence agencies, and other wealthy individuals to gain the upper hand in a world of cutthroat politics. A spy is trained to secretly gather information. Loyal spies would rather die than divulge information that could compromise them or their employers. They describe government agents, experts of corporate espionage, undercover officers, any anyone else whose trade is illicit information.

SWOOP
Tiny Drone

Swoops are your basic flying drone, meant for fun, racing, or surveillance. They can record audiovisual information and can live stream it and/or record it. They may be given specific instructions, or they can be piloted remotely.

STIRGE
Tiny Drone

Stirges are manifestations of a basic flying drone that have been modified for murder. They are tiny enough to fly through a window, and quiet enough to hover within needle-range, and administer a lethal dose of poison. The cause many people in dangerous jobs to lose sleep.

TARANTULA MK I
Small Drone

The **Tarantula MK I** is a basic eight-legged spider drone, requisitioned by the military for anti-personnel operations.

The can also be used as autonomous guards for secure areas.

TARANTULA MK II
Medium Drone

The **Tarantula MK II** is the MK I's larger cousin, packing a larger punch and used for more dangerous operations.

THUG
Medium Human

Thugs are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.

VETERAN COP
Medium Human

Veteran cops not only include experienced and grizzled law enforcement officers, but also soldiers retired from service and mercenaries who never served anyone but themselves.

WRAITH MK I
Small Drone

The **Wraith MK I** is a flying anti-personnel drone that is used by military and law enforcement agencies to both monitor areas, and enforce the peace, or will of whomever owns the drone. Counterculture is filled with stories of criminals, rebels, or other undesirables who have been sniped by these robots.

WRAITH MK II
Small Drone

The Wraith MK II functions like the MK I, only better, and with a larger gun!

WRATH TWEAKER
Medium Human

Wrath tweakers are poor unfortunate souls have become junkies to wrath, an addictive stimulant. All they care about is the next fix, and if that means a machete in your head, so be it.

CHALLENGE RATING 3 TO 7

ALPHA V3.5
Medium Anthroid

Alpha v3.5 is like Alpha v3.1, only more advanced.

ARNOLD MK III
Medium Anthroid

Arnold MK III functions similarly to the MK I, only at a more advanced (and expensive) level.

ARNOLD MK IV
Medium Anthroid

Arnold MK IV functions similarly to the MK I, only at a more advanced (and expensive) level.

COMMANDER
Medium Human

Commanders are elite strategic leaders, greatly bolstering their allies in combat.

CRACKER
Medium Human

Crackers are well established hackers that specialize in cracking computer security, and often find employment ferreting out hard to find data.

CRIME BOSS
Medium Human

Crime bosses lead organizations comprised of dozens of different criminals of every variety, and usually have others do their dirty work for them.

CYBORG SAVAGE
Medium Human

Cyborg savages are vicious brutes that have taken cybernetic and genetic enhancement for physical combat to the most extreme, even delving into banned upgrades. By their very nature they don't operate within the law, and they are destined to meet a violent end, likely taking many people with them.

ELITE AGENT
Medium Human

Elite agents are highly motivated and trained intelligence operatives working for any organization. They include elite detectives, spies, and operatives working with sensitive information.

HEAVY INFANTRY
Medium Human

Heavily armed and armored, **heavy infantry** are a staple of any fighting force.

HEAVY INFANTRY, ELITE
Medium Human

Elite heavy infantry are only deployed against formidable enemies, and dominate any battlefield they are a part of.

KENSEI MASTER
Medium Human

Kensei masters are true sword saints, phenoms with their chosen blade, and able to dispatch most enemies with ease. Only truly wealthy patrons can pay their contracts.

LEET HACKER
Medium Human

Leet hackers slice through the thickest security and get themselves involved in high level shenanigans of all kinds. The can be legally employed as government white hats, but they have dealings with the underworld more often than not.

M.E.A MK IV
Medium Droid

The **M.E.A. MK IV** functions like the MK I, only it is more effective, and expensive.

M.E.A MK V
Medium Droid

The **M.E.A. MK V** functions like the MK I, only it is more effective, and expensive.

PROFESSIONAL FIGHTER
Medium Human

Professional fighters are elite martial artists, who battle each other for the entertainment of raucous crowds and glory, becoming celebrities in the process.

QUILLION
Large Animal

Quillions result from military technology, an attempt to weaponize large cats for guerilla warfare. It ended up being a disaster, but the genome is still sometimes used to produces these monstrosities covered in black venomous quills. Oh, and they can blend perfectly with their environment thanks to rapid-response chromatophores that mimic their environment.

SWAT OFFICER
Medium Human

SWAT officers (special weapons and tactics) are law enforcement personal trained in military equipment and tactics, and are the first line of defense when cyber-enhanced or biohacked criminals run amok and get violent.

VETERAN SOLDIER
Medium Human

Veterans are battle-hardened soldiers that have seen their fair share of combat.

SAMURAI, ELITE
Medium Human

At the top of their game, some of the best that Ronin International has to offer, **elite samurai** are highly sought after as bodyguards and assassins.

WHEEL MAN
Medium Human

A wheel man is a staple member of many (often shady) crews, being consummate getaway drivers, or Tokyo drifters.

CHALLENGE RATING 8 TO 12

ARCH-HACKER
Medium Human

Arch-hackers are the world's most skilled hackers, and within their circles, they are almost considered gods. Their ability to manipulate data, and minds, make them universally respected and feared.

ARNOLD MK V
Medium Anthroid

Arnold MK V functions similarly to the MK I, only at a more advanced (and expensive) level.

ASSASSIN
Medium Human

Trained in the use of poison, **assassins** are remorseless killers who work for governments, corporations, organized crime, or anyone else who can afford them.

SAMURAI, MASTER
Medium Human

Master samurais are the inspiration for all other samurai initiates, embodying the spirit of a true warrior in skill and practice.

CRIME LORD
Medium Human

Crime lords head cartels and other black-market syndicates, having hundreds of different minions under their thumb. They use ruthless tactics and violence to bring down their rivals and solidify their market.

KENSEI LEGEND
Medium Human

Kensei legends exemplify bushido, and inspire stories among samurai initiates. Their reputation is global, and it is well earned.

OMEGA COMMANDO
Medium Human

Omega is a top-tier mercenary company, and its commandos are the most well trained, well equipped, elite group of soldiers out there, each commando sporting millions of satoshi in gear and upgrades.

SUPER SPY
Medium Human

Super spies are the stuff of legend, the most phenomenal intelligence agents on the planet. Governments, corporations, crime syndicates, all vie for each other's information, the most valuable of which is sought after by these top operatives.

CHALLENGE RATING 13 TO 17

BUSHI PARAGON
Medium Human

Bushi paragons are the top few dozen samurai on the planet, their names are at once feared and admired.

U.C.W.A.R MK I
Large Droid

The **UCWAR MK I**, or Urban Combat Wearable Armored Robot, functions as a highly mobile and precise light tank. It is roughly humanoid in shape, though the ballistic armor makes it look more like a 12-foot angular giant wearing bulky sports equipment.

The philosophy behind the design is that no matter how well trained a pilot or driver becomes in operating their vehicle, they can't possibly be better at doing it than piloting their own body. Every human starts training at operating a bipedal humanoid from the moment they can walk: themselves. The result of this shift in design philosophy led to a new breed of armored "vehicles".

The line between vehicle and robot is clearly blurred with designs like this, even more so as the UCWAR MK I can operate autonomously with very sophisticated AI or it can be operated locally by a pilot encased within and directly connected to the sensor systems through their daemon.

The UCWAR MK I is much more agile than any other heavy machine, able to evade attacks much more easily than other vehicles. It is meant to be deployed in urban areas and cannot cross great distances on its own.

U.C.W.A.R MK II
Huge Droid

Standing at over 16 feet, the **UCWAR MK II** is the MK I's bigger and badder cousin. It can access less confined urban areas, but packs more punch.

OMEGA CENTURION
Medium Human

Omega centurions are squad leaders of other Omega soldiers, using their tactical knowledge to transform already formidable combatants into absolute engines of destruction.

APPENDIX B: BOTS

Bots are A.I. that exist as pure data (unless you consider the hardware they are on as a body). Their function is almost exclusively to provide knowledge, expertise, and social engagement. Bots are like NPCs except for as noted below.

Daemon AI. If a character has the *daemon upgrade* upgrade (see Chapter 5: Upgrades), Bots can used as a daemon's AI, replacing the basic AI described in Chapter 6: Daemons. A character cannot have multiple bots running on their daemon at one time. Bots can also be installed as the AI in a vehicle, instead of using the factory installed AI.

Vehicle AI. Bots can be installed as the AI in a vehicle, using the skill listed in their stat block. If the bot is already your daemon AI, it takes one full round to connect to the vehicle.

Calculator. All bots can perform mathematical calculations instantly.

Cannot use applied skills. Bot's skill proficiencies can't be applied, due to their lack of a body. For example, bots can't use Intelligence (Mechanics) to fix a car without hands, but it can use the **Help** action with non-combat related Intelligence ability checks.

No senses. Bots don't have any sense (since they don't have bodies), however when connected to a vehicle or camera, they can use that as their sensory apparatus.

No physical Ability Scores. Bots don't have any STR, DEX, or CON scores.

Proficiency Bonus. Bots don't have a challenge rating, so their proficiency bonus is listed directly in their stat block.

Upgrades. Bots can be modified to have higher ability scores, or additional skill proficiencies. Each additional +2 to an ability score (to a maximum of 18), or skill proficiency adds シ5,000 to the price of the bot.

Abilities. All anthroids, drones, and droids have the following two abilities:

Calculator. The AI can perform mathematical calculations instantly.

Eidetic memory. The AI has virtually unlimited capacity for memory, and it is able to record experiences whenever the user directs it.

Listed below are some of the various bots available on the market in 2090.

DRIVER 3.4
Bot

A favourite among fast car enthusiasts, Driver 3.4 is an expert stunt driving bot, far superior to factory AI for vehicles.

FRIENDO
Bot

Friendo is your basic friendship/lover AI.

FRIENDO ULTRA
Bot

Friendo Ultra is the extra step up for people wanting particularly life-like AI.

PARAGON 4
Bot

Paragon 4 is a general-purpose AI that is good at a great deal of things.

PARAGON 5
Bot

Like Paragon 4, only pricier and superior.

PARAGON 6
Bot

The ultimate AI; many people love having this AI taking car of their house, vehicle, or daemon.

NET MONKEY
Bot

A basic helper for navigating the net, and using software.

NET MONKEY PRO
Bot

A more advanced helper for anything computer related.

SCIENCE GUY I
Bot

A mainstay of researchers and science enthusiasts

SCIENCE GUY II
Bot

This science nerd bot is usually only in funded labs that do official research.