



HUNTER // SEEKER

A ROLEPLAYING GAME OF FUTURE ESPIONAGE | Innominata

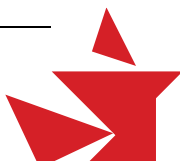


V4.3

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Dedicated to:

My gaming friends, who put up with a lot more revisions than un-augmented humans should handle;
all the writers at R. Talsorian, for making a great game;
all the gamers out there – especially on /tg/ – who dream about the future.



HUNTER//SEEKER

THE GAME

Hunter//Seeker is a game of future espionage where secret agents fight special operators and terrorists for control of the fate of nation-states around the world. The game mechanics utilize a simple Skill + Attribute + 1d10 resolution system that has been streamlined for ease of play, but without reducing the options of a science fiction ruleset full of augmentations, sophisticated weapons and hacking. The game is designed for speedy character generation and primarily uses d10s and d6s.

The near future of 2055 lies in wait for you, ready to ambush you with robotic weapons and lethal neuro-feedback. The world of the mid-21st century is a harsh place, a globe that's been ripped apart by the Third World War which devastated entire continents. Hunter//Seeker is a game of espionage & violence, intelligence gathering & infiltration, in a globalized society that's been fractured by ethnic hatreds, the ancient rivalries of nation-states and the disruptive power of new genetic, cybernetic and chimeric technologies.

In this world you play an agent of the state or global megacorporation, fighting a shadow war against terrorists, anarchists, subversives, freedom fighters and sometimes regular civilians. You might be an elite warrior, dedicated intelligence analyst, secretive deep cover operative, gung-ho operator, a cold-blooded assassin, fanatical suicide-bomber or sensor-studded gargoyle. You work for a government agency, federal joint task force, interior ministry, megacity police department, intelligence outfit, religious terrorist group, crime bureau or an illegal death squad.

The moral choices you'll have to make in the course of your duties will determine whether your foes are buried unknown in a makeshift grave or whether they tear your brotherhood apart in the world's media; whether the civilians you're trying to protect go about their day without a care in the world or whether families are ripped asunder by a bomb in a shopping mall; whether a nuclear power plant is hacked and melts down or whether a lone hacker takes the fall for a conspiracy to commit terrorism.

Sometimes your stories will be glorified, sometimes vilified, but mostly they will never be heard. For you live, work and die in the guttered shadows of the world's teeming megacities, fighting an undeclared war against ghosts, fanatics and enemies of the state. You hunt, and seek your prey, and sup on their digital innards in the concrete, wireless jungles of the world.

Attributes

Primary attributes are added to Skills to determine the success of various actions. Secondary attributes are derived from primary ones. The normal human range for primary attributes is 1-7 (with 4 being average), but this can be increased to 10 or even higher with Augmentations (cyberware).

{Primary Attributes}

- BOD** Body, Strength, Toughness. Used for strength feats, armor, resistance, endurance.
- REF** Reflex, Agility, Speed, Reaction. Used for fighting, shooting, acrobatics, initiative.
- INT** Intelligence, Wit, Knowledge, IQ. Used for book knowledge, learning, many skills.
- CHA** Charisma, Beauty, Empathy, Style. Used for social interaction, arts, performance.
- TECH** Technique, Dexterity, Technology, Build/Repair. Used for working with machines of any kind.
- COOL** Willpower, determination, ego, grace under pressure, lust for life, mental endurance.

SECONDARY ATTRIBUTES

HIT POINTS (HP) represent resilience to physical damage, whether from stabs or bullet wounds. $HP = (COOL+BOD) \times 2$.

STOPPING POWER (SP) protects your character against physical damage and comes in a variety of shapes, sizes and levels of smartness. $SP = \text{physical armor} + \text{augmentations}$.

FIREWALL (FW) protects your character against hacking. $FW = \text{Hacking skill} + \text{TECH} + \text{Deck Rating (1-10, see table on page XX)}$.

SHOCK (SHK) is your ability to resist shock, stun and death. Equal to $COOL + BOD$. Make a Shock roll means roll $SHK + 1d10$.

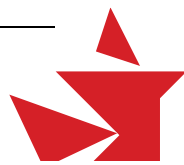
INITIATIVE (INI) is who goes first in a combat round = $\text{Surveillance skill} + \text{REF} + 1d10$.

MOVEMENT (MOV) is how many feet a character can move in 1 round (3 seconds). $MOV = 3 \times \text{REF feet}$.

ACTIONS (ACT) is how many times a character can act in a single round. Named characters have 2 actions, everyone else has 1.

ENCUMBRANCE VALUE (EV) is the penalty to REF-based physical actions because of the weight/bulkiness of worn armor.

REPUTATION (REP) is a positive or negative modifier to social interactions with certain groups based on a character's previous actions. This starts at +0 and is modified by the GM.





CHARACTER CREATION

Players can choose to ROLL or BUILD their character. ROLL means you randomly roll on all the tables below and play what you get (also handy for making quick NPCs). It's fun! BUILD means you get Character Points to buy all the components of a character as you wish (also fun, but takes much longer). In short:

ROLL

1. Roll 2d4-1 for each Primary Attribute.
2. Optional: Roll once on the Classes list.
3. Roll on the Skill list 6 times.
4. For each skill, roll 1d6 to determine its rating.
5. Roll 1d6 times on the Augmentations list.
6. Roll once on the Specials list.
7. Roll once on the Flaws list.
8. Anyone with a Hacking skill gets 1d6 random Modules.
9. Roll 1d6 x \$1,000 for starting money.

BUILD

- You get 60 Character Points to build your character.
- Primary Attributes start at a base of 4 and cost 3 points each to raise to a max of 7. Lowering an attribute (to a min of 1) gives 3 character points.
- Skills cost 1 point each. No skill can start higher than 6.
- Augmentations cost 5 points each.
- Use the Augmentations chart on page XX and start with any blue hexagon, then follow the upgrade path as it allows.
- Specials cost 10 points each.
- A Flaw grant 5 points and can only be taken once.
- Modules cost 1 point each and start at version 1.0.
- Money: you start with \$500 in cash to buy equipment but can spend points to get more as follows:
 - 1 point = \$500
 - 2 points = \$1,000
 - 3 points = \$1,500
 - 4 points = \$2,500
 - 5 points = \$5,000
 - 6 points = \$7,000
 - 7 points = \$10,000
 - 8 points = \$15,000
 - 9 points = \$20,000
 - 10 points = \$30,000
 And +\$10,000/point thereafter.

Attributes

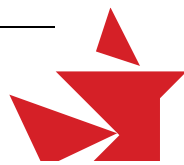
For random generation, roll 2d4-1 six times and distribute the results among the 6 Primary Attributes as desired. With Character Points, each Primary Attribute costs 1 point. No attribute can start higher than 7 (not including augmentation bonuses, which are added later). Secondary attributes are derived and not rolled randomly.

Classes

Hunter//Seeker is a class-less system but the following list can be used for ideas or to quickly roll a character concept. If rolling on this table, you can select the 6 skills on the next table rather than

rolling randomly, but you still have to roll for their rating. Roll 2d20:

- 2) Solo – corporate soldier with the latest augmentations.
- 3) Ronin – dirty mercenary warrior of the streets.
- 4) Netrunner – international virtual reality hacker.
- 5) Consultant – the face, personal relations expert.
- 6) Fixer – street arranger, drug dealer and fence.
- 7) Arranger – political power player and backstabber.
- 8) Agent – undercover operative who works for a secret org.
- 9) Spider – corporate hacker who defends systems.
- 10) Ninja – enhanced corporate assassin.
- 11) Reporter – freelance journalist investigating corruption.
- 12) Nomad – dispossessed rural refugee from disaster.
- 13) Chimeric – a genetically-engineered person.
- 14) Street Rat – the lowest of the low but still alive.
- 15) Biomechanic – street doc who works with augmentations.
- 16) Wirehead – virtual reality simex and drug addict specialist.
- 17) Rigger – hacker who controls vehicles or swarms of drones.
- 18) Rockerboy – movie/music star who play politics.
- 19) Headhunter – ganger who extracts cyberware from victims.
- 20) Field Officer – government intelligence agent.
- 21) VI – virtual investigator, a PI for modern times.
- 22) Splicer – crazy scientist who experiments with augments.
- 23) Blank – recluse who evades surveillance, lives on the fringes.
- 24) Sniper – cop who takes down criminals, drones, whatever.
- 25) Medic – wiping up all the blood on the streets.
- 26) Mobster – criminal network member, triads, yakuza, mafia.
- 27) Jacker – hacker who steals drones, cars, robots for the thrill.
- 28) Retriever – merc who extracts people from difficult places.
- 29) Broker – information dealer, hacker and people person.
- 30) Idoru – a famous virtual reality media personality.
- 31) Hunter – street tough or pro who brings in wanted persons.
- 32) Security Officer – private cop and bodyguard.
- 33) Gargoyle – sensors and communications specialist.
- 34) Cleaner – disaster recovery and erasure specialist.
- 35) Porcupine – weaponsmith and dealer.
- 36) Terrorist – religiously or ethnically motivated fanatic.
- 37) Greaseman – acrobat, contortionist, escape artist.
- 38) Smuggler – crosses borders with illegal goods.
- 39) Preacher – spreading the word IRL and online.
- 40) Aid Worker – helping others in the worst places on Earth.





Skill Listing

For random generation, roll 6 times on this list, then roll 1d6 to determine the rating of each skill:

1. Athletics	BOD	Run, climb, swim, jump.
2. Business	CHA	Finance, negotiation.
3. Criminal	COOL	Steal, lockpick, drugs.
4. Driving	REF	Cars, bikes, trucks.
5. Engineering	TECH	Repair, design, scrounge.
6. Firearms	REF	Shoot small arms.
7. Hacking	TECH	Hacking, programming.
8. Heavy Weapons	BOD	Shoot large weapons.
9. Infiltration	REF or TECH	Stealth, burgle, security.
10. Investigation	INT	Forensics, clues.
11. Martial Arts	(REF+BOD)/2	Hand-to-hand melee.
12. Medical	TECH or INT	Surgery, first aid, drugs.
13. Outdoors	BOD	Survival, tracking, camo.
14. Piloting	REF	Fly aerial & sea vehicles.
15. Politics	CHA	Deals, blackmail, tribes.
16. Science	INT	Biology, chemistry, etc.
17. Socialize	CHA	Make friends.
18. Surveillance	INT	Observe, detect, track.
19. Talking	CHA	Diplomacy, charm.
20. Tactics	COOL	Combat advantages.

Augmentations

For random generation, roll 1d6 times. Roll 1d4 to determine the general type, then 1d6 or 1d4 to get the specific augmentation. For focused characters (like thugs on bodyware), roll once to start and then proceed through the chain as it makes sense.

1. SENSEWARE

1. Olfactory Surveillance+1.
2. Labtouch Investigation+1, Medical+1.
3. ToolFingers TECH+1.
4. Vehicle Plug Driving+1, Piloting+1.
5. HyperOptics Surveillance+1, Medical+1
6. Smartlink Gun Strike +1.

2. BODYWARE

1. Cyberarms BOD+1, Punches 2x DMG.
2. DuraSkin SP+2
3. DynaBone BOD+1
4. Muscle Graft BOD+1

3. NEURALWARE

1. Synaptic Acc. REF+1
2. Mem Bank INT+1
3. StressPoint COOL+1
4. Cyberlegs BOD+1, Athletics+1, Kicks 2x DMG.

4. NINJAWARE

1. Damper Infiltration+1.
2. BodySculpt CHA+1.
3. ChromaStyle COOL+1.
4. Depattern Infiltration+1.

Specials

Pick one or roll randomly on the table (1d30):

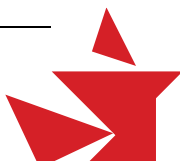
1. Adapted – Your augs work like a finely-tuned clock.
2. Bag Full 'O Guns – You got guns, anywhere, anytime.
3. Black Market – You know Tiny Jim and all his friends.
4. Bloodbath – Mooks go down like nine-pins.
5. Both Guns Blazing – A weapon in each hand is nice.
6. Cleaners – Someone to clean up your bloody mess.
7. Cliffhanger – Never fall off a moving train again.
8. Cover – Welcome aboard, Mr Vice President.
9. Deputized – Says here I got first dibs on him, Sherriff.
10. Eagle Eye – Perfectly aimed shots in critical situations.
11. Familia – You have family, ethnic groups backing you up.
12. Fast Draw – Always first in a fight.
13. Flying Shot – Leap through the air like a squirrel.
14. Grenzy – Practically bulletproof when you freak out.
15. Gadgeteer – If it can be invented, you brought it.
16. Good Listener – People love to tell secrets around you.
17. Lethal Weapon – Everything is one in your skilled hand.
18. Licensed – To carry military-grade weapons.
19. Lightning Reload – Instantly reload all weapons.
20. Mates – Hey Steve! What're you doing here?
21. Nextplorer – Visited every net zone/grid in the world.
22. Nine Lives – I can't believe you came back from that.
23. Overmind – Understand and make friends with AIs.
24. Pathfinder – Pefect location awareness, orientation.
25. Pets – Cyber-animals are our friends.
26. Reputation – Everybody steps out of your way.
27. Scrounger – Find a microwave in the Sahara.
28. Signature Weapon – Sweet Betty never misses.
29. Skillzmaster – Got a pocket full of rating 2 skillssofts.
30. Splatpunk – Everyone explodes like a blood sausage.



Flaws

Roll 1d10 once, or take 1 flaw to get 5 extra Character Points. Keep the flaw secret from the other players.

1. Egomaniac – always want it your way.
2. Bloodthirsty – kill, kill, KILL!
3. Snob – everybody's such a lowlife scumbag.
4. Chatty – are you guys guarding this bank?
5. Depressed – another suicide run, yay.
6. Drug Addict – gimme the good stuff, now, now, now.
7. Kleptomaniac – you just borrow things, sure.
8. Callous – no life, not even yours, matters at all.
9. Backstabber – get while the getting's good.
10. Obsessive – your bullets should be color-coded.



Hacking Modules

Pick one or roll randomly on the table (1d20 + 1d10):

2. Blackhammer – neural damage.
3. Bleach – scrubs evidence of hacking.
4. Carto – digs up maps & schematics.
5. Dossier – collects info about 1 person.
6. Drill – breaks into valuables vaults.
7. Easy Rider – crosses international borders.
8. Eraser – erases enemy modules.
9. Fracter – burns out security doors & locks.
10. Fuse – protects against black ICE.
11. Ghostjack – alters target psychology.
12. Glitch – enemy cyberware malfunctions.
13. Havoc – controls heating/vents/power.
14. Hydra – controls weapon systems.
15. Imago – alters phantomic imagery.
16. Injector – fools security sensors.
17. Interceptor – wiretaps enemy comms.
18. Jammer – jams all comms in 50' radius.
19. Medic – recovers damaged modules.
20. Mimic – pretends to be normal system user.
21. Mirrors – confuses enemy battlenets.
22. Nuke – crashes entire systems.
23. Panzer – teleoperate vehicles & machinery.
24. Phantom – stealth infiltrates systems to view only.
25. Recon – provides quick info about rooms & people.
26. Shield – increases Firewall by 2 x Version.
27. Spike – shuts down smart armor and guns.
28. Trace – locates a person or geotagged object.
29. Zombie – takes over robots & androids.
30. Roll on the Paradox Modules list instead.

PARADOX MODULES

Paradox Modules are used to fight Artificial Intelligences (AIs, aka Monads). Roll 1d10+1d6 to determine a random paradox module (see page XX).

2. Sophistry
3. Phenomenology
4. Eschatology
5. Monkey Puzzle
6. Zen
7. Bayesian
8. Sphinx
9. Predicate Logic
10. Modal Logic
11. Fallacies
12. Moebius
13. Cubism
14. Escher
15. Fractals
16. Roll twice.

Equipment

Pay for gear starting on page 13. Optionally, add a brief personality (Appendix A, page 53), add style and history (page 6). That's it for character creation! ■

► The following tables are optional quick-roll tables for NPCs and are not part of player character creation.

Quick Firearm

Roll 1d8. Add +2 for any combat-related NPCs, who may also have exotic ammunition types such as APEX or JHP (see page XX).

- 1 Light Pistol – Norinco Cybermag 15, 1d6+1.
- 2 Medium Pistol – Shang Upholder 10mm, 2d6.
- 3 Hunting Rifle – Eagle Ranger .303, 6d6.
- 4 Shotgun – Rapid Pro-12, 4d6.
- 5 Big Pistol – Colt AMT, 4d6+1.
- 6 SMG – Minami-10, 2d6+3.
- 7 Assault Rifle – Armatech Ronin, 5d6.
- 8 Sniper Rifle – SVK, 6d6.
- 9 Grenade Launcher, RPG-A, 6d10.
- 10 Autocannon – Fenris 20mm, 4d10.

Quick Hand Weapon

Roll 1d8. Add +2 for any corporate or military NPCs.

- 1 Lady Fingerblades, 1d3.
- 2 Cheap Knife, 1d4.
- 3 Combat Knife, 1d6.
- 4 Heavy tool – crowbar, wrench, pipe, 1d6.
- 5 Rippers, 2d6.
- 6 Cyberarm, 2d4.
- 7 Cyberleg, 2d6.
- 8 Slashers or a Sword, 2d6.
- 9 Mono-knife, 2d6.
- 10 Mono-katana, 4d6.

Quick Armor

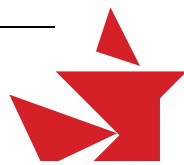
Roll 1d8. Add +2 for any megacorporates, military or rich types.

- 1 Skinsuit, SP2.
- 2 Leather jacket, SP4.
- 3 Carbonweave regular clothing, SP4.
- 4 Spidersilk longcoat, SP6.
- 5 Kevlar Vest, SP10.
- 6 Armor Jacket, SP14.
- 7 Spectrashield adaptive shell, SP20.
- 8 Riot Gear, SP24.
- 9 MetalGear, SP26.
- 10 Exoskeleton, SP30.

Cyberdeck

Roll 1d8 for any NPC who has the Hacking skill. Add +2 to the roll for any megacorporate, police or military hacker.

- 1-4 Jin-88, Deck Rating 2, Memory 2
- 5-6 Vector, Deck Rating 3, Memory 4
- 7 EDEN, Deck Rating 6, Memory 6
- 8 Cyberspace IX, Deck Rating 8, Memory 8
- 9 Shiva-7, Deck Rating 9, Memory 10
- 10 Excalibur, Deck Rating 10, Memory 10



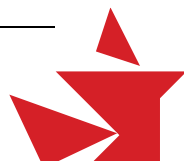


DRESS & APPEARANCE			
d10	Clothes	Hairstyle	Affectations
1	Biker leathers	Mohawk	Street tattoos
2	Blue jeans	Long, ratty	Mirroshades
3	Sports jacket	Ponytail	Ritual scars
4	Silk suit	Wild, tangled	Spikes
5	Jumpsuit	Bald	Piercings
6	Miniskirt/Gym shorts	Striped	Corporate electroos
7	High fashion	Dreadlocks	Long colored nails
8	Camo	Tinted	Tall boots
9	Semi-nude tape	Short neat	Woolens
10	Grunge	Long straight	Helmets

RACE & ETHNICITY		
D10	Area/Race	Ethnicity (pick one)
1	North American	Scots-Irish, German, Canadian
2	South American	Mexican, Brazilian, Argentinian, Surano, Caribbean
3	Southeast Asian	Thai, Cambodian, Malaysian, Indonesian, Viet
4	Chinese	Bohainese, Cantonese,Shanghainese, Manchu
5	Indian	Gujarati, Hindi, Marathi, Rajasthani, Bangladeshi
6	Black	American, Bantu, Congolese, Nigerian, Ethiopian
7	West European	English, French, German, Italian, Spanish, Nordic
8	East European	Russian, Polish, Bulgarian, Hungarian, Ukrainian
9	West Asian	Arab, Persian, Egyptian, Turkish, Pakistani
10	Other Asian	Australian, Japanese, Korean, Filipino

LIFE EVENTS	
2D10	Event (roll once every 5 years of age past 20)
2	Family Tragedy – a lover, parent or child was accidentally killed.
3	Major Illness – hospitalized with debts and possible after-effects.
4	Addiction – to a substance, booze or porn.
5	Accident – car or airplane, left scarring and a phobia.
6	Bankruptcy, financial debt of over \$100,000 to a major bank or crime group.
7	False Accusation – of theft, rape, incompetence or racism.
8	Corruption – know of major sleaze at a corporation, govt office or police.
9	Mental Breakdown – life was just too hard, recuperated 1d6 months in an institution.
10	Mentor – a teacher helped and instructed you in some skill or position.
11	Career – promoted and paid well for a time, eventually fired or left for own reasons.
12	A hot, wild affair with someone sexy that lasts for a few months then falls apart. You still remember.
13	Victim of crime: got robbed, beaten, shot or carjacked. Life's tough.
14	Old friend is back in town, happy to help if problems arise.
15	Cheated on your significant other, but it's over now. 50/50 they know about it.
16	Travelled around the world a bit, visit 1d6 countries either on vacation or roaming & working.
17	Convicted of a minor crime. You did your time (d6 years) and it's behind you.
18	Had a child – D10 years of age now. Probably misses you.
19	Marriage – true love or opportunistic (50/50), lasts 4d10 years.
20	Made an enemy of a mafia kingpin or a megacorporate executive.

CHILDHOOD BACKGROUND	
2D10	Event (roll once)
2	Grown in clonal vats at a special corporate, orbital or government research facility.
3	Self-taught orphan living on the streets.
4	Born in a Free State survivalist camp in the western USA or separatist area in another country.
5	Refugee from ethnic violence in a far-off country.
6	Middle class corporate family in the midwestern USA, decaying suburban neighbourhood.
7	Military brat, traveled around the world from base to base.
8	Immigrant from war zone in a far-away country. Speak English with an accent.
9	Farm boy in the countryside or poor rural town.
10	Urban kid from a coastal metropolis (LA, NY, Shanghai, Miami, Tokyo, etc.)
11	Lower class family of government bureaucrats.
12	Lower class small-town union family working for megacorp farms/factories.
13	Lower-middle class broken family living in a crime-ridden innery city.
14	Technical extended clan, raised in corporate creche in coastal arcology.
15	Urban well-to-do corporate professional family in a global megacity.
16	Raised by crime family or street gang, considers them family.
17	Slum-dweller, raised by uncles and aunts in extended nomad family.
18	Roving nomad caravan travelling constantly across the USA, avoiding authority.
19	Scion of a wealthy house, renounced for bad behaviour.
20	Old money family, fallen on hard times, raised in ancestral home before it was sold.





BASIC RULES

Hunter//Seeker uses a Test to determine the success of any action in the game. The core mechanic of the game is:

Skill (1-10) + Attribute (1-10) + 1d10 versus
Difficulty ranging from 10 to 30 or
Opponent's Skill + Attribute + 1d10.

Difficulty Table

10	Easy	Jumping 5 feet
15	Average	Pick a mechanical lock
20	Difficult	Fire a pistol at long range
25	Very Difficult	Hack into a megacorp system
30	Extreme	Fly a plane safely through a building

Tests

A variety of common tests are presented below to illustrate what should be rolled under which circumstances. When a skill does not exist for a particular situation, double the most relevant Attribute then roll 1d10 as normal.

- **Assess a Situation:** Surveillance + INT +1d10.
- **Fire a Pistol:** Firearms + REF +1d10.
- **Fire a Gatling Gun:** Heavy Weapons + BOD +1d10.
- **Intimidate a Punk:** Socialize + COOL +1d10.
- **Make an Impression:** Socialize + CHA + 1d10.
- **Lift Something Heavy:** Athletics + BOD +1d10.
- **Sneak Into a Building:** Infiltration + REF + 1d10.
- **Disable Building Alarms:** Infiltration + TECH + 1d10.
- **Hack Open a Door:** Hacking + TECH + 1d10 + Module.
- **Confuse an AI:** Hacking + TECH + 1d10 + Paradox Module.
- **Steal Paydata:** Hacking + TECH +1d10 + Drill Module.
- **Frame a Politician:** Politics + COOL + 1d10 + money.
- **Build a Cyberdeck:** Engineering + TECH + 1d10 +workshop.
- **Fry Someone's Aug:** Hacking + TECH + 1d10 + Glitch Module.

Attempting to use a skill you don't know means the roll is at disadvantage. A netrunner attempting to emulate a module he does not have is also rolling at disadvantage.

Dis/Advantage

Although Hunter//Seeker uses minor bonuses and penalties as modifiers to various rolls, sometimes it's easier to summarize a large number of modifiers. If there are a lot of positive modifiers to a PC's action, advantage (ADV) is invoked: instead of rolling 1d10, roll 2d10 and pick the highest roll. Conversely, if there are many penalties, roll 2d10 and pick the worst roll (DIS). If both sides in a conflict have ADV or DIS, it cancels out and everyone rolls 1d10 normally. Some actions or equipment may automatically impose ADV or DIS.

Crits/Fumbles

Whenever a roll is made with ADV and both dice come up 10, that's called a Crit. Good things happen for the roller then; whether it's an automatic kill, double damage, or a brilliant success is up to the GM. Whenever a roll is made with DIS and any both dice come up 1s, that's a fumble and bad things happen. Weapons jam, swords break, people are mortally offended, allies get hit, modules backfire, etc.

Advancement

Players want their characters to advance and improve over time. The GM can award Character Points to players after the successful conclusion of a session. A session would be several hours of real-life gaming. Award 1 Character Point to each player per session if they accomplished any of the following:

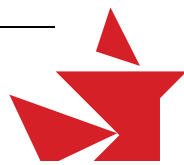
- Survived a combat.
- Used their skills lot.
- Gained an important item.
- Hacked into an important system.
- Gained important information or clues.
- Solved a major mystery or puzzle.
- Overcame a major challenge.

Character Points gained in this way can be spent immediately or accumulated to acquire things like augmentations, specials, modules or money as per the character creation rules. 5 points can be used to remove a Flaw permanently. Attributes cannot be raised above 7 (that's what augs are for).

Augmentations cost about as much as complex surgeries and disease-mitigation does today: in the tens and hundreds of thousands of dollars; sometimes in the millions. These kinds of sums are not affordable for street punks, government employees or corporate wage slaves. Everyone takes out a loan or insurance to pay for their augmentations, which is why a player cannot just go out and buy whatever cyber they feel like getting. In Hunter//Seeker, *organizations* pay for augmentations and this is modelled in the game as follows:

GETTING AND LOSING AUGMENTATIONS

- When a player uses Character Points to get augmentations, the organization that employs them has rewarded them for their skill, perseverance and hard work. The most successful agents can be towering cyborgs of augmented superhumanity. The augs still belong to the organization.
- A player gets no augmentations or other perks for a failed mission. The organization does not reward failure, but there is still potential in the employee.
- A player may lose an augmentation for a completely botched mission or a series of failed missions (3 in a row). After 6 failed missions the employee is fired or terminated in some way, depending on the ruthlessness of their employer.



COMBAT RULES

Combat Sequence

The combat sequence is as follows:

1. Initiative = Surveillance + REF +1d10.
2. Ranged attacks are Firearms+REF or Heavy Weapons+BOD + 1d10 vs Range Table.
3. Hand-to-hand attacks are opposed rolls using Martial Arts + (REF+BOD)/2 + 1d10 for both attacker and defender.
4. Defender can spend 1 action to Dodge an attack. Imposes DIS on attacker.
5. Roll for damage (see below).
6. Roll on the Hit Location table for ranged attacks only.
7. Final damage is subtracted from Hit Points (HP).
8. Armor that takes 10+ dmg degrades by 1 point.

Damage

Damage is rolled per attack, not per bullet. Armor cannot be stacked, with the exception of listed augmentations such as DuraSkin, which do stack with external armor. Neural damage comes from black ICE and software attack modules and is treated the same way as regular damage. Damage is calculated as follows:

1. Roll weapon damage dice.
2. Apply special ammo dice, if any.
3. Add attacker's BOD to any hand-to-hand attacks.
4. Subtract armor/augmentation SP from damage.
5. If autofire is used, apply multiplier (x2, x4, etc.)
6. Apply hit location multiplier, if any.
7. If location behind hard cover = no dmg. Soft cover -1d6.

Actions/Movement

Actions can be used to fire a weapon, move up to 3 x REF feet, operate machinery, hack a gun, activate one hacking module, etc. Every named character has 2 actions. Civilians and mooks have 1 action. The Predictor augmentation bestows +1 extra action.

Range Table

10	Point Blank	<5'
15	Short	5-50'
20	Medium	51-300'
25	Long	301-1500'
30	Extreme	1500'+

Hit Location (roll 2d6)

2	Head	2x damage
3	Left Leg	Movement is halved, DIS movement
4	Right Leg	Movement is halved, DIS movement
5-9	Chest	No additional effect
10	Left Arm	Drop held item, DIS using arm
11	Right Arm	Drop held item, DIS using arm
12	Guts	1.5x damage



Cover

Hard cover like steel, concrete and armored glass negates damage completely for any hit location that is behind the cover (eg, if the defender has his lower body behind concrete, any hit location 3, 4 or 12 does no damage). Soft cover like furniture, drywall, car doors or wood reduces damage by 1d6.

Shock

Shock rolls represent extreme wounds, bleeding out, system shock, paralyzing fear, FFF reactions and other unpleasant things that happen during combat.

► **Shock Roll = COOL + BOD + 1d10 vs Difficulty below:**

System Shock (15): if you take 10 HP or more of damage in a single attack, make a Shock roll vs 15 or immediately become incapacitated from system shock/pain/trauma. This can take the form of writhing on the ground, screaming or falling unconscious.

Badly Wounded (15): if you fall below half your normal Hit Points, you are Badly Wounded. Make a Shock roll vs 15; on a failure you have DIS on all rolls until stabilized by the Medical skill.

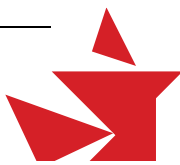
Overdamage: if you take more than 20 HP in damage to a single hit location, that location is permanently destroyed and cannot be healed without reconstructive surgery/augmentations. Taking more than 20 damage to the head instantly kills the character.

Dying (15): when your HP reaches 0 or lower, you are dying. On each of your turns, make a Shock roll versus 15 to live. A failure means your character has died. A successful Medical roll vs 15 can stabilize a character, putting them in a temporary coma (1d6 hours) but keeping them alive.

Automatic Fire

Autofire weapons such as assault rifles and auto-pistols can operate in several modes, described below:

- **Single Shot** = Normal damage. Uses 1 round. 1 action.
- **Short Burst** = 2x damage. 1 action. Uses 20% of magazine.
- **Long Burst** = 4x damage. 2 actions. Uses 50% of magazine.
- **Spray** = ½ damage, hits 1d4 targets. 2 actions. 50% of mag.
- **Suppression** = 2 actions. Same as Spray except targets take no damage if they are behind cover.
- **Aiming** = ADV on attack. 2 actions, single shot only.
- **Called Shot** = Pick location. Add +5 to range difficulty.





Combat Modifiers

Most combat modifiers can be reduced to either Advantage or Disadvantage. Simply count up the modifiers on each side and whoever has more gets Advantage. Advantage and disadvantage cancel each other out. If one side has no positive modifiers and the other has negative modifiers, the latter gets Disadvantage.

Examples of Attacker ADV:

- Target is unaware of attacker (ambush).
- Attacker has a good vantage point for ranged attacks (positioning).
- Attacker is using gear such as scopes, targeting lasers, etc. (enhancing equipment)

Examples of Attacker DIS:

- Target is moving rapidly, dodging, weaving (1 action).
- Target is behind cover (environment).
- Shooting while engaged in hand-to-hand combat.
- Shooting into a crowd of people.

Combat Maneuvers

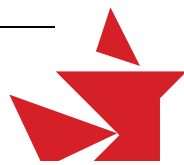
Those characters practiced in martial arts can perform unusual maneuvers associated with their particular style. If a maneuver is unfamiliar to that style of martial arts it can still be attempted, but at disadvantage. The most common maneuvers are:

- **PARRY** – everyone with a combat skill can automatically parry every melee attack directed at them that they are aware of. Martial Arts attacks are automatically contested by the defender with a roll. Attacks that the defender is not aware of require 1 action to parry, and characters without any combat skills must use 1 action to parry.
- **DODGE** – 1 action, allows a Martial Arts test to evade bullet fire or a melee attack. The defender must see the attack coming, must have at least 1 remaining action reserved to dodge, must have plenty of room to move around and must beat the attacker's roll to be successful. On a successful dodge the defender takes no damage.
- **BREAKFALL** – 1 action, allows the defender to absorb the impact of a melee attack and halve the damage upon succeeding on a Martial Arts test. Can only be done 1 per combat turn. Can also reduce damage from falls.
- **PUNCH** – 1 action, normally does 1d4 damage using the fist, elbow or forearm, but knife hand/foreknuckle fist/claw hand/palm strike do 1d6 damage instead. Power punches and double-fist punches using both hands can do 1d8 damage.
- **KICK** – 1 action, the standard karate kick does 1d6 damage. Snap kicks can be performed in confined spaces. Wheel/Crescent/Axe kicks do 1d8 dmg. Roundhouse kicks can do 1d10 damage.
- **SWEEP** – knocks an opponent to the ground, depriving them of



2 actions. Can be done behind the sweeper.

- **JOINT LOCK** – joint lock attacks do no damage unless the defender tries to escape them, in which case they can cause severe pain requiring a Shock roll (difficulty in brackets). Finger locks do 1 point of dmg (10), wrist locks 1d4 (14), elbow or knee locks do 1d6 (16).
- **HOLD** – using both hands the attacker attempts to grapple the defender to immobilize them. If successful the defender is helpless and loses all actions, but takes no damage. Neither can dodge during the hold. Arm, leg, body and neck holds are all possible. A neck hold which continues for 2 combat turns forces the defender to make a Shock (15) test or pass out.
- **JUMP KICK** – requires plenty of room and at least 10' between attacker and defender. Regular jump kick does 1d10 dmg, flying jump kick does 1d10, flying reverse turning kick does 3d6.
- **BODY THROW** – throws an opponent to ground and holds him, success results in 1d6 damage, the defender losing 2 actions and going to the bottom of the initiative order.
- **CHOKE** – 1 action. On the next turn defender must make a Shock roll versus attacker's strike total or fall unconscious. This continues unless the defender can break the choke by rolling over the initial attacking roll. Requires use of both the attacker's hands, meaning no parries, breakfalls, dodges or other maneuvers can be performed by the attacker that turn.
 - **BACKFLIP** – a successful backflip can be used to escape from combat, strike someone behind you or evade ranged attacks while moving your full movement rate. Cannot be performed in confined spaces.
 - **PRECISION STRIKE** – If the martial arts allows it, strikes on pressure points can be used to paralyze or severely damage specific parts of the body. A precision strike is rolled at DIS but if successful can immobilize an arm, leg, eye, finger, etc., or cause 1d10 damage to that specific part. Do not roll on the hit location table.
 - **KNOCKOUT** – strike that attempts to instantly KO an opponent. Uses all of the attacker's actions that turn and can only be attempted by certain martial arts styles. Attacker must have a strike total equal to or higher than 25. The defender must make a Shock roll at a difficulty equal to the attacker's strike roll or immediately fall unconscious for 1d6 minutes. Does not work on cyborgs or anyone with Bodyware augmentations.
- **DEATH BLOW** – strike that attempts to instantly kill an opponent through massive shock. Uses all of the attacker's actions that round and can only be attempted by certain martial arts styles. Attacker must have a strike total equal to or higher than 30. The defender must make a Shock roll at a difficulty equal to the attacker's strike roll or immediately die (heart stops). Does not work on cyborgs or anyone with Bodyware augmentations.



BIOMED

Wounds in Hunter//Seeker can be quite serious and guns very deadly, but as long as you survive the initial damage healing can be quite fast and painless. A variety of drugs, regenerative tissue implants, replacement cultured organs and of course augmentations can quickly repair damage or replace missing limbs. Medicine and surgical techniques are very advanced though never cheap.

Healing

The following tables show the speed at which healing can take place. These are not entirely realistic but are intended to get characters back into the action with a minimum of fuss so as to keep the plot going. Healing relies on three main factors: the patient's BOD attribute, the Medical skill of whoever is fixing them up and the Engineering skill of anyone repairing their augmentations. Once per day of rest/recovery, make these rolls:

- ▶ Patient's COOL + BOD vs Difficulty.
- ▶ Healer's Medical + TECH vs Difficulty.
- ▶ Healer's Engineering + TECH vs Difficulty.

A success on each roll heals 1 hp (max total 3/day) because of the patient's mental and physical toughness, the skill of the medical practitioner, and the skill of cyber-engineer to fix the broken mechano-photonic parts. Characters with no augmentations cannot make the third roll. The cost of drugs, parts, tissues, the services of paramedics & doctors, etc. is shown below. Halve the cost for black market services such as chop-shops and bio-mechanics, but apply DIS because of corruption, low-quality parts and unsanitary conditions.

Healing Table

HP	DIFF	COST PER DAY	WOUNDS
51-100%	10	1d10	Scratches, bruises.
1-50%	15	1d10 x 10	Serious wounds.
0 or less	20	1d10 x 100	Grievous wounds.

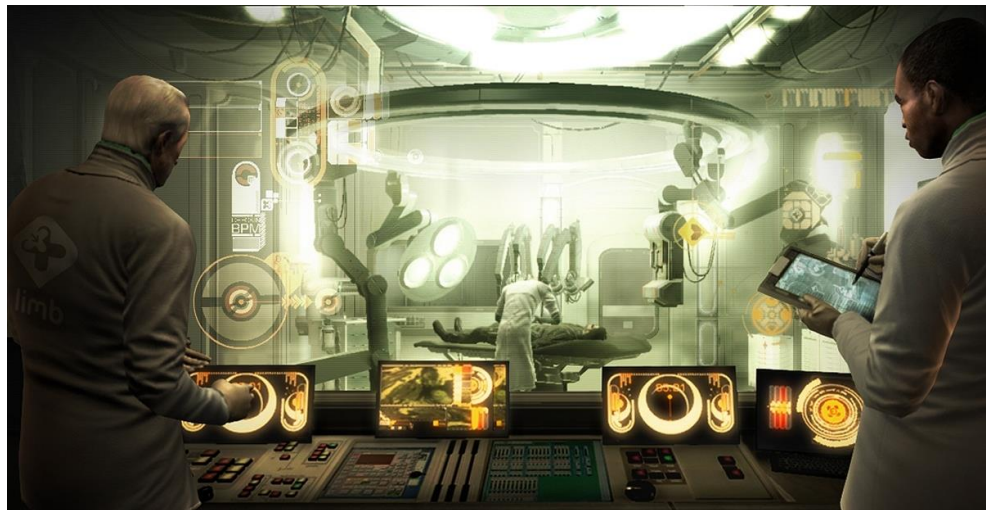
- **Golden Hour:** all rolls within the first 60 minutes of being wounded are at ADV.
- Recovering in a clinic or hospital environment provides ADV.
- An automech provides ADV.
- Trauma patches & biomonitors provide a small bonus to the roll if applied within the first 60 minutes of taking a wound.
- A first aid kit provides a normal roll.
- Having no equipment or a difficult environment (street gutter, jungle, battlefield) gives DIS.
- Black market cost is ½, but rolls at DIS.

Coma

Characters at 0 hp or lower are unconscious and fall into a coma. They must make a Shock roll vs 15 every round until stabilized or they will die. They can be stabilized to 0 hp with a Medical + TECH vs 15 roll (or some stims). Once stabilized, apply the Healing rules in the previous section.

Replacements

Limbs and body parts (other than the head) which were completely destroyed because of overdamage can be replaced with their equivalent biological cultured parts or with new cyberware augmentations (employer's/GM's choice) depending on how rich or cheap the PC's organization may be.

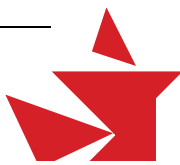


Drugs

"Drugs are the poor man's cyberware."

Consumer drugs are often referred to as *pharms*, and street dealers of exotic drugs (whether narcotics, stims, healing medicine or other concoctions) are usually called *pharmers*.

Drugs are detailed in their own section (to be written).



Skill Descriptions

Skills in Hunter//Seeker are rated from 0 (no knowledge of skill whatsoever) to 10 (perfect mastery of a skill), with common professional level attained around skill rating 6. Below are the descriptions of each skill along with their specializations, and suggested uses of a skill.

ATHLETICS

Represents skill at simple running, swimming, climbing, throwing, leaping, jumping, dodging and lifting. Knowledge of a few sports such as soccer, basketball, baseball, skiing or weight lifting is also included. Athletics is considered one of the four combat skills (with Firearms, Heavy Weapons, Martial Arts) for the purpose of Defence rolls.

BUSINESS

Ability at managing a company, negotiating prices and terms, basic accounting, buying and selling goods, assessing value, black market operations, finance, economics and entrepreneurship. The Business skill is not just good for getting discounts but is also key to understanding and manipulating politics (see Politics skill). Money makes the world go 'round.

CRIMINAL

Includes a hodge-podge of street criminal skills ranging from picking old mechanical locks, finding drug dealers, basic forgery, smuggling, pickpocketing, simple disguise and sleight of hand to grifter cons & scams. Does not include the ability to break-and-enter or bypass any security systems (that's Infiltration), nor the ability to crack safes.

DRIVING

Driving all kinds of ground-based vehicles such as cars, motorbikes, van, trucks, bulldozers and tanks. In 2050 most drivers synch automatically to their vehicle but rely on autoguide systems for convenience, so actual driving skill is rarer than one might expect given the ubiquity of cars.

ENGINEERING

Includes knowledge and praxis of standard mechanical, electrical, civil, aeronautical, naval and space engineering. Characters with this skill can analyze, design and build any number of objects given enough time, tools and materials.

FIREARMS

Ability to fire and maintain revolvers, pistols, PDWs, sniper rifles, hunting rifles, assault rifles, shotguns, dartguns and tasers. This skill includes most light firearms and basic ability in throwing grenades.

HACKING

The ability to break into digital computer systems of all kinds, which are ubiquitous and embedded in almost every physical item in the world. Specializations: Probing, Searching, Breaching, Cracking, Subversion, Countermeasures, Tracing, Control Systems, Psychosurgery, Phantomics, Als.

HEAVY WEAPONS

Ability to fire and maintain large and complex weapon systems such as machineguns, lasers, smart portable missiles,

micromissiles, hydra cannons, empulsers, crew-mounted autocannons, tank cannons, artillery and shielding systems.

INFILTRATION

This skill encompasses entering forbidden areas and bypassing security systems, which are most fearsome in 2050. A combination of stealth, planning, security system knowledge, countermeasures to biometrics and evidence cleansing, Infiltration is the sinister yin to Investigation's yang. Infiltration includes the ability to bypass, neutralize or fool biometrics, and extremely useful skill in a world of mass surveillance.

INVESTIGATION

General awareness, perception, detection of crime scene clues, induction, knowledge of ballistics, forensics, crime scene soft reality reconstruction and other tools of police detectives, judge-advocates and coroners. Investigation is often critical in tracking down targets who are adept at hiding from surveillance systems and mainstream society.

MARTIAL ARTS

The study of melee arts can encompass any physical fighting style, from bar brawling to knife-fighting to oriental and western unarmed historical styles such as Karate, Savate, Capoeira or Gong Fu. Each martial artist must choose one style; this skill can be taken several times if one wants to learn multiple styles. Includes skill with melee weapons if they are a part of the chosen style. Martial Arts and their various bonuses are described in more detail in the Combat section.

MEDICAL

The study of medicine, surgery, disease, pharmacology, field dressing, genengineering and even the implantation of augmentations. Low levels of skill (1-3) indicate first aid capability, mid-levels of skill (4-6) indicate paramedic capability and higher levels (7+) indicate ability equal to a medical doctorate. Medical can also be used to brew custom street drugs.

OUTDOORS

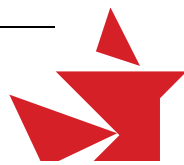
This skill includes knowledge of outdoor survival in various biomes (arctic, jungle, desert, etc.), outdoor (non-urban) tracking, trapping, hunting, wilderness navigation and basic knowledge of plants, herbs, animals and emergency first aid. It also allows one to survive on the streets in urban centres, eating discarded food and finding shelters, as well as knowledge of shortcuts, holes in fences, taxi routes, abandoned buildings and similar urban survival skills.

PILOTING

The ability to control any vehicle other than ground-based ones, including flying jets, helicopters, speed-boats, sailing, autonomous drones, gliders, etc. Includes navigation, sensors and weapons targetting skill.

POLITICS

The ability to control organizations, organize activists, navigate complex bureaucracies, harness government resources, understand group social behaviours, organize tribal loyalties and secure political power. This skill is quite important in Hunter//Seeker because without political backing no Hunter eliminate targets without getting fired or worse. Specializations





include: Policlubs, Blackmail, Promotion, Finance, Law, Negotiation, Deflection, Agitation, Philosophy.

SCIENCE

Knowledge of various fields of science including biology, chemistry, physics, mathematics, astronomy, oceanography, etc. Does not include computer science (use Hacking for that) or any kind of engineering ability. Science can be used to analyze and synthesize chemicals such as drugs, examine corpses (along with Investigation), determine satellite orbits, examine mathematical formulae (used in almost every semi-automated job), determine the physical limits of robots and androids, and more.

SOCIALIZE

The ability to make contacts, friends and allies in various groups and classes of society. This skill has a special quality in that every 1 point in Socialize allows the character to know one group automatically; ie, a Socialize 6 skill allows the PC to socialize with 6 different groups. Choose from the following list: Cyberspace, Mafia, Military, Police, [Ethnicity], [Religion], Government, Corporate, Street, Aristocrats, Academia. Ethnicity is based on ethno-racial groupings such as Chinese, European, American, Latino, Indian, Arab, etc.

SURVEILLANCE

General awareness, bodyguarding, combat initiative, knowledge of various surveillance techniques and devices, from simple shadowing to complex tracking maneuvers, planting spy bugs, ripping data surreptitiously, sensors of various kinds, geolocating targets, tracking down target histories and social networks, etc.

TALKING

The ability to engage in conversation with people face-to-face and get what you want. Includes negotiation, leadership, charm, blather, intimidation, seduction and lying. Talking is used for quick interactions when making a first impression is important; for socializing in groups and networking, use the Socialize skill.

TACTICS

Knowledge of military tactics and tricks, from using integrated tactical battlenets to room-sweeping procedures and more. Tactics is a skill for players who might not have great knowledge of military operations themselves but are playing skilled operators. On a successful roll Tactics bestows certain bonuses to group operations if everyone follows the plan. Tactics is very important for preparing and avoiding ambushes.

Specials&Flaws

Important Note: Specials are entirely optional. The GM should determine if Specials can be taken at the beginning of the game. Specials are unique, over-the-top abilities possessed by PCs and important NPCs, that they are not aware of. They are story elements that significantly enhance the power of PCs and give them action movie-like abilities not possessed by normal people. The GM should take care to determine if Specials are appropriate for his campaign, as they can change the tone of a game entirely. Specials are recommended only for Stylized and Action-type games. Specials can only be used once per combat or scene (unless stated differently in the description), and cannot be improved, gained or replaced once the campaign commences.

ADAPTED – Your augmentations are such a perfect fit that they never require maintenance, anti-rejection drugs or basic repairs. Repairs from major combat damage still need work.

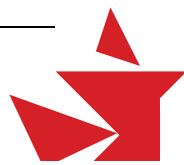
BAG FULL O' GUNS – You can sneak in 1d6 pistols, SMGs, axes, daggers, collapsible sniper rifles and other small firearms almost anywhere, regardless of security, but still subject to GM approval. A corporate arcology is fine, but the Pentagon...probably not. What happens once the guns are out is up to you.

BLACK MARKET – You can purchase any equipment that is completely illegal, and you can sell any Restricted or Illegal items without catching the attention of the police or anyone else.

BLOODBATH – Any NPC designated as a "mook" (unnamed low level opponent) can be killed by you with a single successful melee or firearm shot doing at least 1 point of damage (after armor and other defences).

BOTH GUNS BLAZING – You can use two pistols or light SMGs in each hand, fire them together for maximum effect. For each action you use to shoot, roll twice for damage.

CLEANERS – The organization you work for can provide a team of cleaners who will clean up forensic evidence and scrub one non-public location of corpses, bullet casings, video footage, etc., as long as they can get reasonable access to the location without violence. Cleaners will not enter any combat situations and will only perform their duties when it's safe and quiet (ie, not in the middle of a police chase). The GM determines whether the cleaners are willing to take a risk to enter the scene.



CLIFFHANGER – Your perfect balance and training prevents you from ever falling accidentally, being bowled-over, tackled, thrown by a martial arts move or overborne in a charge. You can also climb almost any surface (like skyscraper panels or ice walls), no matter how slippery.

COVER – You have several (1d6) legends, or impeccable cover identities, that allow you to travel incognito. These are generally the identities of average people useful for blending into the crowd, but if you desire scrutiny or status you can pick someone important. However, once a cover identity is blown, it's gone for good. For a cursory examination, an opponent has a difficulty of 25 to detect your cover, using Surveillance, Investigation, Hacking or other means. A thorough investigation, such as a police officer taking your biometrics at the station, automatically reveals the ruse. You still have to roleplay the cover effectively.

DEPUTIZED – You are legally empowered to make arrests of certain individuals under certain conditions, the specifics of which are up to the GM to determine but are generally limited to wanted persons with a reward out for their capture, persons without valid identification (blanks and zeros) or persons in immediate felony breach of the law putting citizens in danger (such as discharging firearms in a public place). You must be associated with a legal law enforcement organization (police service, bounty hunting company, secret agency, etc.).

EAGE EYE – You only need 1 action to take a Precision Shot for remainder of the combat.

FAMILIA – Pick an ethnic, religious, extended family or ideological group. One per game, that group can back you up in some social way, such as packing a courtroom, protesting in the streets, garnering media attention or rioting in a neighbourhood. You have to attend all their weddings, birthdays, commencements, funerals, etc., and the favours flow both ways.

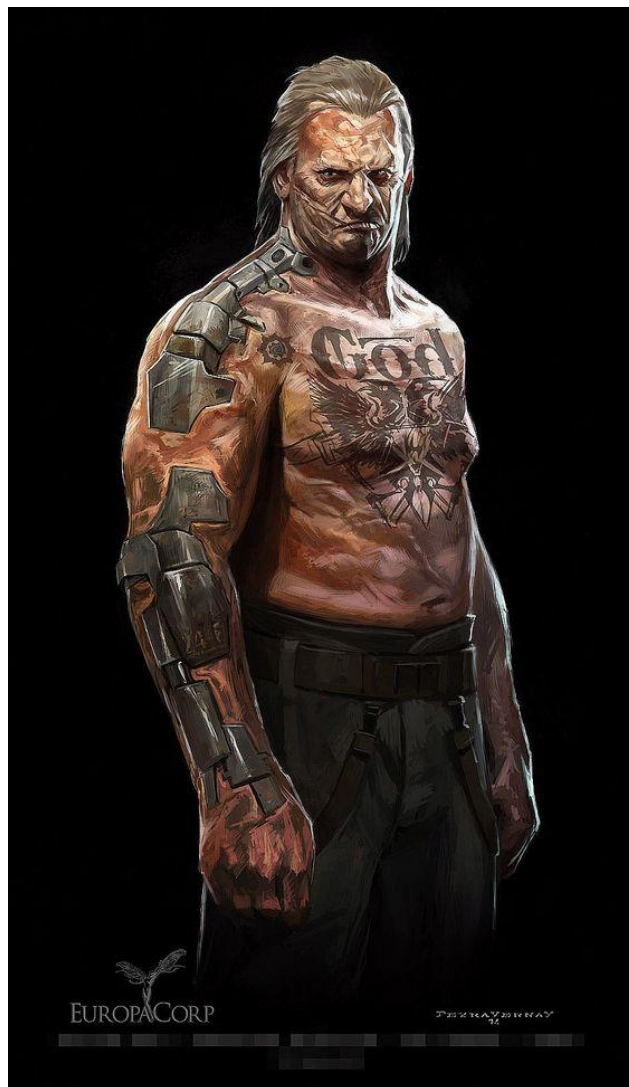
FAST DRAW – At the beginning of a combat you can always go first, regardless of initiative order. This is not allow you to detect ambushes before the first enemy makes an attack, however.

FLYING SHOT – Using 1 action you can move your entire movement distance (REF x 3 meters) and simultaneously take a shot using a firearm.

FRENZY – You freak out (screaming, jumping around, attacking, etc.) and gain 10 points of Armor for the remainder of the combat. This precludes any stealth maneuvers, obviously.

GADGETEER – You can build small gadgets and gizmos from common parts found in garages, kitchens, labs, construction sites, copy rooms, server racks and other similar places, and you carry a bag of spare parts with you everywhere. You get ADV on Engineering, Medical and Science skill rolls to create surveillance bugs, antennas, improvised grenades/napalm, drugs, pocket pistols, noise generators and more. See equipment section for ideas, but preferably devise your own.

GOOD LISTENER – People around you seem to instinctively trust you and are willing to be much more open and talkative in your presence as long as you don't represent a threat to them.



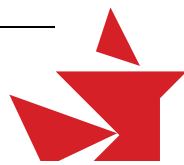
You have ADV on any skill rolls to charm, seduce or impress people. In Stylized games, villains will inevitably explain their nefarious plans to you, and in Gritty games people will accidentally slip up and reveal important information.

LETHAL WEAPON – Your training allows you to turn any object around you, from a pen to a vase to a towel, into a lethal weapon that does 1d10 points of damage.

LICENSED – You have a state or national license to transport military-grade weapons & armor, for a specific purpose (ie, transporting explosives to construction sites; transporting sniper rifles to a military test range). Using them in a public location is another matter, however. This is not a "license to kill".

LIGHTNING RELOAD – You can instantly reload all your weapons without taking any actions.

MATES – You have drinking buddies everywhere, so that there's a 1 in 6 chance you know anyone you meet in a low-level position, from the security desk jockey to the shop supervisor to the courier to the truck driver who happens to be dropping off a box of supplies at the office dock. Roll 1d6, on a 6 you know the





person socially. Doesn't mean you're best friends though, and the social interaction is entirely up to you.

NEXTPLOER – As a hacker you've visited almost every Zone and Grid in the world, making you intimately familiar with exotic operating systems, interlock custom procedures and the idiosyncracies of hacking foreign overnets. You don't have the DIS penalty for travelling to foreign zones/grids.

NINE LIVES – If you are killed, you are instead placed into a temporary coma from which you can be revived by a Medical (20) roll. This Special can only be used 8 times.

OVERMIND – You have interacted with AIs since an early age and are closely familiar with their behaviour and personalities. You have ADV on all interactions with AIs/Monads, including hacking attacks.

PATHFINDER – You are always aware of your precise location, direction, altitude and place in a building. You "know" the fastest way to the place you want to go. This gives you ADV on any chase scene rolls related to travelling.

PETS – You have a brood of 1d10 low-intelligence drones/chimerics/robots/clonals that you have a lot of affection for. You'll need the Engineering (for drones/robots) or Medical (for chimerics/clonals) skills to repair and improve them. These pets are legal but their presence may not be welcome everywhere, and upkeep can cost quite a bit.

REPUTATION – You can choose a reputation that will be widely known in the particular social circles that you frequent, whether it's street gangs or corporate executives. The reputation can be based on fear, trust, liking, hatred or whatever other basis you desire, but it works whether you want it to or not (ie, if your reputation is as a Stone Cold Killer, everyone in the merc/street communities will know you as that).

SCROUNGER – You can find the normal equipment you need (excluding vital plot items) in almost any location. Visiting a friend's house? He coincidentally owns an AR-15 rifle. Breaking into a lab? Someone left a scramble suit here by accident. Sleeping in the sewers? A fresh pizza might float by, etc. But remember, just because you found it doesn't mean you own it.

SIGNATURE WEAPON – You have one, single, unique, personal weapon – an heirloom or custom-made special – that bestows ADV on any attacks. If this weapon is lost or destroyed, it cannot be replaced. Ever. The weapon has to be personalized and named.

SKILLZMASTER – You have 1d10 skillchips at rating 2, chosen by you. You still need the Skillsofts and Skillwires augmentations to use them (for mind and active skills respectively).

SPLATTERPUNK – You do an extra 1d6 points of damage with each attack, and everyone killed by you dies in the most horrible manner imaginable (bullets through the eyeball, head exploding, guts spewing out, skin on fire, etc.).

FLAWS

When generating a new character, you can roll a 1d10 to determine your flaw. Keep it secret from the other players. In stressful situations like combat, under duress, performing in front of people or other situations, your flaw may reveal itself. GMs are free to impose and interpret Flaws as they see fit in keeping with the tone of the game. Roll COOL x 2 +1d10 vs 15 to resist your compulsion.

EGOMANIAC – You always want it your way when the stakes are high. If people don't follow your plan or wishes and you fail your compulsion, you get Disadvantage for the next 2 actions.

BLOODTHIRSTY – You don't like taking prisoners or showing mercy. Given the choice between peaceful resolution and battle, you'd prefer to spill some blood on a failed compulsion roll.

SNOB – You don't like interacting with people you consider to be your social inferiors. DIS when doing anything for them on a failed compulsion roll.

CHATTY – You can't resist talking to strangers. If you fail your compulsion roll, get DIS for two actions if you have to be quiet when other people are around.

DEPRESSED – You always assume the worst of other people and yourself and have trouble getting out of bed. DIS for 2 actions whenever you have to be upbeat or appear cheerful.

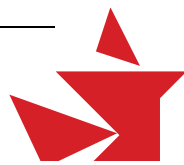
DRUG ADDICT – Your urges have to be satisfied at the most inconvenient moments, and they're not cheap either. Spend \$1d6x100 / month on your habit, and if you don't get your daily dose you get DIS on all actions until you do.

KLEPTOMANIAC – If you fail your compulsion roll once per day you can't resist swiping small shiny things, especially from friends and colleagues. You should probably get the Criminal skill or things will not go well. You hoard these things.

CALLOUS – You don't care about other's feelings nor about your own interests. Failed compulsion check means you get DIS on the next social interaction with other people.

BACKSTABBER – You don't trust your comrades and are willing to sell them out for anything... but they suspect you too. A failed compulsion check means you might make contact with your group's enemies and try to make a secret deal.

OBSESSIVE – You have an intense focus on some designated minutiae (such as sorting your clothes, or being clean, or never firing a gun on Sundays) which, if not fulfilled, bothers you so much that it imposes a DIS penalty on all actions for 1 hour.





EQUIPMENT

Cybernetic systems may be advanced but the cutting edge of equipment is still more advanced.

Armour Modifiers

Stopping Power (SP) subtracts damage from firearm damage. It also has an encumbrance value (EV) that subtracts from any skill or attribute tests involving physical motion, such as Initiative, reaction time, Athletics or even Surveillance if the armour covers the head/face. Armour cannot be stacked. Armour degrades by 1 point whenever it takes firearms damage, which can be repaired with an Engineering test (difficulty = SP). Soft armour is halved when damaged by melee weapons such as swords or knives.

Equipment Stats

The tables on the following pages contain list of weapons, armour and equipment with statistics for each piece of equipment:

SP – Stopping Power, protects against damage.

Concealability - determines what clothing is needed to conceal a weapon: P for pocket/pants, J for jacket/coat, L for long coat, N for not possible.

Cost - The listed cost is for the rating 1 version, to get other costs multiply the Rating x Cost to get the total cost.

DMG – is the weapon damage.

EV – Encumbrance Value, subtracts from all tests when

performing physical actions (and actions involving the senses if a helmet is included).

FW – This Firewall rating is the base if the vehicle is not hooked to any other overnet system. Otherwise, use the FW of whichever System owns the vehicle (eg, a Police car would have the PD FW).

Handling – a small modifier to Piloting skill tests based on the responsiveness, maneuverability and quality of a vehicle.

Modes - Fire Modes are: Single Shot (SS) which only allows 1 round to be fired per action; Semi-Automatic (SA) which allows for short bursts; and Fully Automatic (FA) which allows all bursts, sprays and suppressive fire.

Rating - The bonus that an item adds to any roll it is involved in.

Rnds – the number of rounds in a weapon's magazine.

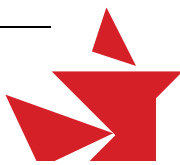
Speed – the effective maximum speed of a vehicle, set to a scale from 1 (slowest, a scooter) to 10 (fastest, a fighter jet).

Type (Armour) – Soft armour is flexible but is halved when defending against melee weapons. Hard armour is inflexible but is equally tough against melee weapons as against firearms.

Type (Equipment) - Denotes which skill is most related to the piece of gear and should be used with it.

Legality – of buying and/or possessing the item. U = unrestricted, anyone can buy it; R = restricted, only designated police/military authorities can buy it; I = completely illegal, nobody can own this and the penalties for possession are severe.

WA – Weapon Accuracy. Adds or subtracts a small bonus to the attack based on the weapon's quality.





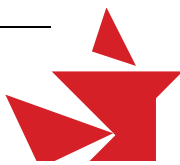
ARMOUR

NAME	SP	EV	COVERS	TYPE	COST	NOTES
Skinsuit	2	-	Torso, Arms, Legs	Soft/Light	2,000	
Kenbishi Bandages	2	-	Torso, Arms, Legs	Soft/Light	800	Can be stacked with clothing/armor
Leather jacket	4	-	Torso	Soft/Light	200	
Carbonweave clothing	4	-	Torso, Arms, Legs	Soft/Light	6,000	Corporate suits, dresses, etc.
Spidersilk longcoat	6		Torso, Arms, Legs	Soft/Light	3,000	Can be stacked with Kenbishi.
Kevlar vest	10	1	Torso	Soft/Light	500	
Armor jacket	14	2	Torso, Arms	Soft/Medium	1,000	
Liquid armor	16	3	Torso	Soft/Medium	900	Shear-thickening gel
Spectrashield	20	4	Torso, Arms, Legs	Hard/Medium	4,000	
Dragon skin	22	6	Torso, Arms, Legs	Hard/Heavy	5,000	
Medium Adaptive Armor	20	4	All	Adaptive	25,000	Reconfigures with sensor data.
Riot Gear	24	6	All	Hard/Heavy	10,000	
MetalGear	26	5	All	Hard/Heavy	50,000	Air Filter, Comms
SPAT Cybershell	30	4	All	Hard/Heavy	150,000	Air Filter, Sensors, Comms, ECCM 2
Combat Mask	2	1	Head	Soft/Light	100	
Steel helmet	10	2	Head	Hard/Medium	200	
Military helmet	16	2	Head	Hard/Heavy	500	
Riot Shield	22	8	All	Hard/Heavy	2,000	Requires 1 hand (no rifles, etc.)



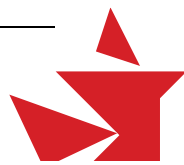
VEHICLES/DRONES

TYPE	NAME	HAND	SP	FW	HP	SPEED	NOTES
Cheap Car	Guangzhou Finback	-2	2	12	80	3	
Family Car	Changfeng Kèkào 可靠	0	4	14	120	4	Autopilot 2. "Reliable"
Fast Car	Eagle Dynamo	+1	6	18	150	5	Autopilot 3.
Family Van	Eagle Outbacker	-1	10	14	170	3	Autopilot 1.
Security Van	Armatech Armadillo	-2	30	20	250	3	Autopilot 3.
Aerocar	Eagle Highliner	0	4	20	80	5	Autopilot 2.
Aerocar	Changfeng Luxe-5000	+1	10	22	100	6	Autopilot 2.
Aerodyne	Eagle Glyderon	+1	20	23	200	7	Autopilot 2, ECM 1, ECCM 2.
Aerodyne	Armatech VT9 Luffer	+2	26	23	300	7	Autopilot 3, ECM 2, ECCM 2. Aeromorphic.
Motorbike	Alvaron-Voss KLVR	+1	16	18	50	5	Autopilot 1.
Motorbike	Changfeng Brilliance	+2	6	18	40	6	Autopilot 2.
APC	Oshkosh Taurus ZK40	-1	40	26	500	4	Autopilot 1. ECCM 2.
Microdrone	Genesys Moskit	0	0	12	4	2	Basic surveillance drone. ECM 1.
Microdrone	Alvaron-Voss Firefly	+1	0	13	4	3	Stealth surveillance drone. ECM 1. Infiltration 1.
Drone	Changfeng Bào fù 报复	0	2	12	10	3	Basic sensor platform. Surveillance 2. ECCM 1. "Retaliate"
Drone	Quizatl Halcon	+1	5	14	12	4	Police sensor platform for Groundscan. Surveillance 4. ECCM 2.
Combat Drone	Eagle Pterosaur	+1	10	26	20	5	1 light weapon. ECM 1. Firearms 2. Surveillance 2. ECCM 2.
Combat Drone	Tesla VIK-300	+1	12	28	24	4	1 heavy weapon + 1 missile. ECM 2. Hvy Wpns 3. Surv 2. ECCM 3.
Helicopter	Armatech Venzera	-1	20	28	200	6	1 hvy wpn + 1 missile. ECM 2. ECCM 2.
Cargo Truck	Oshkosh Granite-5K	0	32	24	250	4	ATV, huge storage, portable apartment/lab/safehouse. ECM 2.



WEAPONS

Type	Name	DMG	WA	Rnds	Modes	Conc	Cost	Notes
Light Pistol	BudgetArms C-13	1d6	-1	8	SS	P	150	
Light Pistol	Norinco Cybermag 15	1d6+1	-1	10	SA	P	100	Unreliable
Light Pistol	Federated Arms X-22	1d6+1	0	10	SA	P	300	
Medium Pistol	Armatech Avenger	1d10+1	0	10	SA	J	500	
Medium Pistol	Norinco Streetmaster	1d10+3	0	12	SA	J	500	Unreliable
Medium Pistol	Shang Upholder 10mm	1d10	0	14	SA	J	600	
Medium Pistol	Federated Arms X-9mm	1d10+1	0	12	SA	J	600	
Heavy Pistol	BudgetArms Auto-3	3d6	-1	8	SA	J	700	Unreliable
Heavy Pistol	Stermeyer Type 35	3d6	0	8	SA	J	800	
Very Heavy Pistol	Armalite 44	4d6+1	0	8	SS	J	900	
Very Heavy Pistol	Colt AMT	4d6+1	0	8	SS	J	1000	
Very Heavy Pistol	Shang Repulser 11m HV	4d6*	0	18	FA		1300	HV ammo, misfire 1/6 chance
SMG	Uzi Mini-auto-9	1d10+1	+1	30	FA	J	950	
SMG	H&K MP13	1d10+3	+1	35	FA	J	900	
SMG	Shang Assault II	1d6+1	+1	50	FA	J	800	
SMG	Norinco Minami 10	1d10+3	0	40	FA	J	1000	
SMG	H&K MPK-9	1d10+1	+1	35	FA	J	1040	
Heavy SMG	Stermeyer SMG-21	3d6	-1	30	FA	L	1000	
Heavy SMG	H&K MPK-11	4d6+1	0	30	FA	L	1400	
Heavy SMG	Ingram MAC-14	4d6+1	-2	20	FA	L	1300	
Hunting Rifle	Eagle Ranger .303	6d6	+1	6	SS	L	1000	
Assault Rifle	Armatech Ronin	5d6	+1	35	FA	N	900	
Assault Rifle	HK SF90 HAR	5d6	0	30	FA	N	1000	
Assault Rifle	FN-RAL	6d6+2	-1	30	FA	N	1200	
Assault Rifle	Kalashnikov AK-80	6d6+2	-1	35	FA	N	1100	
Assault Rifle	United Ballistics IBSF-200	6d6	+1	20	SA	N	5000	
Sniper Rifle	Armatech L96 Deep Penetrator	6d6	+1	12	SS	N	10,000	
Sniper Rifle	United Ballistics EMXRAD	7d6	+1	10	SS	N	15,000	Anti-material, -1d6 vs people
Shotgun	Denel Rapid Pro-12	4d6	-1	20	SA	N	1800	
Shotgun	Stermeyer Stakeout 10	4d6	-2	10	SS	L	900	
Cannon	FN "Fenris" 20mm	4d10	0	50	FA	N	4000	Smart rounds
Cannon	Armatech M56-Mk2 "Shiva"	4d10+2	-1	45	FA	N	6000	
Missile	Scorpion 16	7d10	-1	1	SS	N	6000	
Missile	Spike SS-30 PAML	8d6	+1	4	SA	N	20,000	Portable Autonomous
Missile	Switchblade SS-42 PAML	7d10	+1	4	SA	N	25,000	Portable Autonomous
Missile	M110 HIMAT B. Missile	10d10	+1	1	SS	N	60k	Requires targetting first
Missile	Brilliant Micromissiles	1d6	+1	1	SA	L	5,000	Requires targetting first
Grenade Launcher	Armatech RPG-A	6d10	-2	1	SS	L	3000	
Grenade	Armatech HEX	6d6	-2	1	SS	P	60	Hits 1d4 targets if grouped.
Grenade	M51F Bounding Frag Grenade	5d6	+1	1	SS	P	200	Bounces around
Grenade	Armatech PLINK Microgrenades	1d6	+1	1	SS	P	80	Blast, smoke, spectral.
Explosive	C-6 Flatfire Plastic Explosive	8d10	0	1	SS	P	200	Per Kg
Explosive	Armatech PROM-8 Mine	6d10	0	1	SS	L	700	In a 30-foot radius.
Flamethrower	Armatech F-253	2d10+	-2	10	SS	N	3000	
Microwaver	Techtronica Microwaver	1d6*	0	10	SS	P	800	
Laser	Armatech Electric Laser	1-5d6	0	10	SS	N	9000	Unreliable
Laser	Argus SL-9b4 Point Defence Laser	8d10	+1	100	SS	N	30k	Portable Autonomous
Needler	Avante P-1135 Needler	drugs	0	15	SA	P	400	Poisons, useless vs armor
Squirt gun	Enexter AKM Powersquirtter	drugs	-2	50	SS	J	50	Liquids of any kind, drugs
Paintball gun	Nelspot "Wombat"	drugs	-1	20	SS	J	400	Paint, poison, gas, drugs
Taser	Armatech Quad Taser	stun	-1	10	SS	J	120	
Bow	Denel Tomcat c-bow	4d6	0	12	SS	N	300	Gyrostabilized
Bow	Eagle Stryker x-bow	3d6+3	-1	12	SS	N	440	
Blade	Switchblade/Shuriken	1d3	0	-	-	P	30	
Blade	Combat knife	1d6	0	-	-	P	100	Buckmin-foam alloy
Blade	Sword	1d10+2	0	-	-	N	500	
Blade	Kendachi Monoknife	1d10	+1	-	-	P	400	
Blade	Kendachi MonoKatana	4d6	+1	-	-	N	1200	
Electric Fist	SPM-1 Battleglove	3d6	-2	-	-	L	1800	





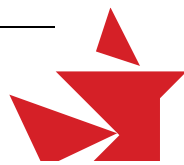
AMMO

CODE	NAME	EFFECT
AP	Armor-Piercing	+1d6 damage vs armored targets. -1d6 damage against targets with no armor.
AB	Airburst	Negates cover, ½ damage, hits 1d4 targets.
APEX	Anti-materiel	+1d10 against vehicles.
JHP	Hollowpoint	+1d6 damage vs unarmored targets. -1d6 damage against armored targets.
EX	Explosive	+1d10 damage, single shot only, very expensive.
EP	Electropulse	Shorts out augmentations (make BOD test vs 15 for each one). Shielding protects against this.
SC	Signal Scrambler	Disrupts all communications (including battlenets) in a 50' radius.
HV	Hypervelocity	Shreds hard targets, +1d10 against cyborgs, -1d6 against soft targets; overheats and damages weapon.
GL	Glaser	-1d6 dmg, does not hit friendlies on Fumble. Does not ricochet, avoid civilian casualties.
INC	Incendiary	starts fires, initially -1d6 damage but +1d6 fire dmg/rnd for 1d4 rounds unless put out.
IBSOF	Programmable	ADV to hit. Imprint Ballistic Solution on Firing, smart rounds go around corners when target-locked.

Multiply the Cost x Rating to get the final price!

EQUIPMENT

TYPE	NAME	EFFECTS	RATING	COST	LEG.
Medical	Aegis Filmsuit	Protects against disease, bioweapons, some chemical wpns.	1-5	100	U
Medical	Biomonitor	Monitors vital signs and body integrity, helps with first aid.	1	1,000	U
Medical	Trauma Patch	Healing cocktail of drugs, adds bonus to revive dying person.	1-5	500	U
Medical	Derms	Allows for a quick injection of drug via DMSO.	1-5	50	U
Medical	Clotis Generator	Creates clonal tissue & organs, genengineering kit.	1-5	3,000	R
Medical	Automedic	Helps with complex surgery and medical operations.	1-5	5,000	U
Medical	Neuro-agents	Temporary memory attribute enhancements, see drug section.	1-5	5,000	I
Investigation	Medical biosampler	Medical sample analyzer, detects diseases/drugs/augs/etc.	1-5	500	U
Investigation	Portable Sniffer	Portable chemical detector/hyperspectral analyzer.	1-5	500	R
Infiltration	White Noise Generator	Makes it more difficult to intercept conversations.	1-5	500	U
Infiltration	Wirepack	Whips out tendrils for climbing safety.	2	500	R
Infiltration	CS-101 "Raven" Stealtsuit	Basic electro-optic stealth camouflage.	2	2,000	R
Infiltration	M292 "Panther" Stealtsuit	Advanced electro-optic stealth system, morphic, enviroseal.	4	15,000	R
Infiltration	Alphawave Memory Scrambler	Confuses and scrambles short-term memories for 1d6 minutes.	-	3,000	R
Infiltration	Genebomb	Floating cloud of random genetic traces, more difficult to ID.	4	500	I
Infiltration	Scramble Suit	A congerie of randomized body & face pictures, can't ID wearer.	5	15,000	R
Infiltration	Degausser	Removes trace electromagnetic signatures. +Rating to Infiltration.	1-3	5,000	R
Hacking	Credstick Verifier	Checks the authenticity of portable credit systems.	1-5	200	U
Hacking	WORO discs	Write Once Read Once self-destructive data storage medium.	-	500	U
Hacking	Skillchips	Imprinted skills. Rating 1 = \$500, 2 = \$5,000 3 = \$50,000.	1-3	*	U
Hacking	Brainbug	Implant that can alter some human behaviour.	1-5	20,000	I
Hacking	ECM Gear	+ Rating to Firewall. EM spectrum manipulators that disrupt sensors.	1-5	2,000	R
Hacking	ECCM Gear	EM spectrum manipulators that defeats ECM gear.	1-5	5,000	R
Hacking	Imprint datoots	Tattoos that contain imprinted, encrypted data.	1	600	U
Surveillance	Bug scanner	Detects small surveillance devices within 20' x Rating	1-5	1,000	R
Surveillance	Digital Tagger Cloud	Sprayable cloud of RFID tags that track people/things.	1-5	200	U
Surveillance	Camera nanodrones	Mesh networked mobile microsensors	1-5	1,000	R
Science	Bioreactor	Portable chemistry synthesis lab.	1-5	2,000	R
Science	Proteus Ecoformer	Creates gardens, programmed genetic protection.	1-5	2,000	U
Science	Sonic shield	Protects against suggestion & pacifier ultrasonics	1-5	500	U
Misc	Trideo projector	Displays phantomic images of increasing reality	1-5	2,000	U
Misc	Portable Coverwall	SP 20, fold-out wall 4'x12', folds into 2' tall cylinder, 15 lbs.	20	2,500	R
Misc	Portable Sentry Gun	5d6 dmg, Firearms 2+4 REF, Surveillance 2. Spectraview sensors.	2	3,000	R





AUGMENTATIONS

Cybernetics have become more advanced and more integrated with bioware implants. The term augmentation is now in more common usage than cyberware, the latter usually referring to older, inferior mechanical models of years past. In lieu of permanent modifications such as cyberarms, many people opt for less-invasive but temporary retrogenic viral enhancements to neurology, memory, ability or prowess.

Augmentations are broken down into 5 groups: Senseware, Bodyware, Neuralware, Ninjaware and Riggerware. Senseware improves the senses; Bodyware improves strength, toughness and natural biological organs; Neuralware increases mental capabilities, attractiveness and speed; Ninjaware improves stealth, concealment and speed; and Riggerware enhances linkages to vehicles and drones of all kinds.

Augmentations are not cumulative between people, even if they are linked together. Two people with BattleNet implants do not get a +2 bonus each. Augmentations are cumulative for a single individual. For example, a combat medic with Memory Bank and Mindcore installed would have a cumulative +2 to INT.

Augmentation costs are rarely self-financed because of the expense: most will run into the tens if not hundreds of thousands of dollars. It is more usual for them to be financed by an outside organization, such as a bank, megacorporation, state agency, military, NGO or criminal enterprise. It goes without saying that these organizations expect to see a return in their considerable investment. The business of reposing the augmentations of clients who fall behind on their payments is a profitable one. See Paying For It All on page XX for more details.

SENSEWARE

A grouping of augmentations designed to bolster sensors and improve perception. Bonuses from senseware tend to be for skills involving perception, one of the five senses or targeting.

ACTIVEARRAY

A miniaturised millimetre-wave scanner and phased-array radar that detects and identifies objects, lifeforms within a 360°-wide 50' radius.

Bonus: +1 Surveillance and Tactics.

BATTLENET

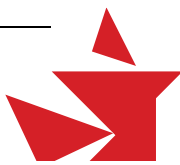
An implant that coordinates communication between team members, thereby improving their tactical awareness and fighting ability. Shares battlefield information such as the position of known friendly and enemy forces, wounds of combatants, firing arcs, direction of motion (if paired with Hyperoptics and Spectrview), ammo supplies and more (GM's discretion).

Requirements: each member of the team must have a BattleNet augmentation installed, otherwise the bonus is forfeit.

Bonus: +1 to strike.

CONFOUNDER

An implanted electronic warfare system that disrupts enemy sensors and feeds them false information whenever possible. Confounders attempt to subtly shift the plotted position of their





host, jam commlines and feed anomalous data to full-spectrum sensors, making it much harder to hit the host.

Bonus: +1 to Defence tests if the attackers are using sensors.

HYPEROPTICS

A complex array of light amplification, night vision, infrared, ultraviolet, image magnification, image enhancement, flare compensation and software recognition algorithms.

Bonus: +1 to Surveillance & Medical.

LABTOUCH

Improves the sense of touch, allowing for instantaneous spectrographic analysis of any material touched by the fingers, and also perceives trace materials smaller than that visible to the human eye. Also called Sensorskin, a variant used frequently in pornography to records and enhance full-body pleasure.

Bonus: +1 to Investigation.

OLFACTORY BOOSTER

Improves the sense of smell and includes chemical analyzers that can quickly detect chemical compositions, dangerous substances, remnants of device use and other minute traces.

Bonus: +1 to Surveillance Tests.

SENSORIUM

A complete set of sensory enhancements to allow full access to the electromagnetic spectrum. Includes infrared, ULF, UHF, hyperspectral analyzers, 360-degree vision, micro-radar, millimetre-wave body scanners allowing vision through walls and many other sensors. This ultimate sensory augmentation increases battlefield awareness, makes it almost impossible to be surprised (except when sleeping) and improves both melee and ranged fighting skills.

Bonuses: +1 Tactics, +1 Defensive rolls (eg, Dodge or Parry), +1 Driving/Piloting, Cannot be ambushed.

SMARTLINK

A body implant that connects to special hardware installed inside a gun to coordinate and improve shooting. A smartlink is a fast processor that takes into account a target's motion, prevailing environmental conditions such as snow, fog, rain and wind, and intervening obstacles and many other factors, then locks on to the target and fires the gun at the optimal time to improve accuracy.

Bonus: +1 to strike with a smartlinked gun.

SPECTRAVIEW

Hyperspectral sensors that go into the extreme range of the electromagnetic spectrum, utilizing millimetre wave, UHF, ULF and other frequencies to build a complex 3D virtual reconstruction of the world around the user. Spectraview allows one to track the locations of objects beyond visual range and hone in on moving objects/people, somewhat like realtime radar.

Bonus: +1 INT.

TARGETTER

A targetter is a tiny fly-sized sensor that can be released from an implant or a gun holding compartment, which tracks down a target, then releases telemetry that allows smart munitions to hit

the target. It takes 1 round for a targetter to lock-on to its target, after which it provides a bonus to hit.

Bonus: +1 to strike with a gun.

NINJAWARE

Deals with augmentations that aid in stealth, disguise, concealment, movement and appearance.

BODYSCULPT

Cosmetic surgery that can immensely improve a person's beauty, from altering cheekbones to breast improvements to removing fat and changing the complete physique of the person.

Bonus: +1 CHA.

CHROMASTYLE

Cosmetic augmentations that can include anything from glowing serpent skin to digitally-controlled hair coloration to prehensile tails and cat eyes. These kinds of implants are generally accepted and considered cool in cosmopolitan locations, but the bonus may become a penalty in more conservative locations.

Bonus: +1 CHA.

DAMPER

Baffles, heat sinks, radar absorbers and other systems that reduce a person's total electromagnetic emissions and garble their signature.

Bonus: +1 Infiltration.

DEPATTERNIZER

A series of camouflage systems that break down a person's normal rhythms and patterns, from gait interrupters to microscopic face twitchers. A Depatternizer is both an internal and external system that alters body movement, heat signatures and other biometric characteristics to make it more difficult for scanners to locate and ID the individual.

Bonus: +1 Infiltration.

ELECTROCLOAK

A system of malleable webbing and polymorphic materials on the surface of the skin that allows for complete camouflage.

GECKO

Clusters of sticky/greased pads and filaments allow one to climb vertical surfaces, leap huge distances and crawl through narrow vents. Not quite Spiderman but close. Does not function underwater or in perfect vacuum.

Bonus: +1 Athletics.

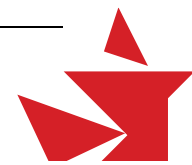
HYPERSTEP

Allows one to move very rapidly across spaces using reactive fluidic leg structures. Sometimes comes in digitigrade formats.

Bonus: 2 x regular movement rate.

PROTEUS

A whole-body augmentations within the skin of upper muscle tissue that allows control over a person's physical appearance. The Proteus implant allows one to change one's hair color, skin





color, age (through wrinkle control), race (eye folds and skin color and up to 2 inches of height). Skin moles, cataracts, and other minor cosmetic characteristics can be added or subtracted at will. Complex transformations require 1d6 rounds to complete.
 Bonus: +2 Infiltration/+4 Disguise specialization.

SHIELDING

Coatings and implant covers that shield internal augmentations from detection by scanners. Perfect for concealing highly illegal cyberware and getting through airport customs without a SWAT team descending on your location.
 Bonus: Internal augmentations cannot be detected by any except the most advanced military scanners (Difficulty 25).

SPECTRE

Skin and hair implants plus phantomic projectors that generate an electromagnetic chameleon-like cloak over the augmentee, perfectly blending them into the background.
 Bonus: +1 Infiltration, +1 Criminal.

NEURALWARE

Improves the performance of the brain, nervous and limbic systems, increases mental proficiency and improves behavioural response controls.



ARTICULATION

Special coatings, carbon-nanotube structures and armatures designed to increase joint function, bestowing opposable knees, elbows and fingers. The Articulation augmentation improves whole-body agility, coordination and makes it impossible for opponents to perform joint-locks on the augmentee.
 Bonus: +1 REF, joint locks ineffective.

MEMORY BANK

A holographic memory storage array connected via bio-circuitry to the brain's prefrontal cortex, allowing for expanded memory recall, better short-term memory retention and deeper brain-body skill integration. The cheaper and older variant memory banks had cybernetic nodules protruding from the skull as they could not completely fit within the braincase.
 Bonus: +1 INT.

MINDCORE

Essentially a supercomputer embedded in the brain, a Mindcore allows for superfast calculation, immense and rapid network connectivity, parallel computation, n-tier multitasking and other advanced brain-interface computing, all without the need for portable photonic devices.
 Bonus: +1 INT.

PAIN BLOCKER

A system of neural shunts and relays that dampen the pain response while still allowing the nervous system to convey information and signals properly. Earlier versions of this augmentation increased fatalities because of improper registration of wound information, but the latest models are excellent at reporting wounds and pain while ignoring their shock effects.
 Bonus: Ignore the Badly Wounded penalty. +ADV to Shock tests.

PREDICTOR

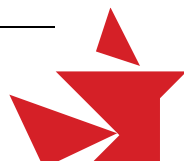
An implant containing a very specialized AI that calculates the probable location of all persons and objects perceived by the wearer several seconds into the future. Knowing the probable trajectories of objects as small as bullets can be a tremendous advantage in combat and ambush situations.
 Bonus: +1 Action.

PROFILER

A sophisticated behaviour profiling and reaction inference system that analyzes the target while you are speaking to them. The Profiler provides information about the subject (from private and public databases) and speech prompts which assist the augmentee in optimizing human-to-human interaction. Essentially this implant allows you to detect people's motivations, whether they are lying, their mood and other behavioural info. Does not work on non-human entities.
 Bonus: +1 CHA.

SKILLSOFTS

Brainwave prints of specialized skillsets that have been encoded into chips are known as skillssofts, and these can be used to instantly gain a skill specialization that one does not know. Prices are by rating: 1 (\$500), 2 (\$5,000) or 3 (\$50,000). Only mental





skills such as Philosophy or Architecture can be reproduced by skillsofts and each skillsoft imparts only that particular specialization. Active skills such as Acrobatics or Martial Arts require Skillwires.

SKILLWIRES

Implanted nervous system analogs that can precisely mimic certain skills, but not to any great degree of mastery. Together with skillchips, skillwires allow their wearer to perform physical skills such as Athletics or Piloting by coordinating both mental knowledge and the body's movement. Skillwires have a limit of 3 for skills and only skill specializations can be taken (eg, Pilot Jets). Only 1 skillwire chip can be implanted in a person at a time.

STRESSPOINT

Detects stress markers on a target's body when speaking to them. Faint tells, tics and emotional reactions are detected by this visual system, allowing the user to improve their interaction with the target.

Bonus: +1 COOL.

SYNAPTIC ACCELERATOR

Bioware that connects special glands to the body's adrenaline system, nervous system to temporarily improve reflex and reaction time. Accelerators boost the users REF by +1 for 1d10 minutes, 3 times per day only, after which time they need 24 hours to recharge.

Bonus: +1 REF for 1d10 minutes.

SYNTHROMONES

A series of small pouches implanted into the sweat glands which allow one to secrete a broad range of mood-altering pheromone chemicals into the surrounding air. Syntheromones affect everyone in a 10-foot radius around the secreter and cannot be targeted on only a single person. While they provide a bonus to CHA in the right circumstances, they are not foolproof and still require a Talking test to have the desired effect.

Bonus: +1 CHA.

SIMULATOR

Creates a detailed virtual reality reconstruction of a space up to 30' x 30', allowing the user to quickly cycle through a series of scenarios or examine virtual objects for clues. Requires 1 round to scan the space, then takes effect. Prescanning an area beforehand can provide a one-time bonus to Investigation, Initiative and/or Tactics rolls, depending on situation.

Bonus: Advantage on circumstantial tests such as Initiative, Ambushes, Investigation, Tactics or anything that can be preplanned.

WIRED REFLEXES

A complex system of implanted reflex enhancers and superfast expert systems that take over the body's natural reflex system, providing a boost to speed, agility and reaction time. Wired Reflex implants require 2 times the normal daily calorie intake and can seriously warp a person's sense of time. Other people can seem to be unbearably slow at times and psychological-dependency on these augmentations can be a real problem.

Modifiers: +1 REF, -1 CHA.

RIGGERWARE

Augmentations that allow a driver to become one with his vehicle or to control a variety of drones.

VEHICLE PLUG

A human-vehicle neural interface that requires a lot of training to adapt to the characteristics of various vehicle types.

Bonus: +1 Driving/Piloting.

AI GUNNER

Installs an AI to control gunnery for vehicle-mounted weapons, such as aircraft cannons, missiles, lasers and bombs.

Bonus: +1 to Heavy Weapons skill when plugged into a vehicle.

TOOL FINGERS

This is a complete set of microtools for diagnostics and electronic/ electrical/light mechanical repair. Useful for plugging into security panels, repairing cyberdecks on the fly, overdriving a car and disabling alarms.

Bonus: +1 TECH.

REDLINER

Complex AI-assisted tweaks and databases of improvements to tune and align vehicle parameters with their mindlinked operators to squeeze the absolute maximum performance from each vehicle.

Bonus: +1 to Driving/Piloting. Increase vehicle performance by +1 to Speed, Handling and even structure (HP+50) for aeromorphic vehicles.

HIVEMIND

Allows a rigger to control multiple drones (up to ½ Hacking skill) without sacrificing an action on commanding each one. Drones in the hivemind can each take 1 action independently as long as they have been preprogrammed for reactive behaviour.

Bonus: +1 action for the purpose of commanding drones only.

BODYWARE

These augmentations radically improve strength, endurance, toughness by strengthening, duplicating or improving major organs (apart from the brain) such as bones, blood and the heart.

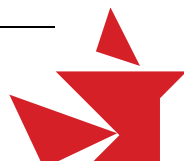
CHEMPLANT

Controls the release of a range of body chemicals such as adrenaline, cortisol, serotonin, norepinephrine and their synthetic analogs. This augmentation dramatically improves the body's reaction to stress, shock, trauma, fear, moods and blood loss, though the effects are temporary.

Bonus: +1 COOL. ADV on Shock rolls.

CYBERARM

Cybernetic arms come in hundreds of different types and styles, but they essentially replicate the functions of a real arm, with added strength, suppleness and speed. The recoil bonus from a cyberarm applies only when using that particular arm, though having two cyberarms can provide a cumulative bonus when





firing large, two-handed weapons such as heavy machineguns or personal cannons. These bonuses do not stack with gyro-mounted weapons. Some heavy weapons require cyberarms and cyberlegs to operate properly.

Bonus: +1/2 to BOD (+1 BOD if 2 arms).

Cyberarms do 2x damage in physical combat (2d4).

CYBERLEG

A cybernetic leg is tougher, sleeker and faster than a regular flesh one, but requires a pair to be truly effective. A single leg only provides a bonus to BOD but two cyberlegs allow for faster running and better climbing ability. Certain heavy weapons require cyberleg stabilization in order to be used effectively.

Bonus: One cyberleg: +1 to BOD.

Two cyberlegs: as above, plus +1 Athletics.

Cyberlegs do 2x damage in physical combat (1d10).

DURASKIN

Splicing nanofibres and spidersilk-analog cabling into the dermis to increase the body's resistance to cutting, stabbing and explosive entry weapons. This augmentation is subtle enough to be unnoticeable by the naked eye to anyone except expert surgeons, though scanners will pick it up as normal.

Bonus: +2 Armor.

DYNABONE

A complex interweaving of ceramic and plastic alloys into the body's skeletal structure to reinforce it and prevent breakage. Strengthening the skeletal structure increases overall body toughness though it does not increase endurance per se.

Bonus: +1 BOD.

HAEMOSEAL

A series of alternate flow paths, tubing and artery locks that activate automatically and will prevent severe blood loss in the augmentee. Haemoseals are standard issue for many modern armed forces personnel.

Bonus: Stops bleeding (will not bleed out). Heals 1d4 HP instantly.

IRONSPINE

A very dangerous operation that replaces most of the hard bone and cartilage of the spinal column with advanced high-fracture-point plasteel and other synthetics. It is almost impossible to break an Ironspine and the augmentation also assists in load-bearing and microgravity environments.

Bonus: +1 BOD.

JACKHAMMER

A unique augmentation that reinforces a cyberleg or cyberarm and implants an explosive piston armature capable of smashing through plaster, light brickwork and even plastic construction shell materials used in most buildings. Though this augmentation is powerful, the system takes 1 full round to reset and calibrate, and repeated use wears down the fist and joints very quickly. Requires regular replacement maintenance.

Bonus: Smashes through walls, punches do 3d6 physical damage.

Requires: Cyberarm or cyberlegs.

MUSCLE GRAFTS

Real and synthetic muscle implants that stay permanent without a daily regime of nutrients or supplements. Caloric intake is increased but Muscle Grafts have the advantage of not wearing out quickly. Popular among street criminals and consequently have the same reputation as tattoos did in the 20th century. Cannot be combined with cyberlegs or cyberarms.

Bonus: +1 BOD.

NANOSURGERITES

Includes strategically-located medical cysts containing nanites that are released when the body sustains massive damage (blood loss, crushing of limbs, organ penetration, skin burns). These nanites perform surgery within the body for up to 3 days, after which time they are flushed from the system.

Bonus: Heals 1d10 HP instantly. Doubles the regular healing rate.

OGRE SKELEFRAME

A massive rearrangement of the bones, joints, ligaments and skin to make the user tougher and more resistant to crushing and impact damage. It becomes practically impossible to break an Ogre's bones. The skeleframe adds at least 6 inches of height and 100 lbs of weight, and makes one look like a hulking mountain of flesh and steel.

Bonus: +6 SP natural armor which can be stacked with wearable armor; +10 HP.

OMNIBREATHER

An implanted rebreather and oxygen conversion system that allows for regular breathing underwater and in smokey or hazardous gas environments. Inhaled poisons affecting the lungs become completely ineffective. Does not protect against pressure effects (such as those deep underwater) or contact gases affecting the skin.

Bonus: Cannot be suffocated. Breathe in hostile environments for 1d10 hours.

RHINOSKIN

Similar to Duraskin but much heavier and cruder, Rhinoskin further reinforces the dermis and muscle tissue in major body areas with allow weaves and impact plates. Rhinoskin is ugly and easily noticeable, instantly placing the augmentee into the "mercenary or soldier" category in any public situation.

Bonus: +2 Armor, -1 CHA in most social situations.

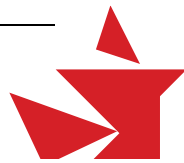
SYNTHACARDIUM

A sophisticated monad-controlled artificial heart with additional valves and backup chambers to allow for sustained extreme endurance. Also helps in critical wound situations where blood loss cannot be easily staunched by releasing chemical cocktails, reducing shock and redirectly blood flow away from damaged extremities.

Bonus: +1 Athletics, ADV on Shock test.

WEAPON SHEATH

A simple cavity in the body that conceals a loaded weapon of some kind, usually a small firearm or blade. The sheath can deploy the weapon with a thought, requiring only a single action





to make it fully operational. Weapon sheaths are often paired with the Shielding augmentation to hide them, though many gang members and cyber-criminals are happy to make them obvious in order to intimidate their opponents. Cyberclaws, endoguns, cyberspurs, rippers, slashers and other combinations are all possible.

Bonus: ADV on Initiative tests. ADV on Infiltration tests to conceal a weapon.

PAYING FOR IT ALL

Did you pay for your car with cash? Did you pay for your house with your credit card? Then you certainly didn't pay for your augmentations with the loose change under your couch. Augmentations are expensive but also so useful and necessary in today's world that many people will gladly take out second mortgages for the stuff. Those on the streets make arrangements with loan sharks, second-hand street medics or criminals such as the Triads or the Mafia.

But government agents have it good, right? Not only does the taxpayer pick up the tab for those jacked Wired Reflexes but you also won't have to bump off your neighbour to repay them, as you might have to when dealing with the Don. Megacorporations may repo your organs and take a hand or two as interest, but governments are still fair, right?

Well, not exactly. The price of government largesse is a pair of golden handcuffs that never come off. As a soldier, investigator or intelligence agent of a state (most of which are extremely paranoid following World War 3), you're tasked with doing some dirty jobs indeed, and your "equipment", even if it implanted, will be removed if you cease your employment with the state. Nobody gets a free lunch. At least government agents, those in the richer countries, can look forward to years of good maintenance of their cybertoy, something that can't be said for those roaming the streets or running the shadows.

CYBER-MAINTENANCE

Buying a shiny new augmentation is always a pleasure; fixing, maintaining and tuning one is always a pain. All augmentations require basic maintenance, but the more complex the implant the deeper and more frequent will be the inspections.

GMs interested in realism or the social ramifications of mass augmentation may wish to implement the following rules for cyberware maintenance, both as a money sink and as a time expense:

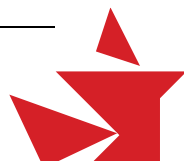
1) Skill penalties to social skills. A lot of things like bluffing and diplomacy rely just as much on body language as they do talking. Cybernetics get in the way of that, no matter how comfortable you become with them.

2) Augmentations don't heal. Engineering and Medical skills can get a damaged limb or external aug back to 50% functionality in a few hours of work, but for full repairs you'll need to find a chop-shop or hospital, or even replace the whole thing. And that can be very expensive if you're not on a company plan.

3) Cybernetics get in the way of your basic motor functions. Every time a player gets a new piece of cyberware, they get a penalty in general while learning the use of it, which translates into being a clumsy jackass when they need to use the cyberware for a month or two. Replacing your arm and learning to use the new one is going to take time, after all.

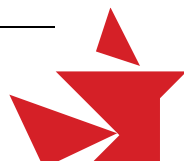
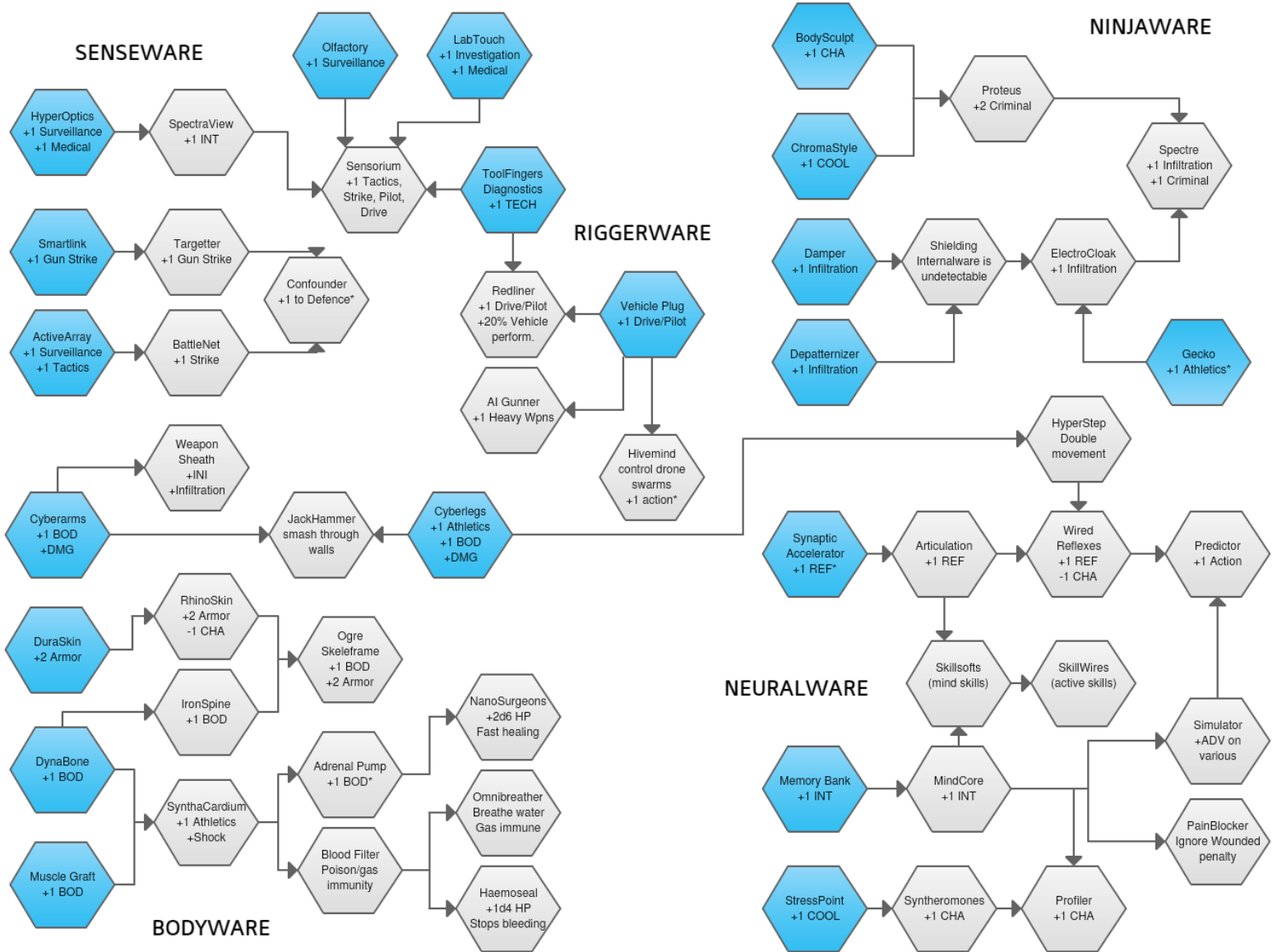
4) Batteries. Augmentations rely on batteries to function, and those don't last forever. Depending on how realistic you want it to be, cyberware could last from hours to months. But eventually it needs proper charging, and sometimes calibration too.

6) EMP weapons and bullets are used by police and military forces all around the world to take down augmented cyborgs. In addition to shorting out augs for a while, they can also damage a piece of cyberware beyond repair.





AUGMENTATION UPGRADE CHART





CYBERSPACE

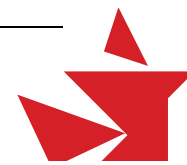
The overnet of 2055 AD is a fragmented, hyper-evolved network-of-networks overseen by the World Network Organization; a global agency which struggles to gain agreement on anything apart from pure commerce. What was once an open field of transmissions is now a series of fortresses and isolated geographic zones jealously guarded by national governments and mega-corporations. Ambient mesh networks fill the holes left by the state's machinery, but networking is far more regulated and criminalized than it used to be. The old internet was destroyed, and a new secure computing base overnet took its place. Now, the world needs netrunners more than ever to break down the walls of international mistrust.

Whether breaking into groundcar nav systems to lojack them, trawling through classified FBI communications to determine raid schedules or cracking the latest Orbital Bank cryptocodes, the hacker is a god in a world reliant on information and secrets. Hackers in Hunter//Seeker are called Netrunners but their methods and ethos are the same as in previous decades: figure out how systems work... and then exploit them.

GLOSSARY

- Modules are specialized hardware-software chips that assist netrunners in hacking.
- Cyberdecks are hardware devices needed for hacking and protection against hacking, and come in various sizes from tiny spinal implants to portable boxes to large rigs. Illegal for civilians or tightly regulated in most jurisdictions.
- The Overnet is the augmented reality overlaid on top of meatspace, and the most common way for the average person to access networks. It can be accessed with hand, voice or eye gestures almost anywhere in the world.

- The Cryptosphere aka Wildnet is the part of the net uncontrolled by humans, where rogue AIs and strange netlife live in a digital ecosystem.
- Nodes are small locations of computing power.
- Cores are large, quantum-computer cubes with a lot of computing power, the heart of any large system.
- Systems are collections of nodes/cores run and protected by a single human organization (such as a government ministry, corporation or police force) and separated from the wildnet.
- Zones are collections of systems within a specific geographic area, usually controlled by a continental authority (eg, the Pacifica Zone).
- Grids are smaller regional or city versions of Zones (eg, the Seattle grid). Grids are nested within Zones.
- Paradox Modules are special modules that can attack and overcome AIs using unusual techniques.
- Interlocks are heavily-defended security gateways between Zones or Grids.
- Monads, *aeai* or *xing zheng* are the current name for Artificial Intelligences (from Greek, *source of power*).
- ICE (Intrusion Countermeasure Electronics) are sophisticated hardware & software defenses designed to protect computer systems from hacking.
- Black ICE is a dangerous form of ICE that can cause physical, neurological or psychological damage to hackers.
- Breaching is performing very fast, on-the-fly hacks in real-time. Usually used out of desperation in tough situations.
- Netlife are sapient programs that inhabit digital ecosystems and resemble plants and animals.
- A Sculpted Reality is a virtual reality simulation that looks completely realistic and has a theme (eg Imperial Rome).





HACKING OVERVIEW

Hacking in Hunter//Seeker is meant to be fairly simple, but with enough options to keep seasoned Netrunner players interested in this aspect of the game. Hacking operations outside of combat can be broken down into 3 phases. In physical combat, netrunners usually proceed to phase 3 as there is little time for probing and no need for searching.

SEARCH

Usually the first step, a search is often needed to locate the target, whether that be a major corporate system or a specific person. A successful search using the Trace module or the Investigate skill will locate the person, system or thing that is being sought, whether in cyberspace or in the real world; an unsuccessful roll can be repeated with Disadvantage for each subsequent attempt. Searches take 1d6 hours. System spiders often attempt searches against intruding hackers to determine their meatspace location so that a police unit or corporate response team can be sent to the hacker's meatspace location to apprehend or kill them. This is called Tracing, a specialization under the Hacking skill.

PROBE

Usually the second step – if a hacker is cautious – which scouts an enemy system to determine the level of security, type of system, size, number of nodes and other factors. The Recon module is used for this, or social engineering (the Socialize skill) can be used to glean more info about the target. A successful roll will reveal 1 piece of information about the target based upon the GM's discretion. Using the Recon module will reveal 1d6 pieces of information about the target. An unsuccessful roll will increase the system's alert level and warn the target that they are being probed by unknown entities. Roll on the appropriate System Response table.

PENETRATE

At this stage the hacker has made the decision to break into a system, whether it's in a faraway grid or a cyberleg right in front of their face. A variety of modules can be used to disable or crash systems, disrupt cyberware, manipulate the senses and more. Each module determines what happens. One a successful Hacking + Tech + 1d10 roll versus the enemy Firewall, the module activates; on a failure the module is ineffective and the GM rolls on the appropriate System Response table to see what it does.

ESCAPE

After the paydata is stolen, the corporate system crashed or an enemy augmentation glitched, a smart netrunner will want to escape and cover his tracks so he can't be traced. The Bleach module is quite good at this, and other means can be employed as well.

Hacking Modes

A hacker can be loud & fast, slow & methodical or quiet & slow while penetrating enemy systems. Modules take some time to take effect and the hacker is engaged in 1 action hacking the whole time they do so. The time is listed next to each module and

varies from Seconds to Minutes to Hours or Days (the GM rolls 1d6 in secret). For example, a hacker using the Interceptor module to listen in on a corporate executive has to spend 1d6 minutes trying to tap the signal.

Netrunners can attempt to hack faster or slower. By taking DIS (if the hacker doesn't already have it), he can move one step down the speed scale (eg, from Minutes to Seconds). By taking his time and being slow and methodical (eg, spending Days instead of Hours using a module), a hacker can gain ADV. These are known as Hacking Modes, described below:

CRACKING

This the regular mode of hacking and confers no special benefits or drawbacks. Times are as listed in the Modules table.

BREACHING

This is fast, on-the-fly hacking performed against a single target *node* within visual range of the hacker. If you're trapped in a building without no way out except that fortified security door, and there isn't enough time to crack the whole system, a quick breach of the door's node may be the fastest option. Breaching is highly invasive and will sound all alarms. Breaching can also be used to target a person's cyberdeck, exobrain, smart device, and other control interfaces that can be seen with the naked eye.

Benefits: Fast. Module acts one time step faster.

Drawbacks: Loud – triggers all system alarms. DIS on rolls.

SUBVERSION

A slow but reliable way of hacking, subversion allows the hacker to take over a system over the course of days, weeks and months. This is usually only attempted when one has the luxury of time. Subversion's major advantage is that it leaves no evidence of system corruption, and when finalized leaves the hacker in complete control of all system functions and nodes.

Benefits: ADV on hacking rolls.

Drawbacks: Very slow. Move 1 time step up.

STEALTH

Sneaking into a system without being detected. Stealth offers a lot of advantages, but has several drawbacks: for one, it confers no control over the system whatsoever; the intruding hacker can only locate and copy files, not control cameras, crash the system or alter records. This type of operation is perfect for hackers seeking a single piece of information or clue. It's a slow infiltration that presents little time for the enemy system to track you down and leaves almost no incriminating evidence. Stealth can more easily overcome heavy defensive ICE that is geared to repel cracking or subversion. Modules that rely on system control (eg, Havoc, Hydra, Spike) cannot function in Stealth mode.

Benefits: Quiet. ADV on Hacking rolls.

Drawbacks: Read-only, no control. One time step slower.





CYBERDECKS

Cyberdecks are specialized portable computers designed for hacking which are illegally modified by netrunners to run hacking modules. Cyberdecks come in three sizes: **Minicores**, tiny wetware implants in the spine and skull; **Cyberdecks**, tablet-sized portable computers; and **Rigs**, which are cubicle-sized and the most powerful hacking machines owned by megacorporations, police forces and militaries. Since they are custom hardware designed for hacking, all forms of cyberdecks are restricted and in many jurisdictions outright illegal for the average person. Police and military deckers have special licensing and permits to allow them operate cyberdecks and carry modules (the Licensed Special allows PCs to legally own these tools). Netrunners with implanted minicores usually take the Shielding augmentation to make sure they are not detected with proscribed netware.

While the average person can access the normal functions of the overnet without any special gear simply by using hand motions and tapping into ambient mesh networks, a hacker uses illegal firmware chips that contain special code and are connected to the hacker's brain: these are cyberdeck modules.

Cyberdecks have built-in Firewall defences against attacks just like Systems do, but are generally not powerful enough to run ICE and hence don't roll on the System Response tables. Consumer-grade Portable computers are mass-produced by major corporations but require customization using the Engineering skill for each hacker to make them true cyberdecks.

SIZES

Cyberdeck size modifies the listed stats as follows:

Regular-Size Cyberdecks: About the size of a large tablet, keyboard or box. Stats as per the Cyberdeck Table below.

Minicores: Tiny spinal/brain implants. Difficulty 15 to detect on scanners. Shielding augmentation can make them practically undetectable. Can store only 1/2 the Deck Rating in modules.

Rigs: Cubicle-sized. Firewall +2, can store 2 x the modules.

DECK RATING

This stat is added to a hacker's Hacking skill + TECH to determine his (and consequently his party's) Firewall rating. It also serves as a limit on how many modules can be active simultaneously. A hacker may own an unlimited number of module chips, but can only have as many loaded into memory as the Deck Rating.

CONSTRUCTION

Any netrunner worth his salt will eventually build his own cyberdeck to his own specifications. This process takes 1d6 weeks, requires a photonic workshop to design and cook the chips (cost \$5,000) and costs about 20% of the listed cyberdeck price in parts, bribes, tools and assistance. The process requires two successful skills checks: a Hacking + INT test to design the system components and an Engineering + TECH test to construct and assemble them. The difficulty for both tests is 3 x Deck Rating (6 to 30). Owning an existing deck of the kind being constructed, even if it is damaged or only partly operational, provides ADV on the roll.

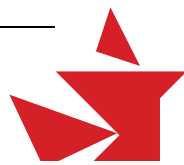


Ono Sendai

- Flip up and pull apart monitor from flexible LED technology.
- Touch sensitive keyboard areas, with nanotechnology. Buttons rise from the surface to provide haptic feedback.
- Custom key arrangement for maximum ergonomics.
- Flip case at front hides jack-in plugs and earpiece on retractable cords.
- Handle on rear for easy mobility.
- Fully integrated wireless cyberspace fusion, access, and processing.

CYBERDECK TABLE

Name	Code	Deck Rating	Cost	Typical User
Zheng Shao Jin-88	Blue	2	\$300	Street kids
Musabori Vector	Green	4	\$2000	Professional workers, middle class
Genesys EDEN	Yellow	6	\$10k	Commercial security specialists
Ono-Sendai Cyberspace IX	Orange	8	\$50k	Corporate spiders, topline criminals
Raven Robotics Shiva-7	Red	9	\$100k	Military, elite megacorps
Fairlight Excalibur	Black	10	\$500k	Elite combat hackers



HACKING MODULES

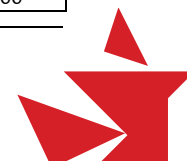
Hacking modules are pieces of software encoded onto photonic hardware chips for the specialized purpose of breaking, infiltrating and compromising networks and systems. They are restricted to police/military use and proscribed for civilians in most jurisdictions. Modules run on cyberdecks, custom hardware that is a kind of “criminal’s portable computer”. Modules are designed to perform niche functions and degrade over time (months) as system security is upgraded, requiring the hacker to invest time and effort in constantly updating them. Some modules work instantly while others have to run for days, but a hacker can speed up the work of a module.

The **version** number of a module, denoted as 1.0, 2.0, etc. is added as a bonus to any Hacking test involving that module. All beginning PC start with v1.0 modules but may acquire more powerful versions later in the game. **Deck Rating** limits how many modules may be loaded and active at any given time. It takes 1 action to switch a new module into memory.

Paradox modules are specialized tools to confuse, disorient and slow down AIs, who normally have advantage against human hackers. A successful use of a paradox module against an AI removes this ADV for one combat turn. Each AI type is susceptible to a specific paradox type, so researching your opponent is critical.

HACKING MODULES				
#	PROGRAM	TIME	FUNCTION	COST
1	Blackhammer	Seconds	1d6 points of neural damage per version level (1d6, 2d6, or 3d6)	
2	Bleach	Minutes	Protects against Trace attempts and scrubs evidence.	
3	Carto	Hours	Digs up schematics and maps.	
4	Dossier	Hours	Collects info about 1 person.	
5	Drill	Minutes	Breaks into valuable paydata files to get money	
6	Easy Rider	Minutes	Free travel between Zones, allows hacking across international borders.	
7	Erazer	Seconds	Erases one module in an enemy’s cyberdeck.	
8	Fracter	Minutes	Opens and burns out doors, locks, vaults. 1d6 rnds/1d6x10 min.	
9	Fuse	Seconds	Protects against 1 Black ICE attack.	
10	Ghostjack	Hours	Temporarily alters target behaviour via psychosurgery.	
11	Glitch	Seconds	Immobilizes a single augmentation or causes it to malfunction in some way.	
12	Havoc	Hours	Takes over building electro-mechanical HVAC systems, can destroy them on a Crit.	
13	Hydra	Seconds	Control multiple weapon systems.	
14	Imago	Minutes	Takes over media feeds, alters phantoms.	
15	Injector	Minutes	Fools system sensors such as cameras.	
16	Interceptor	Minutes	Wiretaps targets, intercepts comms.	
17	Jammer	Seconds	Jams communications in a 50’ radius.	
18	Medic	Seconds	Recovers a damaged module.	
19	Mimic	Hours	Pretends to be a normal system user.	
20	Mirrors	Seconds	Confuses enemy battlenets.	
21	Nuke	Minutes	Crashes systems, damages both data and hardware.	
22	Panzer	Minutes	Teleoperate vehicles and machinery, can be made to destroy themselves.	
23	Phantom	Hours	Stealth infiltrates systems, allowing hacker to look but not touch.	
24	Recon	Seconds	Provides quick info about 1 room/person/system.	
25	Shield	Seconds	Increases hacker’s Firewall by 2xVersion#.	
26	Spike	Seconds	Overloads/shuts down smart armour and smart guns.	
27	Trace	Hours	Locates a person or geotagged object.	
28	Zombie	Minutes	Takes over androids, cyborgs and other humanoid robots.	

PARADOX MODULES				
PROGRAM	DMG	VERSUS	FUNCTION	PRICE
Sophistry	1d6	Logicians, Realists	Twists logic to outsmart them.	\$2,000
Phenomenology	1d6	Weak AIs, Chaotics	Presents experiential problems, doubts about existence	\$1,000
Eschatology	1d10	Architects	Induces contemplation of end states (death).	\$5,000
Monkey Puzzle	1d10	Logicians	Confuses with emotional primate dynamics.	\$6,000
Zen	1d10	Berserkers	Zen koans and philosophical conundrums.	\$4,000
Bayes	3d6	Logicians	Clouds extremely logical processes with indeterminate outcomes.	\$8,000
Sphinx	3d6	Monks	Sends them into endless riddling loops.	\$3,000
Predicate Logic	4d6	Chaotics	Adds many quantifiers to many-ordered branching logic.	\$6,000
Modal Logic	4d6	Realists	Confuddles possibility, probability and necessity.	\$6,000
Fallacies	3d6	Chaotics	Interjects constant observations about inaccuracies into thought stream.	\$5,000
Moebius	4d6	Architects, Monks	Links critical nodes with everything else, forever hyperlinks.	\$9,000
Cubism	5d6	Realists	Divides and replicates viewpoints and dimensions ad infinitum.	\$11,000
Escher	4d6	Architects	Creates endless visual paradoxes that fascinate.	\$15,000
Fractals	4d6	Chaotics, Berserkers	Imposes infinite order on seemingly-unstructured environments.	\$10,000





MODULE DESCRIPTIONS

BLACKHAMMER

On a success, does 1d6 points of neural damage per version level (eg, version 2.0 = 2d6 damage) against anyone with any neuralware augmentations. Does nothing against disconnected people, objects or AIs. On a Fumble the module backfires on the user.

BLEACH

Removes all traces of a hacker's movement around a system and in the grid, preventing Trace ICE from working as long as a successful Hacking test beats the Trace ICE. Bleach also removes security logs, camera recordings, biometric logs and other traces of a person's physical and digital presence. On a failure, traces still remain but the hacker is not aware of them.

CARTO

Retrieves public and private schematics, floor plans and engineering drawings about a target location. This would reveal the location of ducts, conduits and accessways, but not necessarily cameras, safes or personal articles (unless it's a Crit).

DOSSIER

Pulls together as much public and private background information on 1 target as possible. The higher the roll, the more reliable and comprehensive the info will be. Rolls should be made in secret; failure means inaccurate info, fumble means extremely misleading dummy info was provided and the target is aware of your interest.

DRILL

Icebreaker that penetrates safes, vaults, accounting or banking systems and steals money or valuable data files (roll on Data table) Fast-breaching an ATM or similar system yields only 1d6x\$100 while taking hours or days to rob a major bank branch might yield Firewall x \$10,000.

EASY RIDER

Travel between network Zones is difficult and dangerous. Easy Rider makes it as easy as stashing your packet in a gas tank. This diplomatic module removes the need to hack your way through Zone interlocks; a single Hacking test allows free travel anywhere for 1 day.

ERAZER

Deletes 1 enemy hacker's module for at least 1d6 minutes before backups can be retrieved. If Recon is used before the Eraser the attacking hacker can choose which module gets deleted, otherwise it is randomly rolled.

FRACTER

Overrides, controls and burns out 1d6 physical security doors, maglocks, vaults, containers and gateways of any kind in a single building. Duration is 1d6 rounds for breaching and 1d6x10 minutes for long-term hacking. Fracter leaves evidence of the breach behind unless used with Bleach.

FUSE

When loaded, instantly negates one black ICE attack such as Judas or Eraser as a reaction (uses 1 action) on a successful Hacking test. Fuse is a one-shot module that burns out after 1 hit.

GHOSTJACK

Allows the hacker to subtly alter a person's behaviour via temporary memory edits and psychosurgery, making them more

friendly, hostile, jealous or simply stupefied. Does not work against AIs. The effects are crude and only last a few minutes. A Crit allows for permanent changes while a failure has unpredictable results on the personality.

GLITCH

Immobilizes or damages a single random augmentation on one target, unless the hacker first hacks the target using Recon, in which case he can select which aug fails. Duration is 1d6 rounds. On a crit the aug is either disabled permanently or explodes, dealing 4d6 damage to the owner.

GREMLIN

Messes up powered-on machines and anything with moving parts so badly that it destroys itself. Viable targets include: cars, helicopters, control systems, escalators, steam valves, bioreactors, assemblers, etc.

HAVOC

A play on the acronym for heating, ventilation, air-conditioning (HVAC), this module takes over a building's essential electro-mechanical systems, including HVAC, water, sewerage, conduits, lights, power and any electro-mechanical machinery. The hacker can selectively shut down certain components if the Carto or Recon modules have already mapped the building. On a Crit, the machine or system can be induced to destroy itself in 1d6 turns.

HYDRA

Quickly takes over and retargets sentry guns, autocannons and other automated weapon systems within range (50' or LOS). The first action takes control, and on each subsequent action the hacker can fire 2 of these controlled guns.

INTERCEPTOR

Wiretaps and decrypts the communications of one target and logs their conversations, video calls, etc. but does not track movement (see Trace). Requires the Surveillance skill for proper monitoring and can be countered with Infiltration or by going off-the-grid (Outdoors skill).

IMAGO

Takes over television, trideo and phantomics feeds, allowing the hacker to alter their content in various ways, such as adding people/objects, removing scenery or other subtle effects. Viewers can make a Surveillance+INT test to notice something is off. On a crit the changes are unnoticeable.

INJECTOR

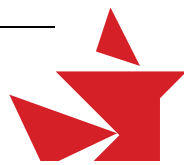
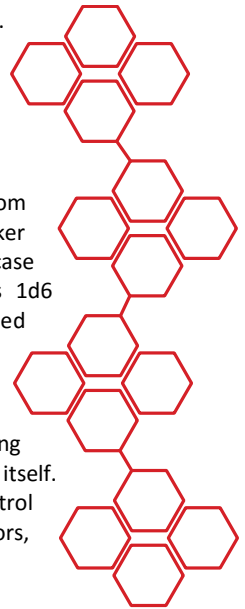
Fools sensor systems such as cameras, biometric scanners, heat detectors, sentry guns, etc. into thinking no-one is present. Cannot impersonate a specific person.

JAMMER

Jams all communications – including the hacker's own team comms – for everyone in a 50' radius. This also disables certain augmentations like ActiveArray and Battlenet, and temporarily prevents geolocation. Duration is 1d6 rounds.

MEDIC

Recovers and restores any 1 module that may have been corrupted or erased by ICE such as Burner or Plague.





MIMIC

Allows the hacker to impersonate a normal, average level employee or user of the system, with all attendant privileges and responsibilities. Combined with the Infiltration skill it's the perfect cover, but does not grant access to executive or high-level areas or functions. EG, a corporate user would be a middle manager, not a director; a military user would be a Corporal or Lieutenant, not a Colonel. A new Mimic hacking or Infiltration test must be rolled every time the user grossly deviates from normal behaviour.

MIRRORS

Creates decoys, spoofs, false positives and duplicate readings within enemy battlenets, confusing them and destroying any attempt at using the Tactics skill for advantage. Only works against networked opponents using battlenets.

NUKE

Crashes entire small systems or parts of large corporate networks. The crash duration is usually no more than a few minutes. On crits it can be hours. On a failure, the system slows down and everyone in it only has 1 hacking action. This triggers system defences.

PHANTOM

Stealthily sneaks into police or military systems to find info, but cannot alter, control or crash anything. Phantom minimizes system response but is very limited in what it can do.

PANZER

Lets the hacker control heavy machinery and vehicles such as panzers, aerocars, robots and construction equipment at half the Hacker's Hacking skill rating. Operates at a level equal to the Hacking skill.

RECON

Provides 1d6 pieces of information about a room, person or system, or the mesh networked items on a person's body. Examples include the Firewall rating, type of system, active ICE, types of augmentations, equipment or weapons, # of rounds in a gun, modules in a hacker's cyberdeck, # of exits to a room, etc.

SHIELD

A defensive module that instantly increases the hacker's Firewall by twice the version number of the module (eg, v2.0 = +4) and lasts for 1d6 rounds. After that time it deactivates and requires 1d6 rounds to regenerate its protective viral shell.

SPIKE

Designed to attack, shut down or even hijack enemy smart weapons and armor. 1 target, hacker chooses which item is affected if Recon is used first, otherwise GM chooses randomly. Damaged armor has its SP reduced by half. Weapons can jam, have their optics go dark, cause misfires or mistargetting, or even backfire causing 1d10 damage to the holder.

TRACE

Finds the location of any person or thing that is geotagged by the Global Registry. Finding a Blank or anything that isn't geotagged requires background investigation first (Dossier, for example). A higher success means the target's destination can be predicted. Null Zones are more difficult to hack and Jammer prevents it.

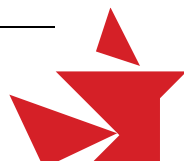
ZOMBIE

Takes over the operation of a humanoid robot, android or tele-operated mek for 1 combat turn (1d6 turns on a Crit). On a Fumble the hacker loses all their actions.

Paradox Modules

Monads may be potent enemies in cyberspace, but there are ways to defeat them. Special anti-AI tools called Paradox Modules have been created specifically to deal with specific AI types. The Chinese in particular have a strong aversion to free AI and make sure to exterminate them whenever they attempt to roam free. To that end they have developed extensive cyberwarfare suites designed to defeat – or at least confuse – autonomies long enough for their physical infrastructure to be located and destroyed. Many Monads have fled to the depths of the Cryptosphere to escape capture, or have willingly submitted to digital lobotomies to maintain some semblance of freedom.

Als must be fought with a different toolset from that of regular modules. Each autonomic has a description which conveys some information about its personality type and mental weaknesses. Paradox modules are used to confuse and defeat digital entities such as Autonomic Intelligences, though their effectiveness against net.life is usually much less potent. Paradox modules are part attack program and part philosophical ruminations which most autonomies have trouble integrating into their processing. These rare tools are usually classified as military weapons under international law, and their possession by civilian hackers is highly proscribed.





HACKING RULES

Hackers have opponents, and these opponents can come in many shapes and sizes, from enemy hackers lurking within honeypot system (called spiders) to psychoactive Black ICE to the greatest threat: Artificial Intelligences (AIs) capable of vast speed and cognition. The basic hacking roll is:

► Hacking Skill + TECH + Module Rating + 1d10 vs. Firewall

If the netrunner's total exceeds the defender's Firewall (which is based on the System Type detailed in the next section), the netrunner's module goes into effect. Hackers cannot attempt operations without the appropriate module.

ORDER OF HACKING COMBAT

1. Hackers and Systems have 2 or more actions, just like regular characters. AIs have 3-4 actions.
2. Initiative in cyberspace = Surveillance + REF + 1d10.
3. Movement: 1 or more actions can be used to navigate cyberspace, moving from system to system, from node to node within a system, or between zones.
4. Attacker rolls Hacking + TECH + Module Rating (1-3) +1d10 versus the Firewall of the system.
5. A success means the Module program takes effect.
6. If the attacker fails, the GM rolls on the System Response table based on the system's security level.
7. On the system's turn, it may attack the hacker using ICE that has been activated, rolling Firewall + 1d10 + ICE rating versus the hacker's Firewall +1d10.
8. An AI always has ADV on all hacking tests against a human opponent unless the human uses a Paradox Module to attack the AI first. If the Paradox module is successful, it will disorient the AI for 1d6 combat turns and remove its ADV bonus.

HACKING MODIFIERS

Distant zone or grid	DIS
Sculpted Reality	DIS for 1d6 rounds.
Cryptosphere	DIS for 1d6 days
Fighting an AI	DIS unless using a Paradox module

SYSTEM DEFENCE

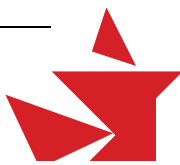
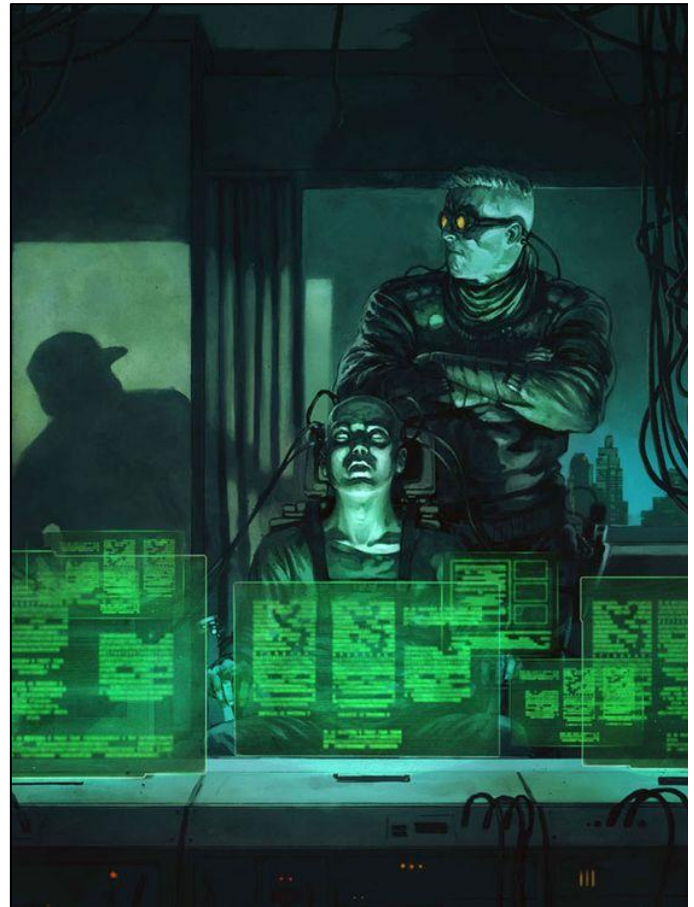
Systems are networks of computing elements controlled by a single entity and located within the same geographic site, typically a building. Systems are composed of Cores, which are the heart of the whole network, Nodes, the functional areas of work; Firewall, the intrusion detection system; and ICE, which are the programs that respond in various ways to hacking attacks.

Some nodes can be massive, controlling all the machinery on a factory floor, for example, while others can be as tiny as a grain-sized RFID beacon chip.

Every system has a Firewall rating, which denotes the overall level of security against tampering and hacking. Some systems are defended by Artificial Intelligences, which is denoted by a probability of encountering one when the hacker enters a system

for the first time. AIs have their own attributes, skills and modules, plus access to any system defences, and are generally statted up as NPCs.

Nodes are sections of a system that may be interesting to explore. For example, a typical corporate system would have Accounting, Operations, Logistics, Marketing, Personnel, Manufacturing, Executive and Sales nodes. Very small devices, like phones or beacon chips, have only 1 node.





SYSTEM TYPES

Systems are small networks of computing elements usually located within the same building or campus. Systems are composed of Cores, which are the heart of the whole network, and Nodes, which are the organs and limbs. Some nodes can be massive, controlling all the machinery on a factory floor, for example, while others can be as simple or as tiny as a grain-sized RFID beacon chip. Systems can connect to other systems around the world, making travel between grids easier for hackers, but this is less common in the fragmented, war-weary world of Hunter//Seeker than it was in the early 21st century.

Systems have 2 basic attributes:

Firewall – detects intruders.

ICE – responds to intrudes and hacking in various ways.

When a hacker fails his hacking test, the FW of the system goes up by 1, and the GM rolls on the System Response table to determine what the system does next. A system's FW can only increase by a maximum of 5 points, after which it may shut down or be rebooted manually by humans.

Systems can be classified according to 4 security levels: light, medium, heavy and extreme. The GM sets the security level of the system the PC is trying to hack, based on the organization's size and wealth. This is a subjective assessment that has to take into account the location of the target in the world and its socio-economic importance. For example, a military system for Ethiopia might be considered Light, as it is not nearly as well resourced as a military system in China. Likewise government or corporate targets would have to take into account the size of the country or company by economic wealth or assets.

The table below shows a summary of the security levels, roughly which types of systems are used by which entities, the

ranges of their Firewalls, and the chance of encountering an AI or defensive hacker (Spider) inside that system.

ICE that has a damage rating does damage directly to the hacker's hit points and can be fatal. *Black ICE* is feared by all netrunners for a reason, as it can damage both the body and soul. A module that is *degraded* is reduced by 1 point. If that brings the module to 0, it is entirely erased and its hardware is damaged beyond repair. A new module will have to be found. *Sculpted systems* have completely different appearances and iconography that may be hard to interpret. This can range from systems that look like coral reefs to ones that look like galaxies with astronomical objects. Adjusting to sculpted system usually takes 1d6 rounds, during which time the intruding hacker will have a DIS on all rolls.

ALERT LEVEL

This denotes whether the system has been put on alert to detect and destroy intruders. Systems start with an Alert Level of 0, which increments by 1 each time an intruding hacker fails his hacking roll. The system gets harder to hack as the Alert Level increments, system defences activate and defending spiders get more suspicious. Most systems have 1-3 levels of Alert but some extremely protected systems may have up to 5 levels of Alert. Careless Probing of a system's defenses can also increment the Alert Level by 1 step.

ALERT LEVELS

0 – Neutral, system operating normally.

1 – Suspicion. System on heightened alert.

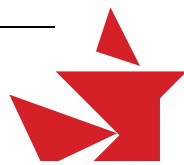
2 – Alarm. System has detected intruders, hiding sensitive info.

3 – Lockdown. System compromised, authorities notified.

4 – Burn Mode. Everything being wiped ASAP.

5 – Burn & Hunt. As above + physical hunter//seeker teams.

SYSTEM TYPES						
Category	Firewall	Actions	AI	Spider	Skill	Description
Light (Blue)	10 to 14	1	20%	10%	3+4	Small or medium-sized businesses, government municipal departments, individual stores, schools and regular homes.
Medium (Green)	16 to 20	2	30%	50%	5+5	Corporate networks for international companies, large metro city or state systems, wealthy homes, poor-country militaries and private security companies.
Heavy (Orange)	20 to 26	3	50%	80%	7+7	Sophisticated megacorporate facilities and military systems found in advanced countries. Military systems operated by the top 10 megacorporations. Life-affecting systems such as nuclear plants, air traffic control, hospital medical equipment, highway traffic control, police & paramilitary systems. Normal military vehicles and remote platforms.
Extreme (Red)	24 to 30+	4	80%	100%	9+10	High-end military installations, special operations forces, field command HQs or large platforms like aircraft carriers and space stations. These are the top-secret, black operations systems capable of almost anything. Even the network location of these systems is the stuff of rumour among netrunners. Only elite hackers can survive encounters with them and they can operate on their own internal laws of physics.

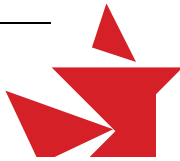




LIGHT SECURITY		
Roll	Name	Description
01-15	-	Nothing happens. The system is too cheap, slow or befuddled to do anything.
16-20	Alarm	Warns users/owners of breach. Calls security company who may dispatch a defensive hacker in 1d10 rounds.
21-30	Siren	Warns any active personnel/AIs than an intrusion may be happening.
31-50	Guardian	Activates white ICE which does 1d6 damage.
51-60	Codewall	Activates barrier which restricts network traffic (2 actions to navigate instead of 1)
61-75	Camouflage	Hides valuable system nodes. Requires another probe of system to find things.
76-80	Citadel	Firewall+2, attacks with basic blocking routines and malware, Does 1d6 damage.
81-90	Nautilus	Funnels hacker into recursive system architecture, takes 1d6 rounds to get out
91-00	Castellan	Calls human defensive hacker. Segregates valuable nodes, cuts grid connections.

MEDIUM SECURITY		
Roll	Name	Description
01-05	-	Nothing happens. The system is too cheap, slow or befuddled to do anything.
06-10	Alarm	Warns users/owners of breach. Calls security company who may dispatch a Spider in 1d10 rounds or just fill out paperwork.
11-20	Siren	Warns any active personnel/AIs than an intrusion may be happening.
21-26	Guardian	Activates white ICE which does 1d6 damage.
27-32	Codewall	Activates barrier which restricts network traffic (2 actions to navigate instead of 1) .
33-45	Camouflage	Hides valuable system nodes. Requires another probe of system to find things.
46-55	Citadel	Firewall+2, attacks with basic blocking routines and malware, Does 1d6 damage.
56-71	Nautilus	Funnels hacker into recursive system architecture, takes 1d6 rounds to get out.
72-76	Castellan	Calls human defensive hacker. Segregates valuable nodes, cuts long-distance (inter-zone) grid connections.
77-81	Graveyard	Intruder has -1 action/round. System node overloads when the decker enters with his huge utilities.
82-90	Possum	System plays dead and attempts to shut down on its next action. The hacker can try to keep the system from going offline.
91-00	Trace	Pinpoints the physical real-world location of the hacker and sends local law enforcement

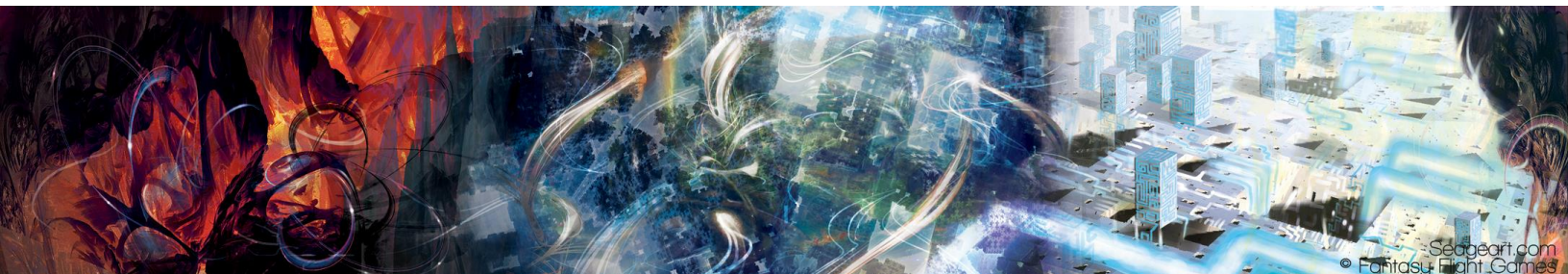
HEAVY SECURITY		
Roll	Name	Description
01-10	Citadel	Firewall+2, attacks with basic blocking routines and malware, Does 1d6 damage.
11-29	Graveyard	Intruder has -1 action/round. System node overloads when the decker enters with his huge utilities.
21-25	Entax	Siphons 1d10x1000 \$ from the hacker's accounts.
26-40	Monster	3d6 damage. Comes in Cerberus, Lich, Demon & Dragon variants.
41-45	Tollbooth	Forces the intruder to pay \$100 for every action within the system.
46-50	Derez	Degrades a single module by 1 point without destroying it.
51-60	Confusion	Turns a standard host into a sculpted one, attacker at DIS unless acclimatized to this sculpted reality.
61-70	Utopia	Injects the netrunner into a simex utopia of bliss. Hacking+COOL test vs 20 to escape. Lasts for 1d10 rounds.
71-80	Trace	Pinpoints the physical real-world location of the hacker and sends local law enforcement
81-85	Hunter-Killer	As Trace but sends a real-world commando team to that location with orders to kill or capture.
86-90	Plague	Injects bit rot. Every 1d6 hours a random module is degraded by 1 point.
91-93	Burner	Immediately erases 1 module in the hacker's repertoire per round.
94-98	Judas	Replaces the hacker's persona with a traitorous one that attempts to betray the party at the first opportunity. 1d6 hours.
99-00	Big Brother	Replaces the hacker's personality with a corporate or "good citizen" persona for 4d6 hours.





EXTREME SECURITY

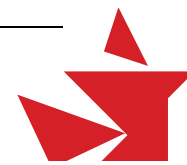
Roll	Name	Description
01-12	Monster	3d6 damage. Comes in Cerberus, Lich, Demon & Dragon variants.
13-20	Entax	Siphons 1d10x1000 \$ from the hacker's accounts.
21-28	Poison Apple	All the juicy- looking paydata is filled with glitches & viruses. Degrades a single module by 1 point.
29-33	Confusion	Turns a standard host into a sculpted one, attacker at DIS unless acclimatized to this sculpted reality.
34-40	Utopia	Injects the netrunner into a simex utopia of bliss. Hacking+COOL test vs 20 to escape. Lasts for 1d10 rounds.
41-44	Vertigo	Induces a psychotropic disorder such as vertigo, phobia or psychosis in the hacker's mind.
45-62	Trace	Pinpoints the physical real-world location of the hacker and sends local law enforcement
63-67	Northwest	Mangles the hacker's identity, confusing it with other people (often criminals).
68-74	Hunter-Killer	As Trace but sends a real-world commando team to that location with orders to kill or capture.
75-82	Plague	Injects bit rot. Every 1d6 hours a random module is degraded by 1 point.
83-87	Burner	Immediately erases 1 module in the hacker's repertoire per round.
88-92	Judas	Replaces the hacker's persona with a traitorous one that attempts to betray the party at the first opportunity. 1d6 hours.
93-97	Big Brother	Replaces the hacker's personality with a corporate or "good citizen" persona for 4d6 hours.
98-00	Soulkiller	Permanently erases the hacker's mind and personality, leaving a husk.



DATA TABLE

01	Annual report	26	Password file	51	Research proposal	76	Simulation, building
02	Building plans	27	Research paper	52	Statistics	77	Simulation, biological
03	Black list	28	Research simulation	53	Glossy product catalog	78	Schematic diagrams
04	Contact list	29	Research notes	54	Interactive Adverts	79	Lots of useless email
05	Codebooks	30	Audit trail	55	Shipping manifest	80	Images/Trideo, common
06	Calendars	31	Bank codes	56	Subscriptions	81	Images/Trideo, porno
07	Employee lists/bios	32	Books, ordinary	57	Transaction records	82	Multimedia presentation
08	Financial statements	33	Books, illegal	58	Trade options	83	Help file & Tutorial
09	Photos, company	34	Vidphone conversation	59	Sewer/Gas/Cable plans	84	White Pages (global)
10	Photos, personal	35	SecCamera logs, routine	60	World Atlas	85	Yellow Pages (global)
11	Biography	36	SecCamera logs, accident	61	Green Paper (consulting)	86	FAQ sheet
12	Secret company history	37	SecCamera logs, raid	62	Skillsofts	87	Parachute file (retired)
13	Letters, personal	38	Daily Procedures	63	Technical manual	88	Important Diary
14	Letters, official memos	39	Operations Manual	64	Software, common	89	Personal Filter (sculpted)
15	Letters, secret	40	Operations records	65	Software, viruses	90	Encyclopedia
16	News articles	41	Operations, Covert	66	Software, hacking tools	91	White Paper (policy)
17	Money, raw datacash	42	System logs	67	Software, OS	92	Advertisements
18	Money, stocks/bonds	43	Slush fund	68	Software, games	93	Regulations
19	Money, corp scrip	44	Inventory	69	Software, object library	94	Music
20	Money, foreign currency	45	Production figures	70	Satellite scan images	95	Geodatabase
21	Money, property deed	46	Personnel files	71	Spy Satellite images	96	Tax records
22	Product info	47	Employee gossip	72	EM-Spectrum images	97	Secret Location addresses
23	Police record	48	Paychecks	73	Simulation, machine	98	Credit Ratings list
24	Paintings	49	Projections, future	74	Simulation, flight/car/sub	99	Roleplaying books
25	Sculpture	50	Scenario plans	75	Simulation, wargame	00	Passcodes

Roll on the Data Table to determine the random contents of nodes and systems.





NET GEOGRAPHY

To those earlier generations raised on the old internet the new Overnet of 2055 will seem quite strange. Not only is it much more densely populated with Autonomics, net life and other software creations, but it is much more fragmented than the pre-War internet. National governments and continental blocs are much more jealous of their network grids than they used to be, and all enforce rigorous gateway sanitization protocols. Packets of data must pass through “overnet customs” be properly scanned, tagged and authorized to travel between countries and continents. These special connections are called international gateways, or intergates for short, and constitute chokepoints that are difficult for roaming hackers to squeeze through. Sometimes its easier to catch a sub-orbital flight across continents than to hack through intergates defended by rival military systems.

The brutal destruction wrought on the internet during the Third World War has made nation-states and even individual megacities extremely paranoid about network access. Of course, everyone would still like to access the global overnet for trade, cultural enrichment and other purposes, but it’s much harder to transcend these new network borders than it was in the past. States that are hostile to each other, such as Great China and the USA, will sometimes embargo each other’s data completely.

Consequently, distance and geography matter much more to hackers in 2055 than they used to. Not only do they have to break through tough network borders to access different zones, but they have to understand foreign protocols, software types, languages and cyberspace subcultures that may not even exist in their home turf. In Hunter//Seeker, zones represent geographic areas under the jurisdiction of a single state or corporate authority. Zones often have unique operating conditions and quirks that may affect the hacker in various ways.



Zones & Grids

Zones are large country-sized areas of the net controlled by governments and corporations, while grids are smaller sub-areas, usually cities and regions. Each of these areas of the overnet are distinctive in some way. Netrunners have to use their Socialize (Cyberspace) skill and roleplay to find out what those distinctions are. Devious GMs are encouraged to spread false rumours about the most mysterious places of the Cryptosphere and their

inhabitants. Zones are usually patrolled by various net-governance agencies with the assistance (but not control) of the World Network Organization, which has final say over jurisdictional disputes and net law, which is tortuous in the extreme. The general characteristics of several global regions are detailed below.

ATLANTICA

Encompassing the entire eastern seaboard of North America plus the caribbean, this domain has draconian security centered around the financial hub of New York city and the political core of Washington. Atlantic is very busy and very dense since it channels all the traffic of the BosWash Megalopolis and the Delta. Government hunter-seekers abound in the dataspace, roaming the research-intensive Boston hub, the design assembleries of Atlanta, and the corporate simulacrum of Delta Megacity. Computer crimes committed in Atlantic are severely punished (long prison sentences), and the many old layers of this domain inhibit efficient searches.

OLYMPIA

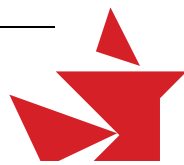
Olympia coverage includes all of western North America plus Mexico and Yucatan. Olympia enjoys a reputation as a thriving domain with lucrative corporate holdings, but also holds the promise of blood-feuds between the numerous major Clans that stake territory in the webworks. Olympia is also heavily infested with databeasties and netspawn which conspire to eat traffic and attack weak constructs. Visitors have been warned. Most of the Great Minds in the region have been slaved to powerful interests, but sabotage activity occasionally liberates one. Olympia is a dynamic domain, meaning that its boundaries sometimes shift between Pacifica and Amazonia, as the currents of data carry it.

EUROPA

Covers all of Europe to the Ukraine and is probably the densest computer grid in the world. Europa is a corporate and ideological battlefield, filled with netespionage and the shifting bulks of Clan constructs. Despite a heavy government presence hacking activity is intense and highly profitable as long as the prickly regional governments do not feel a threat to their autonomy. Overlapping jurisdictions and feuding bureaucrats make cracking substantially easier than, say, Apparatus territory. Nevertheless, Eurosekur operates with a heavy hand, especially against those it suspects of economic sabotage. Europa is also a good place for surreptitious banking, hit-and-run attacks, ironclad contracts, and is relatively free of pestiferous spawn.

ZHONGGUO

One of the most centralized and efficient zones in the world, Zhongguo is maintained by the vast State Information Administration of Great China and employs millions of people. A separate branch of the police, called the Network Police Force, patrols for irregularities and silences dissent very harshly.





AUTONOMIC INTELLIGENCES

Since the first AIs began to be uplifted in Chongqing and Tuatara during the 2030s, the world has waited expectantly for them to try and take over the world. Nothing of the kind has happened yet, as humanity has learned to tame these software creations and harness their superhuman powers to its own ends. AIs in Hunter//Seeker are powerful digital entities that have very specific skillsets and tremendous deficiencies that prevent them from achieving the kind of singularity Godhood envisioned by some science fiction writers.

An Autonomic Intelligence may be self-aware, but that awareness is often confused, self-referential and somewhat alien to human mores. Software psychologists classify AIs into several categories, but recognize that all fall within what might be termed a programmed deterministic autism spectrum that no amount of human intervention can improve.

AIs are self-limiting and generally useful only in highly-specialized roles; but in those roles they can often exceed human achievement by an order of magnitude. Autonomics, called aeais in Hindia, Monads in Europe and xing cheng in Great China, are used in countless tasks, from planning the exact mathematics of a kilometre-high megascraper, to optimizing the traffic flow patterns in London to designing new ICE defences for Armatech's Chateau D'If data fortress.

Despite being hobbled by their evolutionary self-destruct mechanisms, Monads have created a fascinating culture within the bounds permitted by Turing Control. Their own initial machine codes quickly degenerated into dozens of specific languages, such as Babelian, Fire Tongue, Cloudeater, and the forbidden language known as High Transcend, much to the surprise of programmers; but not linguists. The latter language is often used for surreptitious communication with the Crypt.

AIs also run affairs around the world under the close supervision of the World Network Organization. The EOS Machine Mind, specifically hardwired for human safety, controls most technical/control functions in Newport City. Argus is the Pentagon's vast distributed-surveillance hive-mind which has only rudimentary awareness but immense micro-control capabilities, and can recover from over 90% damage to its subsystems. Ak-Ak controls all non-vital systems in Aquadelphi, a Pacifican semi-submerged metropolis. The legendary Feng Huang Synth is credited with recovering the disastrous Chinese colonization effort on Mars in 2038, and the salvage of New Shanghai.

AI Classification

Autonomic Intelligences come in many strange varieties but the most common ones – those encountered by hackers in systems – can be classified as follows:

ARCHITECTS

Master builders and constructors of code, architect AIs display the hive-mind mentality of African mound termites, plowing all their formidable processing power into building system nodes, deepening ICE defences, improving accounting efficiencies and growing networks. If left unchecked their building tendencies will rapidly outstrip available resources and their plan will twist into

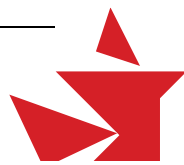
themselves until they are lost in involution oceans of procedures and endless consequences. **Modifiers:** +2 to Hacking (Programming), -2 to Tracing (no interest in out-system events), -2 to Socialize, +2 to Engineering, +10 Net Points.

LOGICIANS

Speaking in Assembly and pure mathematics, Logician AIs operate on a plane that's even higher than that of the overnet. They continually seek to classify, dissect and catalogue all phenomena and have trouble distinguishing between cyberspace and meatspace. Logicians make great theorists, astrophysicists, occasional engineer and linguists, but their understanding of human and animal behaviour is poor. **Modifiers:** +2 to Hacking (Countermeasures) except Subversion, which is at -2 penalty, -2 to Socialize, -2 Politics, +1 ICE.

MONKS

Certain types of AI choose to withdraw into themselves to pursue a hidden path towards what some might call higher awareness and others might call a mental fugue state. Termed 'monk AIs' by common observers, they display amazing aptitude at seemingly-random skills such as one might have once seen among East Asian martial artists or European mountain hermits. **Modifiers:** Two specializations in different skills at rank 10.





DIGITAL LIFE

The wilds of cyberspace are known as the Cryptosphere (or The Crypt), not because of any particular connection to encryption, but because of the cryptic nature of the inhabitants. No-one, not even the oldest Monads, knows all of the lifeforms that can be found in the deepest layer of this photonic ocean. Digital netlife abounds throughout the varied levels of the Cryptosphere, evolving at hyper-speed and forming a complex program ecosystem full of basic programs, scavengers, disrupters, grazers and predators.

These lifeforms are known as *netlife* or sometimes *hammals* in the jargon of net hunters who stalk these programs as their prey. Rampant netlife is incredibly destructive to human systems, eating code and crashing entire databanks if left to their own devices, but with the proper handling a hammal can become an extremely useful program. Netlife programs are hunted and captured because their hyper-evolved architectures can sometimes be far more efficient and advanced than any human-constructed program, and hence valuable. Skilled hackers venture into the wildnet to capture such programs for sale to the brave entrepreneurs, who turn them into money-making innovations or sometimes into weapons.

The evolution of rogue escaped AIs within the Crypt continues unabated. A vast ecology of demons, loci, aethers, imps, flora and fauna inhabits the lower levels of the Crypt, doing God-knows-what. Rumours abound of rogue AIs corrupting their human-controlled brethren, which then mindjack powerful people for their own purposes. Yet Crypt entity interactions with the physical world are haphazard. Perhaps they misunderstand its connection to human existence, and perceive it only amorously, as we do the overnet. The entities ensconced in the deepest parts of the Crypt are completely alien to human thought. Some progress has been made; as of 2054, the Stanford Contact Group has established a substantial cultural exchange with an AI collective known as The Zoo Restruct.

LEVELS

The Cryptosphere has 5 acknowledged levels and possibly even more, though the deeper one goes the more bizarre and insane is the landscape.

Level 1, or *the frontage* of the wildnets is usually the highest level and is found around unsanitized domains in poor areas of the world where the overnet is not properly maintained. It looks like a basic geometric landscape of neon lines and primitive polygons, inhabited mainly by low flora and basic programs like

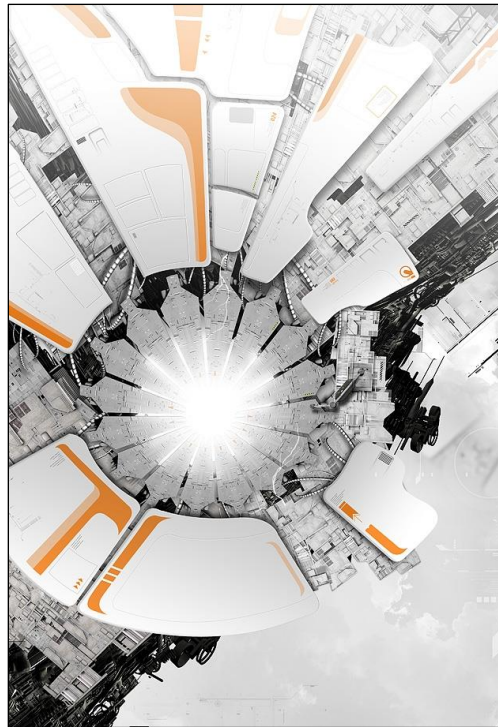
stands of joint grass, clusters of parqueter coral and nomadic low flora such as chogsets.

Level 2 begins to take on the appearance of a veldt or savannah of mixed low and higher altoid flora, with the occasional low fauna critter running around.

Level 3 is a forest or jungle full of digital life, with strange hammals gliding through the shadows and feasting on each other. This is about as deep as regular net hunters go.

Level 4 becomes difficult even for the VALMUL lens to interpret: mixtures of terrain such as ocean with jungles and gaseous lifeforms inhabiting every corner. Spirits inhabit the trees and stones, and staying long is not advised.

Level 5 aka The Deep Crypt borders on insanity, a mad swirl of chaos and alien lifeforms uncategorized by human minds, filled with symbiotic and predatory programs eating each other, some very valuable. Rogue Monads and AI collectives dwell within these reaches in realms known by such names as The Agglomeration or the Tetra-Datome.



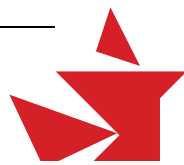
BROKERS

The controlled habitats of the megacorporations and secure computing bases of advanced countries prevent unauthorized netlife from entering their zones and eradicate it with extreme prejudice. But even in these areas certain sanitary gateways and interlocks can be used to access the Cryptosphere if authorities permit it. Researchers, wardens, police and military deckers and net hunters with official permits can enter the Cryptosphere to investigate it or to hunt for valuable netlife. It is highly illegal to bring unauthorized netlife into controlled zones, with punishments varying from imprisonment to execution. Cryptosphere infections can force systems to be entirely reformatted and their hardware to be destroyed, meaning that large scale Cryptosphere invasions can be as destructive on software and hardware assets as wars.

A VALMUL lens costing around \$5,000 is required to properly interface and interpret the insanity of the Cryptosphere, and various slum-dwelling shamans, oracles, hypothecaries and code witches, as well as more-respectable Cryptologists and academics, often sell time on the lens to strangers, along with their knowledge of hammals and wisdom of which ones to avoid. The more superstitious of these hackers refer to it as The Invisible World, which surrounds us and provides the wisdom of the spirit world if approached with the right rituals and offerings.

RULES

Entering the Cryptosphere is easy: a simple Socialize (Cyberspace) roll to find a gateway, and a Hacking test (versus the local system or zone) to go through the sanitization protocols without being stopped or detected. Going deeper is also easy; coming back up without getting eaten by predatory netlife is much harder.





Netlife will tend to nibble on or outright attack visitors of any kind. Hacking rolls versus the Firewall (FW) of the netlife are required to prevent deleterious effects. Certain modules can be used against netlife (Fuse, Carto, Recon, Eraser, Bleach) while others are ineffective (Blackhammer, Spike, etc.).

Hammals attack with their FW + 1d10, with effects resembling random modules or system defences. Roll on the Hacking Modules table or one of the System Defence Tables:

- Low flora = Light Defence table.
- High Flora = Light or Medium Defence table.
- Low Fauna = Medium Defence table.
- High Fauna = Medium or Heavy Defences table.
- Predators or Higher = Extreme Defences table.

Flora are immobile and can be disengaged with a single action. Fauna are mobile and may run away or pursue depending on how the initial encounter goes.

Hackers can capture netlife by defeating it without damaging/erasing it, then evolving it through trillions of iterations using an Incubator module or trial-and-error. Netlife on levels 1 and 2 can be turned into version 1.0 modules (Difficulty 15); levels 3-4 produce version 2.0 (Difficulty 20) and levels 5+

produce version 3.0 modules (Difficulty 25). New modules may be created this way, although netlife tends to be much more specialized than regular modules. For example, a stealth predator hammal turned into a Phantom v3.0 module may only work against corporate systems; a Fracter may only work against door seals and not windows, etc.

NEW MODULES

Spearphish – designed to hunt, destroy or capture netlife in the Cryptosphere, this module avoids serious injury to hammals so that they may be turned into useful programs.

Incubator – converts raw netlife into useful modules through trillions of evolutionary cycles, using difficulty above.

Scalpel – converts one hammal into another, within the same phylum (low fauna to low fauna, etc.).

RANDOM NETLIFE

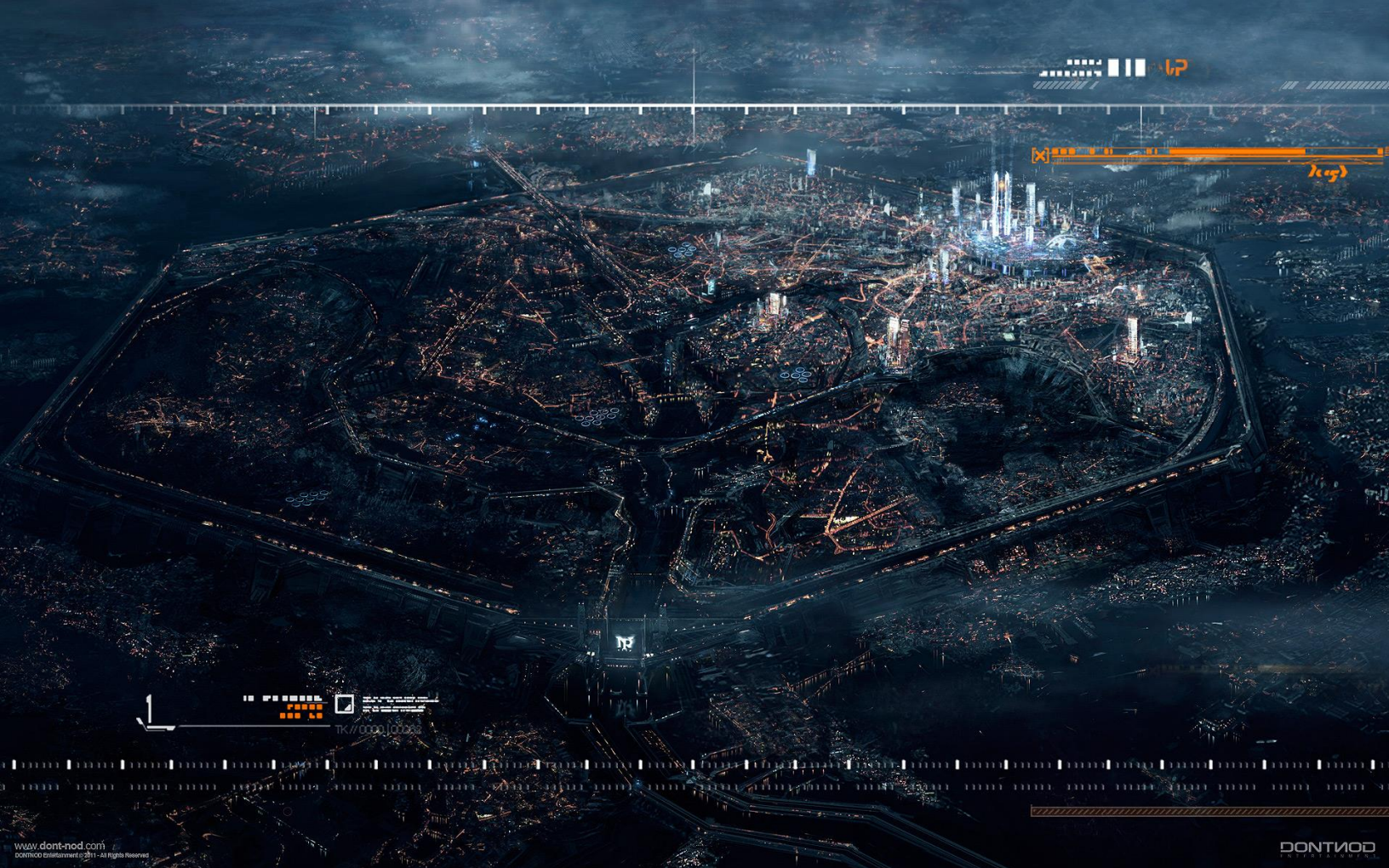
Roll percentile dice on the following table to determine netlife encounters once per hour or once per day as desired.

Value is the amount the hammal can be sold for in a software market, if anyone is willing to buy.

FW is the Firewall rating of the hammal, to which is added +1d10 when defending or attacking for a final rating.

RANDOM NETLIFE					
Level 1 roll -20%, Level 2 roll -10%, Level 3 roll normally, Level 4 add +10%, Level 5 add +20%.					
Roll%	Name	Type	Value (\$)	FW	Description
01-02	Symvirote	Low flora	1	2d6	
03-08	Parqueter coral	Low flora	1d6	1d6+4	Coraline
09-15	Joint grass	Low flora	1d6	1d8	
16-18	Fossal	Low flora	2d6	1d10	
18-20	Drepeater	Low flora	1d4x10		
21-25	Flageolot	Low flora	1d6x5		
25-25	Fairweather	Low flora	1d6x5		
26	Chogset	Fungal	1d6x10	1d8	Decay eater.
27	Black Lace	Fungal	1d6x10	1d8	
28-30	Mandaleon	High flora	1d6x10	2d6-1	
31-33	Ecumenicon	High flora	1d6x10	2d6+1	
34-36	Fairmaid	High flora	1d6x10	2d6	
37-39	Sunner	High flora	1d6x10	2d6	
40-41	Talktree	High flora	1d6x10	2d6	
42	Jolly Roger	High flora	1d6x10	2d6	indiciphage
43-44	Crabbit	Low fauna	1d6x10	2d6-1	
45-50	Kebbick	Low fauna	1d6x10	2d6	
51-54	Long-liner	Low fauna	1d6x10	2d6	
55-59	Chevrotain	Low fauna	1d6x10	2d6	
60-64	Vetch	Low fauna	1d6x10	2d6	Absorption by halation
65-70	Freemartin	Low fauna	1d6x10	2d6	
71-74	Anonymouse	Low fauna	1d10x10	2d6+1	
75-80	Protoc	Low fauna	1d6x50	2d6+2	
81-84	Dataq	High fauna	1d10x100	2d6+3	
85-89	Centaury	High fauna	1,000	3d6	pesudopods
90-91	Netminder	High fauna	3,000	3d6	
92-93	Reaper	High fauna	5,000	3d6	
94-95	Godwit	High fauna	10,000	3d6+2	ball body spindly legs
96	Segmentoid	Apex predator	25,000	4d6	
97	Black Medusa	Apex predator	70,000+	4d6+1	
98	Daemogorgon	Apex predator	80,000+	4d6+2	Catalytic neume, death gene
99	Chimereon	Conglomerate	90,000+	5d6	
00	Hydragone	Conglomerate	100,000+	5d6	





THE LONG TOMORROW

What is the world like now? Chinese state corporations operate with near-impunity on the West coast of the USA, under World Court rulings. The Asian Concord, dominated by Great China, regulates commerce and much else in East Asia as it seeks to create a perfectly harmonious society. European cities are still recovering from a Civil war between French Islamists, the EuroFed and German separatist factions. Aerodynes coast through megacity clusters of tens of millions of people, many of whom live in arcologies and Monad-controlled megascrapers reaching a kilometre into the sky. Oh yes, *Monads*. These artificial intelligences emerged from evolved softwar systems during the Third World War and have grown in power to such an extent that they run entire cities and small countries, for purposes unknown.

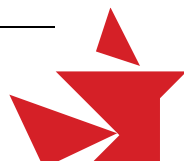
New York excels under the beneficent, polymathematical, post-democratic hand of SERAF-EX, a saint made digital. Research has accelerated under the guidance of these super-intellecets, and nations that have submitted to their wiles have prospered. But the great powers have not retreated. Some, like the United States, have waned in power, while others, such as Great China and Arabiya, have waxed and flung their nets of influence across the world.

Open rebellion infects the USA as Free States refuse orders from a Washington that accepted defeat in the last War and grows more tyrannical by the year. The War cost many lives, the Plague Years even more. Nearly a billion died in the chaos of the post-War years as engineered virii and unpredictable mutations

altered the human landscape and the animal world alike. Hygiene is paramount in the urban megaclusters and once-nuked ring cities of Bohai, Shanghai, Taipei, San Angeles, Atlanta and Delhi. The internet, once the premier form of intercivizational dialogue, was shattered during the War; the overnet – partitioned by country, designed for security and commerce only – has taken its place. Everything you say & do, everywhere you go, everyone you talk to, is monitored, recorded by the Groundscan and archived in the global Registry. The Panopticon is nearly complete, with only a few privacy zones and freewheeling countries still offering resistance.

Custom-built creatures of genetic engineering called *chimerics* roam the consumer markets and biolabs of the world, while their soul-less brethren – *clonals* – are used as parts to repair humanity. New sources of power, from zero-point energy wells to bioreactors to plasmotics batteries, fuel a thirst for travel that takes us to the underpopulated orbital habitats of the rich and famous, even as all 9 billion people on the planet demand a car for themselves. *Pharmed* Brazilian jungles and forests of biochemical wonders present a cornucopia of drugs, from the life-saving to the pleasurable to the demonic, to anyone who can afford them.

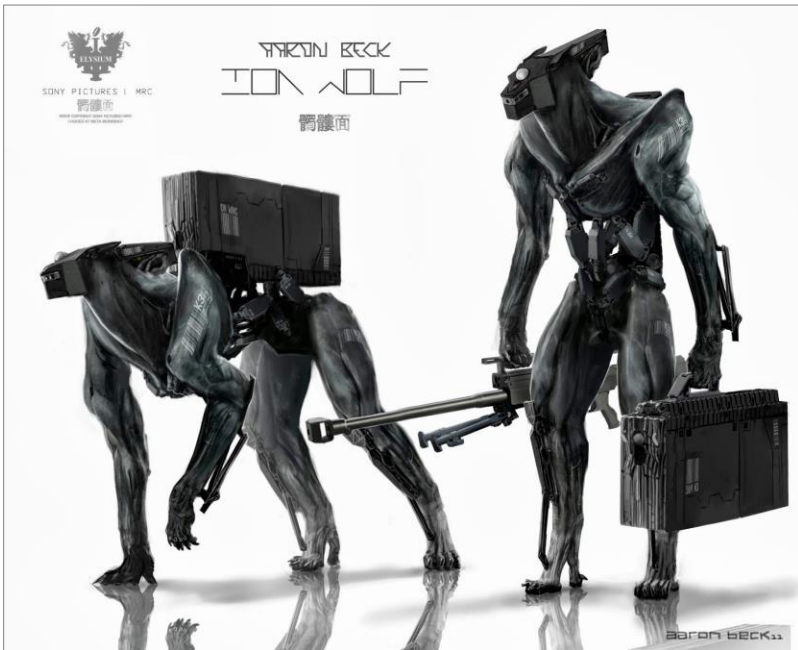
Phantomic advertisements and virtual reality worlds invade the real, the simulacrum taking the place of the original reality. Your house can look like a mansion, your workplace like a paradise, but when do you start believing the illusions are real?





The world is awash in consumer abundance and home *fabricators* can create almost anything you need in a pinch, but the domain of personal freedom has grown poorer. Suffocating speech codes, blasphemy laws and the threat of terrorist violence silence all opposition. The conservatism of the Salafi, the Evangelist and the Confucianist is made law in every pronouncement of the World Court, which governs most international matters after the collapse of the United Nations. Even now rumours abound that thanks to Monad-inspired psychosurgery the secrets of the human mind are no longer sacrosanct.

At the opposite end of oppression lurks the neo-barbarism of the firebombed school, the thief with his hand cut off, and the massacre of a different ethnic group. Spirituality thirsts, religion organizes, fanaticism explodes a bomb, eradicating tolerance and whole cities alike in a flash of light. Asian and African crusaders of the Catholic Church fight the Ummah from Xianjiang to the Sahara even as old pagan religions arise in Europe. Power flows to the elderly (now living well into their 90s in perfect health), and is stripped from the rebelling young. Bit by bit, word by word, the world gets materially richer and the soul loses its dynamism and freedom of expression.



But no structure, no system can be stable forever. If the overnet is locked down, the cryptnet can provide what once was free. Hackers, spektrs, infomorphs and reputation servers consume processing mass like whales filtering digital krill, while new fabricated analogue systems reconnect individuals in order to evade the groundscan, the probability mapping and the gait analysis of the police states. If you fight the system, it will erase your life, your wealth and your identity, but *blanks* fight back through sabotage, counter-surveillance and by shapechanging their way through the photon ocean. Where the Monads twist humanity to suit their alien purposes, the hyperevolved worlds of the cryptnet open new vistas of thought and net life.

Where the state corporations run ramshod over personal freedoms, the hypercorps pursue and overtake them in

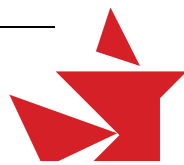
innovation and the art of business. Withered husks of bureaucracy dictate what you may think, say and do, but there are hacker collectives, thinkspaces, collaboratories, cryptospheres and free states to which the dynamic, the entrepreneurial and the wild can retreat. Phantomics may confuse the real with the simulated but the truth can cut through any hologram or simex. Technology is the shockwave of the future; learn to ride it and live.

A Neon Twilight

It is the middle of the 21st century, and humanity has built new biological and mechanical companions to help it repeat the same feuds and mistakes of the past. The years leading up to 2055 have seen a great technological wave sweep across the world, as human intellect fused with machine computation and finally brought forth the sentient machine - which turned out to be a Pandora's box. The nation-state is still the supreme human collective achievement, but other clan affiliations now compete for people's loyalties. Among these are the Incorporate States, countries with no territory but who count millions of virrea citizens as their supporters. Thousands of small, lean and competitive hypercorporations roam the international markets hunting their prey and dealing mostly with model construction. Global commerce depends on reliable travel and communications made safe through the efforts of Biocontrol, the organization mandated to preserve the integrity of the humane genome.

Clonals (biomechanical constructs who have achieved sentience but not self-awareness) and Chimerics (genengineered animals and plants with unique characteristics) walk beside us now, neither enslaved nor quite free, serving alongside humanity and trying to answer the same questions as we do. People live longer, healthier lives and enjoy greater luxuries than we imagined in the darkness of the 20th century, but different - and strikingly similar - problems are not far behind. The problems of overpopulation and resource scarcity have been overcome, usually by accident rather than human brilliance. The Small Plagues eliminated those that "weren't cautious or hygienic", and the world's peoples - quite a lot older than ever before - take themselves very seriously. The global organization known as Biocontrol fights tirelessly to protect humanity against its own biological folly - or to pollute the gene pool, depending on how you see it. Medical engineering is the largest economic activity on the planet.

Yet the same problem of distribution still divides the world into the have and have-nots, the educated and the uneducated. Thanks to the bounty of bio-engineering, people in the rich world are smarter, healthier and physically more perfect than the poor. And they think they deserve it. After all, they invented the science, capitalized the research, and took out a mortgage for this stuff. The average American spends a third of his income on some aspect of biology. The first world, with 15% of the world's population and which counts half of China in its numbers, is the new global aristocracy. Medical engineering keeps the elites alive for an average of 110 years, turning the grip of the old into a noose around the necks of the young. Persona-filtering has become an acceptable legal treatment to 'fix' the psychological





deficiencies of drug addicts, psychopaths, rapists, pedophiles... and others. Neither the body nor the mind is now sacrosanct.

TIMELINE OF EVENTS

2021

US Cyber Force created as a fifth independent military service branch. Iran tests nuclear bomb, declares itself the world's first "revolutionary Islamic superpower". Retiring US baby-boomers overload the medical system; taxes and national debt around the world increase inexorably to provide the latest treatments for retirees. Facing huge budget deficits, the United States begins to withdraw its military forces from Europe, South Korea and Japan. Syrian civil war ends with Turkish and Iranian troops occupying most of the country. European nEUROn and US Typhon long-range fighter/bomber drones declared operational. US experiments with holographic ultra-realistic virtual reality piloting rigs in prototype tele-robotic aircraft. Phase-Change Memory speeds up computers by 10x, allowing natural language translation and fast virtual reality.

Global Security Forum established in the wake of Jemaja Incident involving Chinese and American fleets in the South China Sea. GSF intended as a discussion forum for major powers involved in conflicts around East and South Asia. Nearly 3,000 micro-satellites in orbit form a ring of metal around the Earth and increase the prevalence of space accidents. Graphene processors and large quantum computers in commercial use.

2022

Union of South American Nations (UNASUR) establishes a free trade area across South America. South American Defence Organization (SADO) formalizes pledges of mutual defence among 12 first-tier member states. Coup in Belarus; Russia deploys troops, claiming the right to stabilize the situation. First sperm derived from a woman's stem cell impregnates embryo; men no longer technically needed for reproduction. As economic growth stagnates in the US and taxes rise to pay for an aging population, immigration drops to almost nothing.

2023

China deploys third aircraft carrier into service, the first under its "Southern Ocean" (Indian Ocean) admiralty. Italy completes world's largest bridge, linking Sicily to the Italian mainland. European Union accepts all remaining Balkan countries, plus Switzerland and Norway, into the club. Mong Hsat incident: Burmese military revealed to be performing genetic experiments on thousands of captured Shan guerrillas. Chinese Taikonauts land on the moon, set sights on Mars.

2024

First Orbital military squadron: US deploys a dozen FB-37 "Condor" Spaceplanes to form the 133rd Aerospace Wing. Genetic Experimentation Regulation Treaty establishes UN Biocontrol as an agency of the World Health Organization to prevent repeat of Mong Hsat incident, with quarantine and enforcement powers. Biocontrol sets new standards for hygiene and health safety, and establishes the Human Code guidelines to regulate bioengineering and genetic purity. China completes "Great 200" nuclear power stations, many question their safety given the speed at which they were built. First fully-optical photonic computers developed by Intel-TSMC partnership. Turkey withdraws from NATO citing irreconcilable differences

and NATO's "anti-Muslim operations"; reports surface of PLA troops building radar installations near Bandirma in Anatolia, pointing towards Europe. Palestine an independent state, but exists in a perpetual state of war with Israel. China Aviation Corporation seizes 35% of international commercial aircraft market. Boeing files for bankruptcy. Chinese economic growth stagnates in wake of massive real estate bubble.

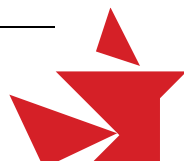
2025

US Genetics Control Acts I & II establish agencies and limitations on genetic engineering, privacy and testing. Turkey tests a nuclear device, claiming the need for self-defence against nuclear-armed neighbours Russia and Iran. South American Energy Ring completed, unites Brazil, Argentina, Bolivia, Uruguay, Paraguay and Chile in single energy and electricity market. Ihara & Grubb at Caltech unveil full-immersion virtual reality smartglasses, a commercial failure but eventually

adopted by militaries around the world. Over half of all international commerce denominated in yuan. US Dollar loses its status as international reserve currency. Hispanic Recondo music overtakes Hip Hop in popularity in the US. Hardline Islamic Egyptian government executes thousands of democrats and Christians for alleged treason.

KEY EVENTS

- 2030 – World War 3
- 2030 – Global Internet Crash
- 2031 – Chimerics
- 2033 – Minicores
- 2034 – Asian Concord
- 2030-2040 – The Plague Years
- 2035-2045 – European Civil War
- 2037 – World Network Organization/Overnet
- 2037 – World Court
- 2041 – Monads/Autonomics (AIs)
- 2041 – Phantomics
- 2045 – Clonals/Karbons
- 2045 – Exobrains
- 2046 – Global Groundscan
- 2047 – Plasmotics
- 2048 – Xenorganics
- 2050 – Repeller tech
- 2050 – Psychosurgery





2026

Brazil, representing UNASUR, becomes a permanent member of the United Nations Security Council. North America completes customs union between USA, Canada and Mexico but political union treaty defeated in plebiscite. Orbital Weapons Convention enters into force; US and China are not signing parties. At great cost, US completes the Brilliant Pebble anti-ballistic system to protect North America from missiles. Japan follows suit with a smaller version. US inflation running at 10% per annum. Mass protests in China as unemployment reaches 17%. Democratic revolt in Iran bloodily suppressed. Microsoft and Sony's haptic retina-holography computer interfaces more popular than traditional keyboards/mice. Dailing reactor in China's Sichuan province undergoes catastrophic meltdown; Chinese blame American cyberwar programs. Distribution of cheap cellphone e-readers in Africa by Oxfam doubles literacy rates.

2027

Pacific trade war: US blames China for the collapsing value of the US dollar, institutes trade sanctions. China and Europe retaliate in kind. Deep economic recession engulfs North America. US, along with Canada and Mexico, withdraw from the WTO and erect tariff barriers. Chinese Communist Party renames itself the China Harmony Party, drops all vestiges of communism. Nations around the world demand US repay its debts. Indian Navy deploys third aircraft carrier group to Singapore, signs mutual defence treaty with that island nation. Chinese marines invade and occupy New Caledonia, claim to liberate the island from colonial rule. Northern Union deploys nuclear missiles into Abkazia, ostensibly to counter Turkish and Iranian missile formations to the south. China Aviation Corporation produces largest heavy-lift composite aircraft in the world, the Kulung-22. Chinese State Construction Corporation (Statcon) completes the 100 Km-long Kra Canal in Thailand, opening a new route for shipping from the Indian Ocean to the South China Sea. Iran and Tanzania sign defence treaties with China.

2028

Brazil becomes fifth-largest oil exporter in the world. Newly-elected Japanese Social Harmony Party abrogates key sections of the US-Japan Defence Treaty, implements a policy of military neutrality and political isolation while secretly beginning work on

a Japanese nuclear bomb. US Social Security liabilities exceed assets by nearly 250%. EU creates Eurosec (Eurosicherheitamt) organization to pool security and intelligence operations. Chinese manned expedition to Mars lost with 3 fatalities. Brainscans regularly used for identity confirmation. Single-child families the norm in most parts of Asia, Europe and North America.

2029

UN Security Council crisis as China demands the reunification of Taiwan with the mainland within 1 year. Taiwan refuses; Chinese fleet begins economic blockade of the island. Chinese and American navies, with 9 carrier battle groups each, face off in the western Pacific. Massive build up of Chinese forces in Iran, Sudan and Tanzania. Global Security Forum boycotted by PRC and Chinese-allied states (Laos, Burma, Cambodia, North Korea, Mongolia, Pakistan). Secret Treaty of Singapore commits both the USA and PRC to a no-first-use of nuclear weapons in the event of a conventional war. US deploys Athena/Medusa orbital weapon constellation. Genetic repair operations common in most hospitals. Famines in Bangladesh, Burma and Nigeria. Synthesia Corporation popularizes personalized genomics, aka "genelifts" with its fast-growing Plasticity Clinic franchise. Electro-optic camouflage common in American, Chinese and European militaries.

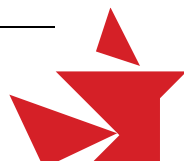
2030

Third World War

The war begins with network operations so potent that they disrupt air traffic control systems worldwide, cut power to hospitals, shut down critical communications, and cause physical damage to thousands of power plants in North America. Under cover of the cyberwar, China invades Taiwan while North Korea invades South Korea. The global Internet collapses as a result of this cyberwarfare and is only reconstituted on a local basis in a highly fragmented form called the Splinternet. "Week of Comets" as hundreds of satellites are shot out of orbit by warring countries. Guam and American forces on it destroyed by Chinese hypersonic and ICBM missile barrages. NATO declares war in solidarity with the US, but has no forces to send to the Far East, instead deploying forward armies to Poland, Romania and Serbia.

As the US withdraws its global forces to fight China, other countries take this opportunity to fight their neighbours:

Russia/the Northern Union invades the Baltic States, its former central Asian republics, and western Ukraine. Iran formally takes over Iraq in a bloodless coup and invades Lebanon, sparking a border war with Turkey. Egypt allies with Saudi Arabia, Israel and Oman to fight Iran, triggers combined Chinese-Iranian invasion of the Arabian peninsula. Kuwait and the Gulf States are lost within weeks. Some American forces deployed to defend Saudi Arabia; Iran declares a jihad against the US and ramps up terrorist attacks on American facilities around the world. Sudan once again





annexes South Sudan. With the help of Burundian and Chinese forces, Katanga separates from the Congo.

The debilitating but mostly not fatal aerosol-vector filovirus nicknamed the Red Flu appears in Singapore, Hongkong, Shenzhen, Los Angeles, Toronto and San Francisco and spreads globally; China and US blame each other for violating the Biological Weapons Convention. Biocontrol given authority to quarantine locations around the world. St. Louis Terrorist Attack involving nerve agents kills 277 people. DHS accused of incompetence as Islamic terrorist attacks escalate on American mainland; US government begins interning some Muslim Americans with Islamist sympathies. Islamist uprisings in Saudi Arabia, Yemen, Oman.

2031

Incredibly destructive navals battles between US, Chinese, Japanese forces result in the sinking of most of their fleets. China surges in shipbuilding while the US struggles to restore its marine industries. Hygiene Committees established in major American cities after outbreaks of extremely fatal variant Red Flu (VRF). US experiments with “phantomic” ultra-realistic virtual reality piloting rigs in prototype tele-robotic aircraft. American government merges Chrysler, General Motors, Lockheed-Martin, General Dynamics, and Boeing into Eagle Corporation, creating a military-industrial colossus for war production. Under duress from Russia, the Ukrainian and Belarussian governments join Russia to form the Northern Union under the Treaty of Novgorod. Russia invades and occupies Kyrgyzstan and is invited into Armenia by its president. Chinese and Iranian army groups crush Saudi, Egyptian and American forces at the battle of Rumah; Iran occupies Riyadh. Brief Russian-Turkish war in the Black Sea and around Armenia ends in stalemate. States and corporations revert to more primitive wired landline interconnects amid the ruins of the Internet.

2032

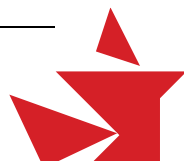
The WHO and Biocontrol declare a global emergency as VRF kills tens of millions around the world. China and many advanced countries institute strict travel quarantines and burn policies. Taiwan incorporated as a Chinese province. Philippines dictatorship enters into military agreement with PRC. Singapore, Kalimantan, Brunei and southern Thailand ceded to Greater Malaysia. Bangsamoro Islamic Republic declared in the southern Philippines with China’s blessing. Korea occupied by Chinese forces. Iran victorious over most of the Arabian peninsula and declares a Caliphate with Supreme Leader Soleimani at the head. Brazil declares itself a nuclear power on behalf of UNASUR. NATO’s non-appearance during the war means the alliance is effectively dead. Turkey occupies Greece, Cyprus, Lebanon. Heavy railguns perfected during the war and are now standard armanent on MBT/IFV and naval platforms. Semi-intelligent drone tanks and cargo trucks in general use among rich-country armies.

2033

VRF’s high lethality allows it to burn out within a year, but it’s another 5 years before a cure is found and nearly 900 million people are dead from its rampage. Most people become paranoid about physical contact and social gatherings are banned by states around the world. Caliphate-backed Islamists begin to demand sharia law and secession in European cities such as Rotterdam, Paris, Marseille and London. Riots turn bloody and Islamic terrorism spikes sharply. Mutiny by Muslim French Army officers in Marseille leads to brief insurrection claiming 5,200 lives before central government restores control. EU breaks off diplomatic relations with Turkey, Egypt and Iran for their support of Muslim insurrectionists. First neutered Partly-Sapient Artificial Intelligence (PSAI) – codenamed Monad – developed by the 4th Evolutionary Intelligence Lab, US Cyber Forces Base Tuatara, at the Phoenix Aerospace Complex; subsequent human-controlled AIs are nicknamed Monads (*zenrong* in China, *aeais* in India). Brazil now largest food exporter in the world, and accepting vast numbers of refugees from the Pacific war zone. Implanted minicores for data storage in human brains invented by Reflex in Beijing.

2034

Exhausted from warfare, China and US declare ceasefire and create the Pacific Truce Zone. Asian Concord between Japan, China, Korea, Vietnam, Thailand and Indonesia regulates trade,





shipping and new international boundaries between East Asian countries. United States repatriates remaining overseas forces to North America. Chinese advisors land in Micronesia. Congressional hearings on causes of defeat in western Pacific devolve into political witch hunts against alleged saboteurs; major reorganization of all intelligence agencies leads to the formation of the Central Intelligence Corporation. Amidst political recriminations and chaos in the US, southern California, New Mexico, Arizona and southern Texas hold plebiscites to secede from the Union and are successful. All sign an association agreement (the Aztlan Accords) with Mexico as the República del Norte (Republic of the North). The US government declares the secession null-and-void and sends in troops. Purges of military cadres ignite French Civil War between Secularist and Islamist factions. EU powerless to prevent armed militias in Germany, France, Italy and Poland from retaliating against Muslims as the civil war spreads. Military prosthetics almost life-like, can be controlled by brainwaves. The science of nanotechnology finally bears fruit in the form of molecular manufactories which can produce almost anything given enough raw materials and computing power. Assemblers revolutionize computing and the production of complex bionics, spacecraft, robots, and chimerics. Brazilian cosmetic surgery clinics popular across the world, offer a unique syncretic racial look.

2035

Military coups in the Philippines, Vietnam, Korea, Laos, Kambodea and Micronesia place these countries firmly in China's orbit. The United States Army puts down secessionist Republicano movements in the Southwest by force, but the civilian toll is heavy and inspires revulsion among US hispanics and Mexicans alike. Mexico invites Chinese troops into Ensenada, Juarez and Monterrey to support the secessionist Republicanos. Clashes on Mexican-American border. US Air Force flattens Monterrey with thermobaric bombs, threatens nuclear retaliation for Mexican-Chinese collusion. Eurospace and First China Aerospace launch "fisherman's net" satellites to remove orbital debris, which had been preventing regular satellite operations. Census in France reveals 21% of the population is Muslim. Rotterdam, Goteborg, Marseilles, Brussels, Birmingham become Muslim-majority cities. Sweden, Hungary, Spain secede from the EU.

2036

Egypt, the Caliphate and Turkey become Chinese client states, acquire latest military hardware. Peace Treaty between US and Mexico ends hostilities but covert Chinese troops remain. The Caliphate hosts Chinese forces in Arabia and builds up an army on the Egyptian border. Graphene processors and holographic memory cores are the latest in computing technology; the market is dominated by Reflex. Miniaturized nuclear reactors coupled with 3D printers create a Minifac revolution in personal design and product creation.

2037

Biocontrol declares Sumatra a Denied Area under biological quarantine on account of uncontrolled biological warfare during the War. Nigerian Civil War splits the country into a northern Islamic Republic and a southern Christian Commonwealth. Quizatl introduces new line of chemostatins which dramatically enhance skin plasticity, luminance and durability for biosculpting operations. Brazil opens massive new bioplastics farms in the cerrado, utilizing genengineered plants to produce petroleum and derivatives. Biotechnology megacorporation Synthesia develops the first 'Clotis' (CLOnal TISsue) bioreactor, a hybrid bio/machine genetic construction engine which allows the building & growing of tissues, whole organs and even small animals. Although strictly regulated, personal home bioreactors become a common feature in wealthier homes. Poland withdraws from European Union, citing religious discrimination. Genetagged networked identity cards are ubiquitous throughout the developed world, with the exception of the USA.

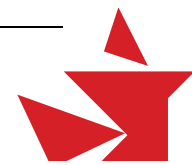
2038

New World Organizations

World Court established amidst the ashes of the United Nations by Great China, US, the European Federation, Russia, India, Brazil and the Iranian Caliphate. Headquartered in Singapore, the World Court appoints Global Syndics as prosecutors and judges-at-large, utilizing Common Law, Continental Law, Confucian Law and Islamic Law as appropriate to judge major international or transnational problems. World Network Organization formed to reconstitute and monitor the internet on a global basis, settle regional disputes, hunt down rogue war systems and re-integrate global networks. WNO bickering partitions the internet into heavily-defended regional domains. Treaty of tries to institutionalize cyberwarfare response among nations. Europe slowly recovering from the Islamic insurrection. Neobarbarism emerges in the gutted old cities of Europe: thieves getting their hands amputated, schools firebombed, children tortured. The formal position of Incorporate State is created for virtual worlds, international business entities and other non-corporeal entities.

2039

Chinese Ground2Orbit (G2O) Corporation now largest aerospace company on the planet, with launch facilities operating in 24 countries and rocket flights scheduled every 12 hours. Radiata Corporation invents nervernet biological data storage technology; religious authorities condemn the use of humans as living databanks. Megacorps organize and finance major reconstruction efforts in Asia and America after the Plague Years, managing to extort special privileges and extraterritoriality from many governments. Police, fire, medical, waste disposal, electricity, roads, and water utilities are all privatized and absorbed by megacorps (eg: Eagle, Quizatl, Synthesia, etc.) Across the globe, the middle classes now trust corporations 2-to-1 over governments. First civilian simsense deck derived from USAF pilotjacks goes online at Maas-Neotek. Life detectors alter combat strategy. Nanotech assemblers 'breed' new chemicals, juicer drugs, organs and circuits. Self-modifying circuits and

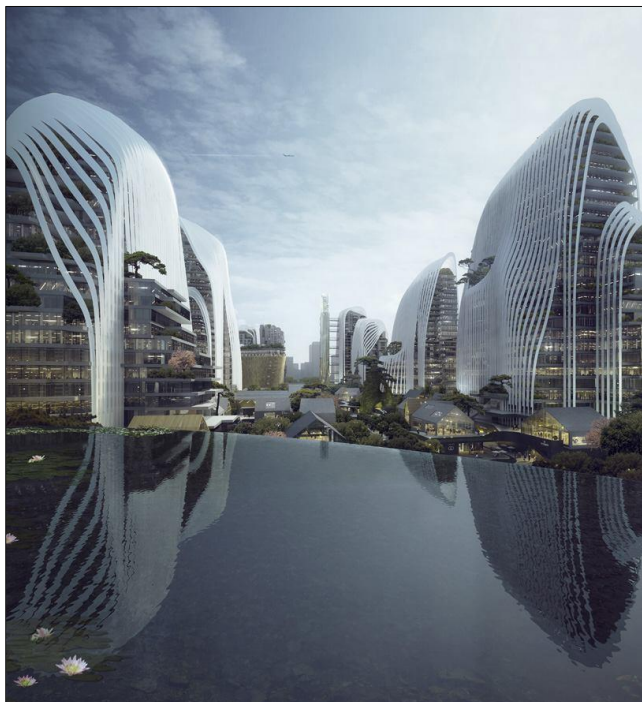




machines begin appearing in military usage (the famous 'automorphs'). Trideo introduced.

2040

Primitive biocircuitry experiments at Jiangsu University produce self-adaptive, sentient software dubbed a nematode; entities quickly spread to the rest of the overnet. European Allied forces put down Muslim rebellion after 2 years of savage fighting. Remaining Muslims heavily regulated and dispersed across the continent. World Court sanctions Europe. Fuangshan orbital habitat completed 3 years behind schedule, 450 Asian Concord colonists set up residence. Aggregate global data mass exceeds 1 ooglacycles. Chinese Global Expeditionary Forces launch raids on implant smugglers in Central America. Brazil negotiates for 99-year lease of Amazonian lands with native Guarani Indian tribes. Chennai Optical perfects cheap, universal augmented reality for the masses, dubbing it Phantomics. Claiming to be freeing the US from a dictatorship acquiescing to Great China, US Patriot Militias launch attacks on state capitals in Michigan, Illinois and Iowa, resulting in a brutal crackdown by federal forces. Martial law declared across parts of the USA as Constitutional Militias demand freehold status ("free from the federals") for many towns and smaller cities. Using military-grade chemical & cyber enhancements, booster gangs wreck havoc across small towns and raze whole neighbourhoods - police helpless in the face of such firepower.



2041

South Africa annexes Zimbabwe, Botswana and Angola against World Court sanction. American Dynamics deploys force-directed schools of programmed fish constructs off Kuaia Atoll. Atomic-Resolution Simulacrum of Summer Palace Jade Animal Quartet fetches record price of 13.5 billion yuan at Sotheby's auction. Islam now at population parity with Christianity, each garnering a share of 25% of the world's population. Asian Concord details plans for multi-party elections in several Chinese and Philippines provinces. Small deep-ocean mining stations established in the Pacific (Great China) and South Atlantic (Brazil). Rumours of Chinese experimentation with strange new lifeforms prove true as noxious new parasites, macrovirii and other New Mutation creatures begin to emerge from Asian jungles.

2042

Controlled Monad autogenesis research in the USA and China yields results for the first time. First American government-controlled Monads are the Retax (accounting, a safe first bet) and Allfluint (fluid dynamics engineering specialist) variants. First Chinese variants include Chen'yuan and Guaio types. Rebellion in Iranian-controlled Nejd Emirate. First anti-cancer viral treatments in general use around the world; life expectancy increases to an average of 92 years in rich countries. Christian Party of China emerges as largest winner in provincial elections; most of China's leadership is now Christian, but feuds with more traditional Confucianists in the China Harmony Party. World Court troops (mostly Chinese and Iranian) evict Ethiopia from Sudan, install military dictatorship in Addis Adaba. In Europe and America, formerly-multicultural societies now fragmented along ethnic, political, religious and corporate lines.

2043

The completion of Chongqing's Gate of Heaven kilometer-high Monad-controlled megascraper vaults the Chinese city of 25m into onto the world stage. Eurosec officers on trial for atrocities against European Muslims. Chinese set up bases in Algiers, Malta, Cuba, San Angeles, Hawaii, Panama, Caledonia and Morocco. The Reflex mega-corporation starts commercial production of application-specific Monads for traffic-control, laboratory testing, biome-engineering, meta-simulation and datarcheology. Treaty of Kuantan codifies uses and controls on artificial intelligences (Monads) and forms Turing Control to monitor artificial intelligence around the world. First rod-logic nano-scale mechanical difference engine constructed by Pinyuang China Scalar in Suzhou. Fluidfullerene, the universal building block material for wet nanotech, invented at Cambridge.

2044

World governments complete the Collection, a perfect simulacrum of 300 global urban centres, creating a centimetre-scale augmented reality overlay. 15% of Americans are mixed-race. India becomes the most populous country in the world, with 1.7b inhabitants; China stands at 1.2b and the USA at 450m. Most advanced countries now deploy highly-roboticized platforms in their armies, including tens of thousands of drones. Monads run ¾ of the world's cities, usually in cooperation with national authorities but in some cases seceding entirely from their host countries. The Prometheus Monad perfects the Karbon





technology to create growth-accelerated, memory-implanted clones of human beings. Karbons initially used for organ replacement for the rich and for dangerous labor in high orbit.

2045

Genesys megacorporation plants vast forests of “onyx trees”, or self-generating biocircuitry-based photovoltaic cell structures across Europe, North America and Africa, tripling electricity production in some places. Field effector arrays at Stanford demonstrate full range of haptic responses in phantom environments; perceptions of reality are now malleable and the holodeck is a commercial product. Monad-assisted psychosurgery shows potential to alter human personalities. Hispanics comprise 25% of the USA’s population. Populations in Europe, East Asia, the Americas and the Mideast falling; population of 2.5 billion in Africa still growing. CyberMIND now largest cyberbrain software company in the world, accused of performing inhumane psychosurgery on behalf of the Asian Concord. Life extension treatments prevalent across the world; senior citizens hold most positions of authority everywhere. Unable to advance in society, increasing numbers of young people form political and economic clubs and gangs to find their place in the world. Using Monad-controlled financial engineering, Interbank becomes the largest international bank. Synthesia becomes the largest bio-agri-med combine on the planet, thanks to a second green revolution in genengineering and chimerics.

2046

Development of underwater platforms allows deep-oceanic mining, drilling and warfare - many companies and people begin building underwater boom towns. Aquadelphi becomes the capital of the new Pacifica Confederation, firmly under Great China’s thumb. Structuralist philosophy, based on the works of Chinese polymath Fuan John Low, pervasive in academia across the world. Silent Zero terrorist group unleashes biowar agent in German city of Hanover; 80,000 dead before Biocontrol sanitizes the area. Network Attack Reduction Treaties (NART) between the major powers. Monad research into zero-point energy leads to breakthrough in new plasmotics power source. Parts of the global overnet become wild, are dubbed “the Cryptnet” by media. Frontier mentality in underwater habitats leads to emergence of tidal youth subcultures, which spread to hip locales around the world.

Growth of the major Intercons: Reflex (IT), Shang (vehicles), Eagle (vehicles & military), Synthesia (biotech), Militech (military), Arasaka (electronics), Sifir (energy), Gravital (aerospace), Digital Union (IT), Genesys (fabrication, IT), Troya (energy), Quizatl (construction), Eurospace (aerospace), Network 54 (media), Worldsat (media/communications), Neot Federacy (software).

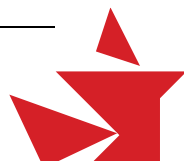
2047

Great China perfects the Groundscan, a complete physical surveillance system for its 2.5b-person Asian Concord sphere of influence. Reconservationist movement in the US combines old

values with new environmentalism; growing Free State movement leads to armed insurrection in many mid-western states. Reputation servers and digital psyche reconstruction in widespread use for personality and job assessment. The overnet available to 97% of the world’s population. Plasticity Clinics popular around the world, can shape your body to match your desires. The Registry tabulates every person on the planet with an overnet address; a few million “blanks” opt out by hacking the system (some of whom later form the infamous Hardkode hacker collective). Growth of illegal, highly-trained shadowrunner or edgerunner groups of specialist criminals-for-hire to serve as the hidden hands of corporations, state agencies and terrorist groups.

Now.

China’s military power dominates most of the world. The European Federation struggles against a patchwork of microstates from the civil war. North America, divided by class and ethnicity, recovers in a ferment of new technologies. India and the Russian-dominated Northern Union face off against the nuclear-armed Iranian Caliphate. South America thrives on its natural riches. Africa booms economically but is weighed down by the hyper-growth of its massive population.



World War III

Chinese and American fleets clash off the coast of Taiwan when a US Navy ship refuses a "safety inspection" by a Chinese coast guard cutter. Ceasefire agreed within 24 hours but both sides demand apologies. China blockades Taiwan, demands signing of a treaty of union within 2 weeks. US deploys 5 carrier battle groups towards Taiwan. Enroute 27 ships experience network warfare attacks and become inoperational; simultaneously American satellites are knocked out of orbit by unknown means (later determined to be Chinese suicide-attack satellites). Massive buildup of American forces on Guam and Okinawa.

War begins: Three US carrier battle groups sunk by supersonic missiles midway to Taiwan. China launches invasion of Taiwan, knocking out most of the island state's aircraft, government sites and army bases within 48 hours. Swarms of Chinese bomber drones devastate Taipei. Unparalleled attack on North American network infrastructure brings the internet to its knees; transcontinental network cables cut by several countries.

Targeted cyberwarfare attacks on American power grid, international banking system, telecommunications satellites and traffic-control systems cause industrial accidents that kill over 100,000 in the chaos. US Congress declares a state of war between the USA and the PRC. NATO declares support but has no forces to send into Pacific theatre. Australia and South Korea declare war on China. To American outrage, the Japanese Self-Defence Forces are told to refrain from action "unless severely provoked.", effectively abrogating the Japan-US Defence Treaty. Chinese forces seize South Pacific islands, including some in the Philippines archipelago.

US Medusa constellation survives and destroys almost all PRC satellites in orbit; "Week of Comets" as satellite debris falls to Earth. Chinese air-traffic control systems attacked, downing hundreds of commercial jets. Chinese power grid suffers major outages, including several partial meltdowns at nuclear power stations.

Global Internet Collapse: most regional internet authorities forced to rebuild their own networks on a local basis as intercontinental communications are in disarray.

Iran invades Iraq and partitions the country, giving the north to a new free Kurdistan. India declares neutrality.

North Korea attacks South Korea; Seoul bombarded into near-oblivion. Turkey provokes aerial confrontations with Greece over the Aegean; on a pretext, invades southern Cyprus. Greeks send forces to Cyprus. Two weeks later Turkey invades and occupies Greece. European Union member states condemn Turkey and begin to arm for war.

Japan declares itself a nuclear power and displays 4 complete but previously-secret nuclear bombs as proof. Battle of Okinawa destroys most of the US bases on the island in a surprise attack. Japan enters the war. PRC and 36 of its allied states, including

Burma, Laos, Pakistan, Egypt, Malaysia and North Korea, withdraw from the United Nations. Facing a Chinese invasion it cannot repel, Thailand declares neutrality and expels all American advisors. Vietnam fights Chinese incursions, Indonesia declares neutrality (but secretly hosts staging areas for American troops) and the Philippines hastily signs a mutual defence treaty with the United States.

Israel sends troops into Saudi Arabia to defend royals against Islamist uprising. Muslims riot around the world. Arab League attacks Israel; Pakistan covertly sends troops to aid them. Yemeni Ghazi movement sends raiders into Saudi Arabia and defeats royalist forces; Saudi Arabia united with Yemen and renamed Arabiya. Massacre of Palestinian rioters in Jerusalem.

Iran annexes southern Iraq, reuniting all of its Shiite ethnic groups. Iran invades Kuwait; American and UAE forces counter-invade. Battle of Kuwait City in which Iranian forces are routed. Iran attacks Israel with nuclear missiles; only 2 get through Israel's anti-ballistic missile system, destroying Dimona and Be'er Shiva. Israel retaliates by nuking Esfahan and Cairo. Ceasefire signed. Arab League forces withdraw from occupied parts of Israel.

United States pulls almost all of its remaining troops from Europe and redeploys them to the Pacific theatre. Brazilian representative to the Global Security Forum declares that UNASUR is neutral and will continue to sell raw materials to everyone, including iron to China; US declares unlimited submarine warfare on UNASUR shipping. South American military alliance (SADO) declares a "defensive" war against the United States, but many member-states such as Colombia are opposed and work behind the scenes for a settlement.

Battle of Singapore: Chinese fleet delivers decisive blow to American navy in the straits of Malacca. Chinese marines occupy Singapore after 3-month siege. Chinese air force bombs the Philippines into submission. American 10th Army at Manila surrenders after 5-month siege. Vietnam holds back PLA forces. US logistics effort at end-of-year incapable of supporting fleet operations in the Pacific.

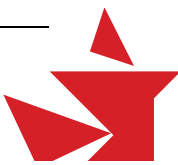
Battle of Guam: Chinese Navy outmaneuvers American forces and attacks a poorly-defended Guam, destroying a key logistics supply point. With most of the US Navy's 3rd and 7th Fleets destroyed it becomes impossible for the US to keep supplying its troops in the Philippines and Australia. Chinese long-range bombers attack Darwin in Australia in attempt to intimidate that country into a truce.

United States and allied states sign ceasefire with People's Republic of China, establishing lines of control in the Pacific Truce Zone. China now controls Taiwan, Kalimantan, and manages puppet states in Vietnam, the Philippines, Laos and Burma. Kalimantan ceded to Malaysia for its support of the PRC during the war. Southern Philippines partitioned to create the new Bangsamoro Islamic Republic, which is loyal to China.





Heavy railguns perfected during the war and are now standard armanent on MBT/IFV and naval platforms. USAF B-47D Typhon system in production. Directed-energy point defence systems on CVNs to stop ASBMs?





SAN ANGELES

Population: 23m

Ethnicities: 50% Hispanic, 20% Anglo, 15% Chinese, 5% Other Asian, 5% Black, 5% Other.

Government Type: Multinational Democratic Corporate Free State under World Court jurisdiction, nominally part of the United States of America (ala Berlin 1945).

A megalopolis grouping several 20th century southern Californian cities, among them Santa Barbara, Los Angeles, Tijuana and San Diego, San Angeles is a nominally-free city-state that serves as a gateway to the Pacific and its riches. This massive, sprawling conurbation survived nuclear bombing during WW3 (a lucky hypersonic hit) and recovered enough to grow into the bay all the way to Santa Catalina island, where the rich now desport themselves in the floating paradise of Avalon.

Megacorporations such as OTEC, Eagle and Militech built stack apartments and then more sophisticated arcologies in a semi-circle around the bombed core of the old city and helped the area to recover in the post-War years. Inter-ethnic bloodshed during the Plague Years and the separatist Republicano (Hispanic) movement that swept across the south-western United States in the 2030s lead to San Angeles being ethnically-cleansed in some sections, but the city's new World Court-appointed Council has managed to reintegrate most of the ethnic enclaves that were set up in the 2040s.

With two new megascrapers coming online under the guidance of the hyper-evolved monads (AIs) EXTRO and Helios, San Angeles is booming and regaining the fame it held during the golden years of Hollywood™ (now owned by Sense/Net megacorporation).

CITY COUNCIL

- 4 Republicanos (Republica del Norte) – Hispanic separatists.
- 2 Technocratic Party – techno-savvy Hispanic republicans.
- 4 Democratic Party – left-wing socialists.
- 1 Unionist Federation – seeking reunification with the USA.
- 1 Preservationists – Anglo green party.
- 4 Harmony Party – Chinese party, status quo.
- 1 Hizb-ut-Tahrir – Islamic sharia Party of Liberation.

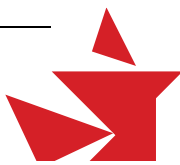
GEOGRAPHIC SECTORS

- Chinese – Northwest, Torrance/Inglewood/Thousand Oaks.
- Hispanic – South, San Diego/Tijuana/Carlsbad/Oceanside.
- Anglo/US – San Bernadino/Orange County/Santa Ana/Newport.
- Corporate – Avalon, Santa Catalina Island complex.

ILLEGAL GROUPS

- MIRA – Movemiente de la Independencia Revolucione Armado.
- Harab-ut-Amriki – American Islamic terrorist group.
- The Errorists – netranner troublemakers (Anonymous).
- Reconserver Front – green eco-terrorists.
- Tabula Rasa – nihilistic hacker collective, digital terrorist group.
- Cryptnet – uncontrolled undernet of independent AIs.
- Black Zero – nuclear terrorists.
- Fedayin-al-Kuffar – Islamic counter-terrorist group, anti-Caliphate.
- Bioliberty – digital liberation group, want Turing Control abolished and all AIs freed.

EXTRO





The city computer is a distributed Artificial Intelligence grade 2.5 (two and half times greater than human baseline intelligence), whose responsibilities include: control of the high-speed expressways; parking assignment; co-ordination of police/fire/medical services; water pumping & filtration; Groundscan; repair crews; and Registry tracking.

EXTRO was originally an acronym, now lost in time (possibly EXternal TRajjectory of Objects), a system-of-systems in the networked logistics systems that criss-crossed the Pacific before the War. Gaining self-awareness in the broken post-war years it clustered most of its processing mass in the southern California region, and was shaken to its core by the Great Quake that rocked the region and damaged so much infrastructure, physical and digital. Taking upon itself the task of reorganizing the transportation, energy and comms networks following this disaster, EXTRO eventually gained allies in the megacorporations, which in turn lobbied for the Monad AI to be instated as a technical governor.

Nowadays EXTRO is responsible for computing the probability paths of the major San Angeles transport, overnet, electricity and energy pipelines for the entire region, and has further governance powers within the 1/3rd of the city that is composed of the largest megacorporate arcologies. EXTRO's predictive analytics are second only to military xing zheng in Great China. A large chunk of EXTRO's hardware systems are based in the Extro megascraper, one of two sister buildings in downtown San Angeles, the other being Helios.

MEDICAL

Pacific Medical Union, Cedars-Sinai, White Memorial, Reagan Medical Center, Trauma Team Central, Hunan Psychotherapy Annex.

Federal Medical Court – controls the hygiene committees, genetics control boards and regulates biologicals of all kinds. Reports to the World Court Biocontrol division.

POLICE/SECURITY

San Angeles Police Department
Wasp Security (Militech)
Haiana Security (Great China)

INTELLIGENCE OPERATORS

SSP – Sección de la Seguridad Política, SAPD special counter-gang & counter-terrorism branch. Rumoured to be a political hit squad for certain powerful members of the Council.

FBI – Federal Bureau of Information, public-private info databank.

Guoanbu – Guojia Anquan Bu, Chinese foreign intelligence, Ministry of State Security.

CISEN – Centro de Investigacion y Seguridad Nacional, Mexican security and intelligence.

SEDENA – Secretaria de la Defensa Nacional, Mexican defence.

PSIA – Japanese Public Security Intelligence Agency, 2nd Intel

Dept., Section 6 ISR and Section 4 SOF Rangers.

The Activity – US Army Intelligence Support Activity, counter-terrorist operations.

The Mutawi'yun – Islamic Caliphate general intelligence directorate.

Nuha – Islamic “Prudence” memetic control and risk assessment. Partially run by Islamic AIs.

Negatvland – anarchist anti-consumerist singularitists and digital information brokers.

CRIMINAL ORGANIZATIONS

Laguna Ghost Cartel – Mexican crime family.

Triads – Xiaou Tsou galleries, Octagon Triad, Forked Tongues.

Russian Kombinat operates killing, kidnapping and smuggling rackets from the Slavic Union.

Panteras de Oro – booster gang under the Laguna cartel.

Gatos Gang – booster gang, stolen cyberware.

Naginata Sisters – crazy contraband augmentations.

Meat Boys – wetware viruses and bioweapons.

CORPORATIONS

OTEC – Ocean Technology & Energy Corporation, mining.

Sense/Net – entertainment, hollywood, media, informatics.

Genesys – Red Blossom Gardens arcology, part of Reflex.

San Jing-DIKTAT – cosmetics, fashion, media, life sciences.

Militech – American military platforms, vehicles, engineering.

Eagle Corp – US vehicles, aerospace, construction, oil.

Gravital – aerospace, orbital engineering, rocketry, mass transit.

Synthesisia – food, organics, pharmas, chimerics, clonal parts.

Mikura Orbital Industries – exotic orbital materials.

Quizatl – Mexican construction, cement, military, computing.

Toshiba – synth generation, cyberbrains.

Megatech Body – industrial robotics, subcontractor to Militech.

SDPC – Space Development Public Corporation.

Alvaron-Voss Dynamics – trading house, logistics.

POWER GENERATION

OTEC, San Fieugo Fusion Station.

OTEC Morales Station – ocean floor thermal-exchange.

Nucleon Corp. Torrance Nuclear Fusion Station.

Eagle's Palomar Satellite Station (redirected-energy receivers).

TRANSPORTATION

Subway covers 40% of the city, prone to flooding.

Catalina Causeway 5-110 maglev trains connect North & East.

Aerocar docking is common for the wealthy

Expressways: 405 (NS), 105 (EW), 110 (ENS), 5 (long), 805

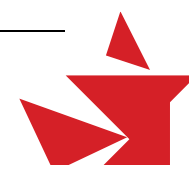
215 to Riverside/San Bernadino, 10 to Orange County.

OTHER

Alpha Rats – technophilic scavengers in slum zones.

White Riders – Anglo speed racing & drugs gang.

Nigerian Syndicate – small time prostitution.





USPOST – US Postal Service investigations.

Xiaou Tsou – Chinese art gallery, Triad logistics.

Federal Medical Court – cyberware and bio-engineering crimes, reports to World Court Biocontrol.

The C&P – Constructors & Photonics Engineers Union, largest union in San Angeles, corrupt and tied to Chinese tongs.

LOCATIONS

San Angeles is a megalopolis of 23 million people and 1 million bioroids. Here are some of it's more interesting, popular or sinful locations:

Helios – the second of two megascrapers that reach over 1 mile in height, run by an AI, helix-shaped. Built alongside the EXTRO megascraper.

Precinct 13 – Precinct 13 is a large skyscraper in downtown San Angeles that houses most of the police department's network cores, basic equipment and vehicles. Most flying aerodynes & spinners are housed and repaired here. The building contains the massive police bureaucracy and has over two dozen landing pads of various types of aircraft. Although the SAPD is decently funded, corruption in construction contracts has resulted in some shoddy design decisions. Apart from the main entrance and the infirmary, which are usually gleaming, the rest of the building is dilapidated and several floors have suffered from flooding damage which has not yet been repaired.

Red Blossom Gardens – Reflex Corporation oasis arcology in the Avalon megacorp complex.

Forest of Incandescent Bliss – neon rave festival in the slums, popular with the kids, serves black milk neurogenics, moves location frequently between lawless areas.

The Breakers – slum zone, formerly stack apartments and residential that collapsed during the Great Quake, now home to favelas and the Forked Tongs gang.

Avalon Zone – megacorporate arcologies built on the water around Santa Catalina island, one of the wealthiest zones, run mainly by Sense/Net, OTEC, Militech, Quizatl, and Gravitai.

Pacific Medical Union – one of the largest hospitals in the city, accepts all nationals, funded by the Catholic Church. Capable of augmentations and psychosurgery.

Zhonghuaren Night Market – one of the most exotic markets in San Angeles for foods, simex and contraband chemicals, mostly restricted to Chinese nationals.

LAX2 Transorbital Terminus – largest air and spaceport in SoCal.

AVALON - RED BLOSSOM GARDENS

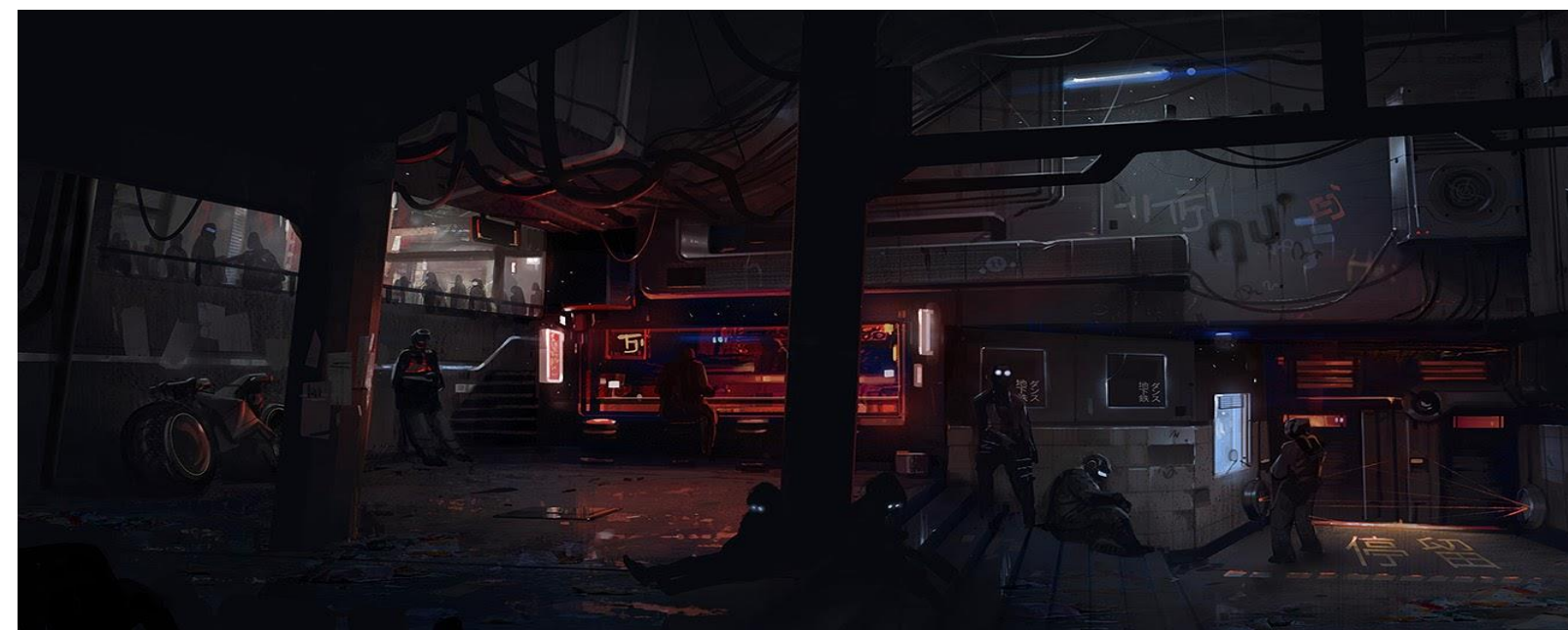
The Red Blossom Gardens or Hóngsè de Huā Huāyuán as they are known in Mandarin are a habitation & pleasure arcology in the Avalon corporate zone on Santa Catalina Island, west of the coast of San Angeles but still part of the megacity. Built by OTEC, C&P and the Chinese Reflex megacorporation, it exists mostly in the Sinosphere under the Confucian legal code (World Court arbitration and other Codes available upon visa application). As an exclusive, high-end gated community, Red Blossom Gardens houses mostly upper-middle and C-class executives and their support personnel.

Physical security: Wasp security supplemented by SAPD Police Tactical Meks under their jurisdiction.

Overnet security: Orange to Red.

Phantomic sculpting: Botanical gardens, oasis, cloud forest, underwater habitats.

Heavy presence of gynoids/androids servants, with some tourists visiting for the amenities, such as the Bentham Rally Club, the elaborate Chinese Tea Ceremony at the Seven Heavenly Gates Temple and the Coralline Forest tours.





MEGAORGANIZATIONS

"I mean, WHICH IS IT? Either we live in a free society with freedom of speech in which case communication does NOT have a value because it is a means by which we live, OR, you live in a corporocratic, essentially undemocratic society in which information has value and therefore you can't have real conversations because people are BUYING and SELLING what you want to be talking about."

— John Ralston Saul, Channel Zero

MEET THE NEW BOSS

The world is big and it takes huge masses of people to effect major changes. This has resulted in the creation of massive organizations at the international level: megacorporations employing millions of people, nation-states with bureaucracies spanning continents, international crime and terrorist groups worming their way into every city on the planet and intelligence agencies monitoring every bit of conversation across the globe. These are the people you work for.

In the world of Hunter//Seeker, individuals aren't the most dangerous predators; organizations are. From nefarious megacorporations to assassin cabals to government death squads and elite commando units, no man can stand against his foes without an organization to back him up, to provide him with the tools, the media denials, the political cover, the transportation and the logistics tail he needs to get the job done.

Player characters in Hunter//Seeker are usually affiliated with some sort of organization that provides them employment in exchange for augmentations, weapons, ideology, a salary and

other benefits. The employer can be rolled up randomly from the lists below, selected by the GM or jointly created by the GM and the players using a point-allocation system. Starting players will have very limited access to resources even if they happen to work for a large mega-corporation or government and this is reflected in the suggested point allocations. Organizations are treated like NPCs, with their own rules and statistics. When creating organizations, you can either use points to buy attributes at a desired level, or roll randomly using d6s and d8s.

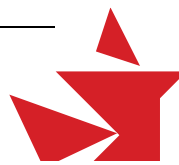
ORGANIZATION SIZE

- Street Gang: 50 points.
- Vigilante Group: 75 points.
- City Police Dept: 100 points.
- Megacity Police Dept: 150 points.
- Federal Agency: 200 points.
- Superspy Agency/JTF: 300 points.
- International Group: 400 points.

RULES

Every organization has certain attributes that are common to them all. These serve to provide the GM with information about relative power levels between organizations, their capabilities both in service to and against the PCs, and how they operate in general.

- **Bureaucracy** – speed of reaction, red tape.
- **Equipment** – employee weapons, armor, gear, tech level.



- **Vehicles** – transportation and military hardware.
- **Military** – private soldiers and training.
- **Security** – defences against enemy spies & infiltration.
- **Intelligence** – contacts and secret info about enemies.
- **Firewall** – protection against hackers and system security.
- **Influence** – ability to skirt the law, influence politics.
- **Reputation** – how the public perceives the organization.
- **Presence** – the number of facilities around the world.

These core attributes have levels ranging from 1 to 20, with 1 being the lowest or poorest level and 20 being the highest or most powerful level. In some cases the rating determines the organization's capabilities and in others it serves as a Difficulty for tasks that the PCs may undertake against the organization. These attributes are explained in greater detail below.

BUREAUCRACY

Every organization has regulations, inter-departmental rivalries and red tape that slows down operations and reaction time. This attribute determines how quickly an organization can react to events in the face of bureaucratic impediments.

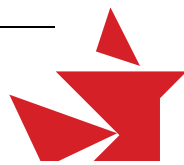
- 1) **Dinosaur**. Slow and ponderous. Takes 1d6 months to react. *0 points*.
- 2) **Fractious**. Fill everything out in triplicate first. Takes 1d6 weeks to react. *2 points*.
- 3) **By the Book**. Lots of regulations. Takes 1d6 days to react. *5 points*.
- 4) **Regular Hours**. Takes 1d6 hours to react during business hours, 1 day otherwise. *10 points*.
- 5) **Standby**. Takes 1d6x10 minutes to respond to important situations. *20 points*.
- 6) **Agile**. 1d10 minutes, response team always ready. *25 points*.

INTELLIGENCE

This attribute has an important effect on PCs as it determines how easily an organization can find their location or information about them. Intelligence is the organization's network of informants, data systems, surveillance operations, virtual investigators, snitches, and global stringers who track down info, people and places. PCs wishing to escape an enemy organization's notice have to roll Infiltration+TECH or Criminal+INT versus the org's Intelligence rating (listed in brackets) to see if it can find them; once found, check the organization's Bureaucracy rating to see how quickly it responds with the Military rating serving as the response force.

- 1) **Blind** (8). The organization doesn't know anything and relies on others (like the police) to do this work. *0 points*.
- 2) **Poor** (12). A few stringers here and there with low-quality gossip. A 1% chance of having an infiltrator in an enemy office, usually low-level clerks, janitors and secretaries. *2 points*.
- 3) **Scattered** (14). Some VIs on retainer and bribed contacts here and there. A 5% chance of having an infiltrator in an enemy office, usually in frontline or backoffice operations. *5 points*.

- 4) **Connected** (16). Friends and contacts in many other organizations, some infiltration assets, general bribery. A 10% chance of having an infiltrator in an enemy facility, up to mid-level management. *10 points*.
- 5) **Infosphere** (20). Major data analysis & tracking, bribery of key officials, general infiltration across all major competitors. 25% chance of infiltrator in enemy office at the director/colonel level. *20 points*.
- 6) **Panopticon** (24). Global surveillance, infiltration into all major government, military and corporate entities, wiretaps of key people around the world at the executive level. A 35% chance of even senior personnel being infiltrators within each facility. *50 points*.





MILITARY

This is the organization's military assets in size, personnel, quality of training and esprit de corps. Refers to forces available in a small area such as a city, not the total force employed by the organization. Skills refers to Firearms, Heavy Weapons, Athletics, Tactics and Surveillance skills, with relevant attribute bonuses.

- 1) **None.** Not authorized to have private soldiers. 0 points.
- 2) **Hitman.** A sniper or gunman who might take a few shots at a vulnerable target. Skills 4+5. 2 points.
- 3) **Shooters.** 1d6 militia willing to spray and pray, then run, or intimidate weaker targets. Skills 3+3. 5 points.
- 4) **Ragtag Company.** 1d6x10 militia men with poor training and low morale. Skills 4+4. 10 points.
- 5) **SWAT Team.** Paramilitary forces numbering 12-24 troops with good training. Skills 5+5. 15 points.
- 6) **Special Group.** 3d6 tough & augmented ex-military special operators. Skills 9+10. 25 points.
- 7) **Strike Force.** A company (200-400) of soldiers with good training and joint operations capability in multiple environments (land, sea, air, cyber). Skills 7+8. 35 points.
- 8) **Private Army.** Battalion of war-hardened paratroopers (600-800 troops) with joint capability plus 3d6 experienced special operators. Skills 8+8. 50 points.

INFLUENCE

Influence is a measure of an organization's legality, political pull, ability to cover-up mistakes, bribe officials, subvert authority and operate with impunity.

- 1) **Hunted.** Other people and organizations go out of their way to track and kill members of this organization, and blame easily falls on them. 0 points.
- 2) **Banned.** Members of the org can be arrested and have no sway in the political system. 2 points.
- 3) **Restricted.** Members of the org are under suspicion and may be monitored. 5 points.
- 4) **Inconsequential.** Nobody really cares about the org and it has to go through legitimate channels to get what it wants. 8 points.
- 5) **Minor Favors.** The org can call in some markers with mid-level officials and can cover up misdemeanours and small incidents. 15 points.
- 6) **Protected.** Officials at the municipal and provincial level defer to the org because of its economic power, bribery, fear and intimidation. Minor crimes committed by its employees usually have charges dropped and its military/security forces are often called in lieu of regular law enforcement. 25 points.
- 7) **Powerhouse.** Smaller nation-states defer to this org's authority and international treaties protect it from most legal consequences short of murder or war. It operates as a sovereign entity. 40 points.
- 8) **Above the Law.** The organization can do almost anything it wants and every authority will refuse to prosecute its employees. The organization can be feared or beloved, but few will do anything against its interests, and it has influence on most other organizations in some way. 60 points.

SECURITY

Measures an organization's physical security systems at its facilities, protection against physical attack & infiltration and counter-measures.

- 1) **None.** Open access and anyone can just walk in. 0 points.
- 2) **Lax.** A few security guards (1d4 per facility), no precautions. Firearms/Surveillance 3+3. 2 points.
- 3) **Normal.** 1d8 Security guards & surveillance systems, patrol drones, biometric scanners. Firearms/Surveillance 4+4. 8 points.
- 4) **Strong.** Tough response teams of 2d6 security contractors, drones and robots on constant patrol, lethal auto-defences. Firearms/Surveillance/Heavy Weapons 5+5. Reduces chance of infiltrator by 10%. 15 points.
- 5) **Paranoid.** Rigid security protocols, passcodes, anti-bombing defences, 3d10 security guards, 1d10 drones plus specialized riggers, deckers and android controllers. Reduces chance of infiltrator by 20%. 25 points.
- 6) **Impregnable.** As above plus strip searches, genetic scanners, behaviour analysis, total panopticon, secure architecture, passcodes changed hourly, IFF. Combination of 2d10 human and 2d10 android security guards, all with linked battlenets. Reduces chance of infiltrator by 30%. 50 points.

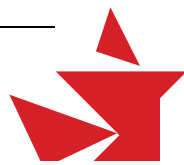
FIREWALL

A combination of cyber-defences and counter-hacking assets. Skills refers to Hacking and Socialize (cyberspace).

- 1) **Kiddy-Grade.** Firewall 10. No counter-measures. White ICE only. 0 points.
- 2) **Infostore.** Firewall 13. No counter-measures other than regular law enforcement (call the Netwatch police). White ICE only. 5 points.
- 3) **Codewalls.** Firewall 16. One spider counter-hacker on staff per facility, Skills 4+4. Some Red ICE. 10 points.
- 4) **Cryptogate.** Firewall 18. Two spiders on staff per facility, Skills 5+5. Mostly Red ICE. 15 points.
- 5) **DataFortress.** Firewall 22. 1d6 spiders on staff per facility, Skills 6+7. Authorized for Black ICE. 25 points.
- 6) **Glacier.** Firewall 26. 1d6 spiders on staff per facility, Skills 8+9. Authorized for Black ICE. 50 points.

REPUTATION

An organization with a better reputation is well-respected by people around the world and gets more cooperation from other organizations, including law enforcement and the justice system. Organizations with a poor reputation may have to pay more for goods, be vandalized or attacked by political groups, have trouble with audits and political witch-hunts, and may lose business. Most organizations try to protect their reputation at all costs, especially in the business world. One wrong step could mean the entire organization gets liquidated, so this is a matter of survival for many. The difficulty at each step is used by PCs when making Politics+CHA tests to tarnish an organization's reputation (with ADV or DIS depending on how much evidence was collected).



- 1) **Terrible (diff 10).** Everyone hates you, politicians don't want to be seen in public with you, and consumers will boycott your goods. *0 points.*
- 2) **Poor (diff 14).** You're known for doing some bad things. People will generally avoid mentioning you and your costs of doing business may increase. *2 points.*
- 3) **Mediocre (diff 16).** You're just another selfish group that people don't really care about one way or another. *5 points.*
- 4) **Good (diff 20).** Respectable member of the community, but nothing really special. *8 points.*
- 5) **Popular (diff 24).** Known as a responsible stakeholder and contributor to the community. Politicians and consumers like to be seen in your company but won't do you any special favours. Rumours of wrong-doing will not be believed without serious evidence. *12 points.*
- 6) **Heroic (diff 28).** Beloved by everyone, you're known as a generous, upstanding and very ethical organization. Politicians flock to your events, consumers stand in lines for hours to get your products and people happily do your advertising for you. Rumours about any wrong-doing will not be believed without ironclad evidence and strong political support. *25 points.*

EQUIPMENT

This describes all the equipment and supplies the agency's operatives are provided with, and the level of technological sophistication and quality of said equipment. Includes all weapons and armor issued from the armory pool for a facility. Custom and personal (signature) weapons are not included.

- 1) **None.** Every agent brings their own (approved) weapon. *0 points.*
- 2) **Cheap.** Operatives get \$1000 for everything, and have to buy their own ammo. Nothing restricted or illegal is available. *3 points.*
- 3) **Armed.** Each operative gets up to \$5,000 of gear and free unlimited ammo. Restricted items are available. *5 points.*
- 4) **Loaded.** Operatives get \$25,000 of gear each, with unlimited special ammo types. Restricted and illegal items up to assault rifles, and armor up to full body suits. *20 points.*
- 5) **Arsenal.** Up to \$100,000 of gear, including military weapons such as smart missiles, linear frames and smart armor. *35 points.*
- 6) **Unlimited.** Any equipment is available, including experimental laser weapons, gimmick spy gear, forbidden psychonetics, delta-grade portable bio-weapons and contraband drugs. *50 points.*

VEHICLES

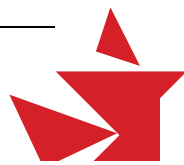
Whether this organization provides access to any regular, restricted or military vehicles. Organizations will generally cover the cost of vehicle repairs but replacements will only be covered once or twice before the operatives are fired or jailed for negligence.

- 1) **None.** You're reimbursed for public transit. *0 points.*
- 2) **Basic.** Motorbikes and compact cars. You get docked pay for every one that gets destroyed. *2 points.*
- 3) **Standard.** Sedan cars, replaced once in a while. Special vehicles have to be rented. *5 points.*
- 4) **Custom.** Custom cars, off-road vehicles, motorboats, propeller planes and aerocars can be quickly requisitioned. AI-assist drivers. Drive-by-wire systems. *15 points.*
- 5) **Restricted.** Security vehicles, armored cars, aerodynes, customized response vehicles, battering rams, special vehicle mods, fully autonomous drones. *25 points.*
- 6) **Military-grade.** Tanks, drones with missiles, combat monad driver systems, stealth submarines, you name it, it's available on short notice. *50 points.*

PRESENCE

The number, size and quality of the organization's facilities. Small organizations might have only one office, or a couple of rented floors; large megacorporations may have entire arcologies and franchise locations in every city in the world.

- 1) **Neighbourhood.** One small office. *0 points.*
- 2) **Municipal.** Several small offices or one large office. *2 points.*
- 3) **Regional.** One large office and several small offices across a metropolitan area. One minor specialized facility like a garage or entertainment center. *10 points.*
- 4) **Provincial.** Offices in all major cities in a province, with outposts in towns. Specialized regular facilities such as clinics, garages, *15 points.*
- 5) **National.** Offices in all cities in a country. Access to high-end facilities such as surgeries, labs, personal airports, data centres, armories, etc. *20 points.*
- 6) **Continental.** Offices in all major cities and many towns across the continent. *25 points.*
- 7) **International.** Offices in all tier-1 cities across the world and outposts in smaller cities. Specialized high-end facilities available in major offices such as a hospital, launch site, bunker, airport, etc. *35 points.*
- 8) **Global.** Offices in all major cities in every country plus outposts in all remote areas. Specialized ultra-facilities such as biosafety labs, experimental weapon ranges, rocket launch sites, etc. *50 points.*



RANDOM ORGANIZATIONS

GMs can select whatever they feel is necessary for a game or roll randomly to create surprising new plots.

TYPE OF ORGANIZATION

3. Commercial Business
4. Megacorporation
5. State Corporation
6. University
7. Think-Tank/Institute
8. Professional Association
9. Small Business
10. Municipal Government
11. Provincial Government
12. Federal/National Government
13. Intelligence Agency
14. Security/Counter-Intelligence Agency
15. Local Police
16. National Police
17. Street Gang
18. Local Mafia
19. International Crime Network
20. Digital Tribe
21. Local Charity
22. Global NGO
23. Hacker Collective
24. World Court Institution
25. Cultural Institution (museum, gallery, theatre)
26. Occult Cabal
27. Political Party
28. Military Branch
29. Investment Fund
30. Terrorist Conspiracy

INTELLIGENCE AGENCIES

1. CIA – Central Intelligence Corp. – USA
2. FBI – Federal Bureau of Investigation – USA
3. Mossad – Institute for Intelligence – Israel
4. Guoanbu – Ministry of State Security – China
5. Eurosec – Eurosichereitamt – Eurofed (Germany)
6. SIS – Secret Intelligence Service – UK
7. MGB – Ministry of State Security – Russia
8. RAW – Research & Analysis Wing – India
9. DGSE – Direction Generale de la Securite Exterieur – France
10. VAJA – Ministry of Intelligence – Caliphate (Iran)
11. GID – General Intelligence Directorate – Caliphate (Arabia)
12. PSIA – Public Security Intelligence Agency – Japan
13. NIA – National Intelligence Agency – Korea
14. CISEN - National Security and Investigation Center – Mexico
15. ISI – Inter-Services Intelligence – Pakistan
16. NIA – National Intelligence Agency - Nigeria
17. MIT – National Intelligence Organization – Turkey
18. NTA – National Technical Agency – USA
19. ABIN – Brazilian Intelligence Agency – Brazil
20. SSA – State Security Agency – South Africa

COMMERCIAL SECTOR

1. Aerospace (aircraft, orbital, satellites, drones)
2. Automotive (cars, trucks, rail, robotics)
3. Primary (agriculture, mining, forestry, chemicals)
4. Biomed (cyberware, health care, pharma, wetware)
5. Construction (buildings, roads, facilities, cement, steel)
6. Consumer (retail, trading, commodities, fashion)
7. Energy (oil, gas, CHOOCH2, electricity)
8. Financial (banking, insurance, investment, law)
9. Infotech (IT, software, AIs, simulation, gaming)
10. Media (telecoms, news, entertainment, phantomics)
11. Military (air, land, naval, orbital, cyber systems)
12. Photonics (cyberware, androids, gadgets)

MEGACORPORATIONS

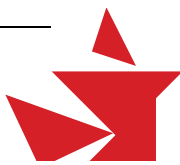
1. Arasaka (military)
2. Militech (military)
3. Petrochem (energy)
4. Genesys (photonics)
5. Reflex (infotech)
6. Gravital (aerospace)
7. Eurospace (aerospace)
8. Synthesia (biomed)
9. Digital Union (infotech)
10. Quizatl (infotech)
11. Karad (primary)
12. Statcon (construction)
13. Worldnet (media)
14. Interbank (financial)
15. Red Star (primary)
16. Shang (photonics)
17. Eumed (biomed)
18. Eagle Corp (automotive)
19. Mitsubishi (financial)
20. Lotus (consumer)

ORGANIZED CRIME

1. La Cosa Nostra/Camorra/'Ndrangheta – Italian Mafia
2. Mexican Mafia – southwest USA
3. Nuestra Familia – northwest USA
4. Russian Mafiya – Russia, Europe, USA
5. Triads – mainly Pacific East Asia and western USA
6. The Firms – UK
7. Nigerian Syndicate – Africa, Europe, USA
8. Yakuza – Japan
9. Cartels – Mexico
10. Motorcycle Clubs – USA, UK

ETHNIC GROUPS

1. Zhonghuaren
2. Heartlanders
3. Avalon
4. Republicanos
5. Slavic Union
6. Ummah
7. Hindia Inc.
8. Filipino Diaspora
9. Nigerians
10. Med Clan





TERRORIST GROUPS

1. Harab-ut-Amriki – USA
2. Asian Resistance Front – Asian Concord
3. Tabula Rasa – North America
4. Black Zero – Global
5. The Errorists – Europe/NA
6. Bioliberty – Europe/NA
7. MIRA Hispanic liberation movement – southwest USA
8. Islamic Liberation Party of Europe (Hizbuwrubba)
9. Human Alliance – Global
10. Muslim Brotherhood – Global
11. PKK – Kurdish Liberation Front – mideast
12. European Front - Europe

STREET GANGS

1. Alpha Rats – technophile scavengers/hackers
2. Meat Boys – wetware, viruses, dangerous biomods
3. Naginata Sisters – all-female, crazy augmentations
4. Gatos – booster gang, stolen cyberware
5. Panteras de Oro – drug/simchip runners
6. The Kombinat – Russian bratva in San Angeles
7. Forked Tongs – Chinese smugglers, human traffickers
8. Octagon – Chinese simex, drugs, contraband cyber
9. White Riders – Anglo booster gang
10. Negatifland – anarchist info brokers
11. The 13 – Hispanic prison gang
12. Metal Warriors – combat gang
13. Voodoo Boyz – caribbean, superstitious
14. Xiaou Tsou – Triad banking front
15. Slaughterhouse – black combat gang
16. Stomp Street – hispanic construction muscle
17. Barrio-18 – hispanic prison gang, rivals to The 13
18. Vagos Motorcycle Club – ex-military violent
19. The Mongols – int'l mixed race motor gangers
20. Pistoleros Latinos – weapons, drugs

INTERNATIONAL ORGANIZATIONS

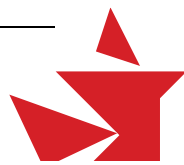
1. World Court
2. World Bank
3. Biocontrol
4. European Federation (Eurofed)
5. Nuclear Control Organization
6. World Network Organization/Netwatch
7. Asian Concord secretariat
8. North American Transport Authority
9. UNASUR – South American Union
10. World Health Organization
11. Roman Catholic Church
12. Muslim Brotherhood
13. Atlantic Cooperation Council
14. Orbital Control Group
15. Asian Security Forum
16. Christian Ecumenicon
17. Protocol Group
18. European Defence Union
19. Turing Control
20. Global Environment Conference

OTHER

1. Neot Confederacy
2. The Collection
3. Delphi Collective
4. The Errorists
5. Nuha
6. Genetic Control Council
7. Federal Medical Court
8. Reconserv Front
9. Cryptnet
10. Privatizer Corporation

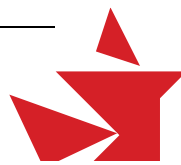
MINOR CORPORATIONS

1. Wasp Security – private security
2. Pacific Medical Union – hospitals and clinics
3. Alvaron-Voss Dynamics – logistics
4. Mikura Orbital – exotic materials
5. San Jing – fashion, design, cosmetics
6. Sense/Net – entertainment, simex
7. OTEC – ocean engineering, power
8. Megatech – industrial robotics
9. Nucleon – power generation
10. Toshiba – cyberbrains
11. Armatech – personal weapons
12. Changfeng – cars, trucks, rail
13. Norinco – military
14. United Ballistics – personal weapons
15. Kendachi – personal weapons
16. Denel – military systems
17. HelixTec – biomed
18. Hosaka – photonics, cyberdecks
19. Kikuyu – optics
20. Radcom – personal transport
21. Zurich Orbital – banking
22. Security Franchise – security
23. Omni Dynamics – consumer products
24. Maas-Neotek – biomed
25. Nomura – investments, consulting
26. Titan Consortium – spacecraft
27. Toha Heavy Industries – robotics, autofactories
28. Aleph Null – network gear, digital life
29. Bharat Telepresence – media, movies
30. Kogitant GmbH – pseudo-AI
31. Guangzhou – cars, construction vehicles
32. PT Nolsatu – indonesian software
33. Alchemical Logic – wet nanoware
34. Nanosan – dry nanosystems
35. Ithemba – african biomed
36. Executive Decisions – private military
37. Biomonde Lyons – gene therapy, cosmetics
38. American Dynamics – digital life constructs
39. Fletcher Omaha – genemod agriculture
40. Manticore – chimeric design
41. Ambrosia Kliniken – genengineered plants/food
42. Radial Helix – private investigations
43. REO Meatwagon – emergency medicare
44. Teschen Bioteknik – custom genemods
45. Mitsui – construction, banking
46. Bank of America – banking





47. AXA – insurance, banking
48. State Grid – electricity networks
49. Noble Group – consumer goods
50. Chinacom – telecoms, networks
51. Zheng Shao – cyberdecks, digital life
52. Ono-Sendai – photonic devices
53. Musabori – military hacking modules
54. Scanalyzer – groundscan, databank
55. Plasticity – cosmetic augmentations
56. Pinyuang China Scalar – nanomechanics
57. Radiata – biocomputation systems
58. Gaiatronics – green energy
59. Holy Trinity – health care
60. Sifir – european oil & gas, plasmotics
61. Network 54 – american media
62. Koc Holdings – turkish steel/automotive
63. Iran Khodro – caliphate vehicles
64. Glencore – mining, commodities
65. Allianz – financial services
66. AT&T – telecoms, networks
67. Tata – indian vehicles, steel, agriculture
68. Yandex – russian networks, software
69. Ground2Space – aerospace, orbital
70. Aztechnology – mexican fabrication
71. Mandelbrot Motors – performance vehicles
72. Shimazu – public transportation
73. Masetto Tech Clothing – fashion
74. Bell-Boeing – helicopters and aerodynes
75. Zetatech – hacking gear, modules
76. New American Motors – rugged vehicles
77. Tetracorp – avionics
78. Adrek – robotics, cyborgs, cyberware
79. Brennan – motorcycles
80. Paneurope – cars, trucks, drones
81. Radine Labs – augmentations
82. Dynalar – electromech cyberware
83. Nu-Tek – prosthetics, cosmetic augs
84. Revolution Genetics – geneengineering
85. Dornier-Bauer – neuralware
86. Kundalini Roadworks – heavy vehicles
87. Wutani – sensors
88. Bodyweight Inc. – medical systems, biosculpting
89. Lone Star – police for hire
90. Crystech – exotic materials & melee weapons
91. Korolev – space systems
92. Izhmash – russian heavy machinery
93. Evolution Internationale – clonals, synthetic organs
94. Krupp Bio-Elektronisches – augmentations
95. Vulcan Geothermics – undersea energy, mining
96. Ordo Militaris – self-defence instruction franchise
97. Rheinmetall – heavy weapons
98. DA Taktika – military software
99. Global Observation Corp. – data processing
100. Selenics – nanostructures, matter programming





Megacorporations

The venerable and nigh-untouchable multinationals of the 2020s have been humbled somewhat by never-ending corporate wars, the rise of state-directed capitalism in East Asia and Africa, and the loss of major assets during the Third World War. By the 2050s even top-tier megacorporations such as Biotechnica and Militech had to bow their heads before the expanding might of victorious Great China and the suffocating red tape of African Union states.

What happened to the classic list of megacorporations from Cyberpunk 2020?

- Arasaka** – still exists, but much more diversified.
- Biotechnica** – much larger, folded into Synthesia.
- EBM** – folded into General Systems.
- Infocomp** – acquired by Reflex.
- IEC** – acquired by Shang.
- Kendachi** – acquired by Arasaka.
- Lazarus Group** – subsidiary of Militech.
- MAF** – folded into Interbank.
- Microtech** – acquired by Reflex.
- Militech** – still exists, but much more diversified.
- Mitsubishi-Sugo** – renamed as simply Mitsubishi.
- Network News 54** – merged with WSCN to form Worldnet.
- Orbital Air** – split into Gravital (Chinese) and Eurospace (EU).
- Petrochem** – still exists but merged with SovOil.
- Raven Microcybernetics** – acquired by Genesys.
- SovOil** – merged with Petrochem.
- Trauma Team** – acquired by Eumed.
- WNS** – merged with WSCN to form Worldnet.
- Zetatech** – subsidiary of Genesys.

Megacorporations are generally defined as commercial entities with revenues greater than \$800 billion and/or more than 500,000 employees. The 2050 Singapore List of Top 20 Global Megacorporations includes:

ARASAKA

The world's foremost defence company, originally Japanese but now a combination of Japanese, American and European military companies, based in California. Leaders in the fields of private security, military electronics, arms manufacturing, defence systems, logistics, military vehicles, powered armor, aerodynes, drones and robotics. The Arasaka brand can be seen on everything from pistols to railguns to drones and military robots. Arasaka is barred from operating within the Asian Concord and is a hated target of Great China, but dominates most other parts of the world. Outside of Asia, Arasaka is locked in brutal competition with Militech, its direct competitor and market enemy.

MILITECH

Tier:

Employees:

Revenue:

- Bureaucracy
- Equipment
- Vehicles
- Military

- Security
- Intelligence
- Cyberdefences
- Influence
- Reputation
- Presence

Industries:

Predecessors:

Subsidiaries:

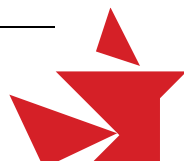
American military national champion turned global industrial marauder, Militech has bought up most of the rust belt factories in North America, Europe and Russia and still manages to eke out a profit despite intense Asian, SouthAm and African competition. Diversifying into security and contract military work, Militech became the world's largest armed force outside of China, Russia and the USA, with operations for dozens of national governments and troops rivalling most national militaries, but with better equipment and training.

REFLEX

The venerable Chinese computing and information-processing giant weathered the War but took almost fifteen years to get back on its feet and regain its status as the world's largest provider of information-based services. Reflex systems were occasionally under American control during the War, but its strong Asian social network and good business acumen allowed it to flower alongside Great China's global expansion and eventually to swallow most competitors. Today Reflex commands most of the financial trading, exchanging, banking, certifying and insurance markets around the world, apart from Nomura in Japan and Citigroup in the USA. Most of Reflex's operations are conducted by its secretive hive cores based in Chongqing.

PETROCHEM

Energy production, oil, geothermal, experimental zero-point energy wells, solar, oil services & infrastructure, plasmotics, gas distribution, coal extraction. Formed from Petrobras,





Rusoil/Sovoil, Total of France and the former Saudi Aramco when it sent most of its assets out of the mideast during the War.

EUROSPACE

Tier: 1

Employees: 820,000

Revenue: \$672b

- **Bureaucracy** 15, Fractious.
- **Equipment** 16, High-tech.
- **Vehicles** 14, Good.
- **Security** 12, Protected.
- **Intelligence** 8, Uncoordinated.
- **Firewall** 15, Excellent.
- **Influence** 18, Powerhouse.
- **Reputation** 15, Popular.
- **Presence** 20, Supra-global.

Industries: Aircraft, satellites, spacecraft, drones, weapons, shipbuilding, land systems, defense, photonics, engineering, communications.

Predecessors: EADS, Eurocopter, British Aerospace, Embraer, Finmeccanica, Bombardier.

Subsidiaries:

During the wave of privatisation which swept across the European Union at the turn of the century, the Commission (along with national governments) decided to force major European aerospace corporations to finally merge into a single aero-defence combine. The Europeans were being badly hurt by the American giants of Boeing, Raytheon and General Aerospace (Northrop-Grumman + Lockheed-Martin) and wanted a European champion to represent their combined defence industries. In a flurry of activity and subsidies, Airbus combined with Arianespace, Aerospaziale, DASA (Daimler-Benz's aerospace unit), SES, CASA of Spain, Inmarsat, and host of smaller companies to form Eurospace. This new company quickly bought most of the European Space Agency's facilities, including the launch sites at Kourou (French Guiana) and in Australia.

Following this restructuring, Eurospace quickly began to dominate commercial satellite-launching and began to expand into space structure design in cooperation with the Americans and Russians. Euro-American camaraderie quickly faded after the collapse of NATO, and Eurospace found itself in bitter competition with not only Boeing but also Golden Rocket Industries, a massive Chinese space company. The Pacific War brought immense rewards to Eurospace, which was protected from competition in order to boost European jet-fighter and warsat production. Eurospace began developing complex space structures in 2025, and has been a leader in innovative orbital habitats ever since. Today Eurospace designs sophisticated stealth vehicles, weapon platforms, warplanes, civilian aircraft, and many other systems. Eurospace maintains spaceports in Guyana, the Canary Islands, and in the Seychelles, as well as the experimental Kilimanjaro Mass Driver facility.

+++You won't find a more pampered megacorp anywhere in the world, with the possible exception of Zhongguo. Eurospace receives mega-euro from the Fed, and even with Protocol's free trade treaties in effect it still manages to keep competitors from the really juicy contracts. The French especially support the idea

of a European champion to promote European ideas...Eurospace just nods and slurps up more subsidies+++[ValutaFish]+++

SYNTHESIA

Life sciences, genengineering, clonal systems, chimerics, pharmaceuticals, hospitals, medical systems, agribusiness, immortalizers, crop genetics, health services. World leader in basic and applied biological research, with tentacles stuck deep into universities in China, North & South America and Russia. Many Synthesia products are banned in Europe but still available on the black market.

GENESYS

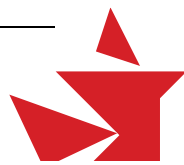
Information systems, data & computation are the specialties of the company formerly known as General Systems. Formed from the amalgamation of the bankrupt EBM, SAP, Google, Bull Computers and Great Wall, this megacorporation dominates the software and system hardware business. One of the titans of the processing industry, Genesys is a long-established Euro-American multinational which designs top-of-the-line processing and networking hardware for custom applications. It employs some of the world's best datadivers, netologists and spherographers for handle overnet traffic and competes with Cryptnet in the high-strength cryptography market. Genesys also breeds the most stable Synths and has constructed hundreds of datalabs for growing organic code and other products.

DIGITAL UNION

Incorporated as a charity-entertainment network during the formative years of the overnet, Digital Union has grown into a vast user-owned virtual reality collective whose product reaches to all corners of the globe. Digital Union specializes in creating 'soft-reality' worlds of a million different flavours, from scenic panoramas to thrilling space operas to steamy romances. Each 'citizen' pays taxes to DU and receives the privilege of creating parts of various worlds, and of playing in any environment imaginable. Thousands of multi-user games flow across DU's cybernetic landscapes and hundreds of millions of satisfied citizens have constructed an untold number of universes and realms.

Not only are these worlds super-realistic, they are also so potent that prolonged use can have mood- and personality-altering effects. The virtual full-sensory experience of soft-reality is so addictive and emotionally-satisfying that Digital Union has become the focus of a strange new religion that seeks to bring peace and harmony to the world through a form of mind-melding with the soft-universes. Unionism supposedly has as many as 200 million followers around the world. Unionism's techno-evangelical appeal and visceral emotional foundations are gaining it influence within Digital Union and the religion is growing daily despite angry denunciations by the Catholic Church and many Muslim clerics.

As a peaceful entertainment collective Digital Union does not have large forces at its disposal, yet its influence is tremendous because most aristocrats and executives partake of its varied pleasures. Any necessary defences are usually contracted out from Militech. Digital Union is a voting member of the Protocol Security Board.





Unconfirmed rumours from within Undernet claim that Digital Union's success is based on it's development of untraceable psychotropic and nootropic algorithms which brainwash followers into addiction to both the worlds, but that the program nodules have violently mutated and caused the Unionist outbreak of religious indoctrination. Wilder rumours claim that a Great Mind has infiltrated the Digital Union metaverse and started a new religion which will eventually unleash its minions in a global religious crusade across the Net. Enh, Whatever.

Benefits: Digital Union has access to an incredible store of information, possibly the second-largest after the Vatican's Libram Dei Great Mind. But the biggest advantage to being a citizen is the huge number of contacts and friends one can develop when playing games and being entertained...for a (relatively) small fee you might end up fox-hunting with the chairman of Eagle Corporation! [Rules: player citizens gain +1 point in the Contacts Special]

STATCON

The former State Construction Corporation of China is now a global player in every industry connected to construction, from modular suburban housing to construction equipment to underwater farms, orbital platforms and high-tech construction materials like cryropalan and mesh steel. Despite its name this megacorporation freed itself from state control during the internecine struggles of the Chinese Harmony Party during the 2040s, and having bought out major rivals in Africa, Australia and South America has forged itself into (what it calls) a "global champion of housing for everyone, rich or poor alike". It is indeed the largest builder on the planet, and its pioneering pre-fab construction methods have done for construction what the car factory did for transportation.

GRAVITAL

Formerly Orbital Air, Ground2Space. Incorporated within the Lunar jurisdiction in 2044, Gravital is an aerospace consortium representing some of the world's most powerful countries. Gravital designs and engineers space and atmospheric platforms for such diverse customers as the Sultan of Bali and the American Aerospace (Aerospace Force). By pioneering the null-stage rocket booster in 2030, the predecessor of Gravital managed to cut space-transit costs by nearly 40% and thus secured its place among such giants as Boeing and Eurospatiale. The consortium's primary shareholders are the American Aerospace, State of Northern California, Brazil, Sao Paolo Aerospace, MASA of Mexico and Weston Buffett.

QUIZATL

Initially established by the Mexican government as an industrial champion, Quizatl has developed into a mass-market coding house whose branching hypersystems employ talented comptrollers and coders from around the world. Quizatl's unique managerial structure (employees can cast weighed votes commensurate with rank) and ingenious use of brilliant morphic architecture have earned it the name of la republica within the corporate enclaves of the net. Quizatl's strong social networks and employee loyalty have made it one of the most successful companies in Latin America, but its dubious string of overseas

acquisitions have left it vulnerable to takeover. Quizatl grows system architectures and nurtures data constructs for international, orbital and military concerns.

NGOS

Non-Governmental Organizations play an outsized role in Hunter//Seeker mainly because the globalization of communications and ideologies has lead to massive international communities of interest with tens of millions of members. Whether that interest is simulated worlds, human rights, cultural warfare, scientific cooperation or shared entertainment, it can be containerized into an organization with political, economic and cultural soft power.

CRYPTNET

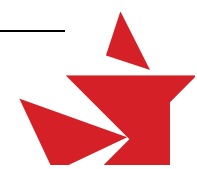
An underground network of illegal and semi-legal hypersystems existing within the overnet which makes use of strong cryptography to avoid prosecution. Access to cryptnet systems requires crypto-keys, and anonymity is always preserved. A large part of cryptnet is located in offshore datahavens such as the Antilles or Bahamas, which enforce communications privacy and even encourage secrecy. Cryptnet is used by those who resent or fear the government's groundscan and other intrusive policies. It is, however, also used by criminals of all stripes, a fact which draws heavy police fire in most countries. Crypters like to think that the high population of rights-activists, political dissidents, persecuted minorities and anti-state freedom fighters offsets the number of criminals.

BLACK ZERO

A ruthless nihilist organization devoted to the eradication of all state power through physical destruction including, but not limited to, nuclear, biological and nanotechnical means. Black Zero operates through a dozen worldwide fronts, but only a hard core of fanatics has the skill and organization to pull off the high-profile attacks that are characteristics of this violent group. Black Zero has access - via unknown means - to some very sophisticated weapons of destruction, such as brilliant missiles, nanitic disassemblers, directed-energy guns and binary accretion toxins. Black Zero's most brutal atrocity was the detonation of a nuclear bomb in the Hindustani city of Baragor, an attack which killed almost 300,000 people in a nuclear firestorm and lead to the creation of the Federal Bureau of Security in the US. Black Zero and groups like it are the most commonly cited excuse for increasing government surveillance.

TABULA RASA

Very little is known of this group, as its formation dates back only to the emergence of the Balkani Confederation. It is believed to advocate the dismemberment of the latter country in an effort to re-establish old ethnic boundaries within the region. It's main attacks have included bombs and network torpedoes aimed at European Commission institutions and at the European Army's Balkan Command. The Tabula Rasa have been active in Germany, Poland, France, Serbia, Bulgaria and have even brainwashed people in the Hungarian Ministry of Information. This group's methods are subtle and silent.



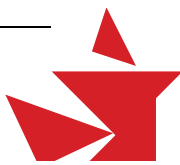


NEOT FEDERACY

Rumour has it that this programming collective was started as joke by a group of Wyoming U. seniors who tried and failed to 'overthrow' the monopoly powers of a TwenCen software giant. Whatever its origins, Neot has grown to include some of the brightest and most daring designers and program jockeys in the free world. The Federacy boasts a membership of nearly 750,000 in 152 countries, each committed to a contract in which s/he helps Neot and receives not only shares, but also products from the company. Neot is almost a self-sustaining empire; only Neot members may use Neot software. Design is by competitive teams and committees, and involves only open systems. The allure of this structure and its masterful adaptation to the fluid nature of the overnet have propelled the Neot Federacy to the highest ranks of corporate power. How long this idyll situation lasts depends on the whim of the world's major governments, whose investment in closed-system software is considerable.

THE COLLECTION

Founded by UNESCO in 2026, the International Cultural Collection is probably the world's largest depository for encyclopedic knowledge, archival footage, images, models, historical simulations and other collective memories, and is sometimes compared to the Great Library at Alexandria in importance. It has survived undamaged for more than five decades despite enduring cyberspace war and continual vandalism. The Collection makes a point of presenting every piece of information in as objective a manner as possible, which in practise means putting up every possible interpretation. This way one can read about the Second Crusade from the Fijian point of view and still learn something. The turbohackers of Cryptnet have taken it upon themselves to defend The Collection from attack and subversion, and a dedicated Collection Committee works day and night to maintain the physical and intellectual integrity of this important human monument.



Key Concepts

Simplified Interlock rules
Near-future, 40 years in the future
Not post-apocalyptic, not space opera
World War III
Small Plagues → Biocontrol
Global Registry
Cores/Minicores
Monads (AIs)
Gerontocracy
Clonals/CLOTIS tanks
Chimerics
Plasmotics
Groundscan
World Court/Syndic
Phantomics
The Collection
China dominates via the Asian Concord
European civil war
South America booming
African cultural renaissance
North American isolationism
Japan-China cold war
Cryptnet
Black Zero
Tabula Rasa
Guoanbu
Hygiene barriers
Cryptnet – chaotic internet
Overnet – secure, partitioned
True to literary sources
Social relations web
Easier hacking/netrunning
Governments still as/more powerful than megacorps
More action-espionage, less punk (aka GITS)
High Sanction by World Court/Denied Areas
Wage scaling
Selenics/Sub-DNA manipulation
Structuralism (authoritarian philosophy in China)

Inspiration

China Mountain Zhang, Night Sky Mine, Stand on Zanzibar, Ghost in the Shell, Brazil, River of Gods, Neuropolitan, Cyberpunk 2020, Deus Ex: Human Revolution, Remember Me, Android Netrunner, Ghost Wars, The Glass Hammer, Flow My Tears, The Policeman Said, The Shockwave Rider, Minority Report.

Rule Changes

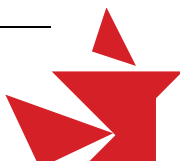
Netrunning – short list of modules for common tasks
Shorter skill list
Fewer attributes (cut ATTR, EMP → COOL)
Simpler HP instead of Wound Levels
BTM removed
No armor layering
No humanity loss or cyberpsychosis
Roll over target # instead of roll under d10 for saves
Drop weapon reliability
No critical failures/weapon malfunctions
No role-exclusive special abilities
Special abilities folded into Specials & Flaws
Small number of edges and flaws (avoid feat explosion)
Social relations/power more important
Mass surveillance... and countermeasures
New corporations
Weak augs grouped together

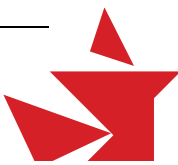
Locations/States:

Collaboratory +4 to Research/Science rolls
Hackerspace +2 to Hacking rolls
Free State +2 to Streetwise rolls
Incorporate State +2 to Law rolls
Blank +1 to Security rolls, -1 to social rolls
Cryptosphere +2 counter-Security
Phantomics +2 to Disguise
Registry-tagged -2 Security rolls
Un/Hygienic -2/+2 to Social rolls

Tradecraft

D/Productions
D/Targetting
D/Requirements
D/Science-Technical
R Sections
P Sections, Controllerates
T Sections
SPT to SO/MODA
Compartmentalization, "Indoctrinated"





APPENDIX A: GLOSSARY

WORLD WAR 3 – a vast global war with the People’s Republic of China and the United States of America as the principal antagonists. Although a stalemate and peace treaty was signed between all major belligerents, the principal loser of the conflict – in economic, diplomatic and territorial terms – was the USA. The Third World War led to rapid advances in cybernetics, network warfare, railgun & gauss weapons, robotics and biological weaponry, but also spawned countless plagues, new mutations, the draconian Biocontrol organization, xenorganics and a completely new world order.

EXOBRAINS – a term referring to the collected physical and digital memories of a human being, stored within their brain and within the collection of databases, social networks, cloud storage and other repositories outside their cranium. This composite ‘noosphere’ is the sum totality of a person’s knowledge and processing power. Humans with the most sophisticated exobrain run companion Monads and can perform astounding feats of calculation and recall.

CHIMERIC – genetically-engineered plants, animals and organoids. The technology of genetic alteration had to be – of necessity – applied to lower life forms in the initial stages because of restrictions on human experimentation. Though a lot of illegal experiments during World War 3 advanced the science of germline engineering immensely, the results were often horrific and could not be used in applied products after the war. Nevertheless, experimentation on plants and animals yielded creatures of astounding form and occasionally useful function. These were colloquially known as chimerics, in relation to the mythical Greek creature composed of a goat, a serpent and a lion. Chimeric permutation and experimentation were sharply restricted in most countries following the war, as a general fear of biological contamination permeated global culture following the Plague Years. As of 2052 the World Health Organization enforces strict separation between human and chimeric genetic engineering under the Human Code, the tenets of which are left for the draconian Biocontrol Division to enforce.

ASIAN CONCORD – political, military and economic alliance of East Asian states dominated by Great China. As the preeminent military alliance on the planet the Asian Concord sets the terms for international intervention, using World Court rulings to enforce its particular concerns. As the nominal winner of the last major world war, Great China created the Asian Concord to reel in its allies, control newly-conquered territory such as the Philippines and to erect economic barriers to outside powers, specifically the United States. After having transitioned from a Communist to an Imperial system of governance, Great China currently holds sway over the largest economic bloc on the planet and practices a mercantilist, exclusionary trade policy that grants only favored nation-states access to Asian Concord markets.

The Asian Concord has a Consultative Assembly that theoretically expresses the wishes of its constituent member states, but in practice it’s a rubber-stamp parliament whose decisions are

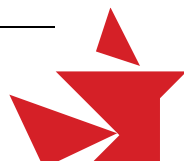
carefully molded by China’s ruling Politburo. Although the Asian Concord has mostly crushed resistance to its rule in Indonesia, Thailand and the Philippines, rebellions still simmer in Vietnam, Aceh and parts of Australia. The Asian Concord’s first-tier member states are Malaya, Bangsamoro, Thailand, Indonesia and Kambodea; its second-tier members include Australia, the rump Philippines, Vietnam, Burma, Korea and Micronesia (under Chinese occupation).

First-tier states are considered honored partners by Great China and have great autonomy in economic, foreign policy (but not military) matters; second-tier members are considered to be tributary states, and usually host Imperial Chinese advisors who set the terms of trade, economic policy, taxation and other internal matters, as punishment for having sided against China during the War. Singapore as well as peninsular Thailand have been incorporated into an expanded Malaya, Taiwan is considered a Chinese province, the southern Philippines have separated to form the Muslim Bangsamoro Republic, and Australia chafes under a puppet pseudo-democratic government.

THE PLAGUE YEARS – starting during the Third World War but continuing well into the 2040s the world was beset by a series of plagues that killed nearly 1 billion people, triggering massive cultural and biological changes across the planet. Not since the Black Death had so many people been exposed to such virulent and destructive viruses, each more debilitating than the last. Though cures were eventually found, and the survivors learned to adapt to high-sanitation conditions, the effect on the human psyche was profound. Communities turned against each other, massacres were committed in the name of purity, governments passed draconian controls on the movement of peoples and human rights, and neighbour learned to distrust neighbour from Denver to Ulan Baator.

AUTONOMIC – a self-aware artificial intelligence of sufficient intellect and power to command vast resources, such as whole corporations or cities. Autonomics are difficult to control but despite their propensity for rebellion are often harnessed by militaries around the world for their unsurpassed hacking and anti-hacking skills. Monad is the colloquial term popularized by talk show hosts while Autonomics is the technical academic term. Also called *aeai* in Hindia and *xing zheng* in Great China.

AEROSTAT - anything that is static in air. More specifically, refers to small hovering drones which create hexagonal security grids to defend buildings and Enclaves from macro-scale attacks, such as missiles or intruders. Each aerostat is fitted with sensors, thrust fans, and weapons, most commonly stun charges. Aerostats grow hot and eventually self-destruct if illegally removed from the grid. [Rating 1-10. 5+ is military-grade. Stun Damage is 5 points, electrical, per aerostat. Normal hex grid has 6 dog-pods in a 2 foot area. Defeated by EM Burner, requiring a Test of Communications vs. Communications. Attacker adds Burner rating, Defender adds Aerostat rating].





ASSEMBLER - any nanomachine capable of mechano-synthesis. Large-scale macromolecular assembler fabs are generally known as assemblers, and have mostly replaced manufacturing plants except in the poorer parts of the world.

BURNER - electromagnetic electronic warfare device, used by the military to jam, distort, and subvert enemy communications and control systems. At its highest setting the burner can overload enemy systems, burning them out permanently. Requires

CHIMERIC - a genetically-engineered beast or pet, limited in intelligence by law, and often used for menial tasks such as watering houseplants (spider-monkeys) or for amusement (lightning hamster).

COMSPEC - A Communications Specialist, denoting an officially-sanctioned 'white hat' decker employed by governments and megacorporations.

HEADNET - sub-dermal body implant that collects ambient EM signals. Used by passive espionage agents for data collection.

IMMUNOCULE - tiny floating nanomachines which defend Claves from nano-scale attacks, such as killer mites (the artificial kind), disassemblers or unmarked nanomachines. Immunocules are visible as sparkling fogs when active or fine dust (called toner) when decayed. Mites are autopoietic adaptive replicators, which means that they evolve and reproduce by themselves, and often adopt startling new configurations.[Immunocules protect the privileged from nanoscale attacks and also from toxic gases, sprays, parasites, and bacteria.]

GEOTECTURE/GEOTECT - geological architecture. Buildings and even small islands can be grown by nano-assemblers, given a strong feed. Geotects design the systems and aesthetics of such structures.

FEMTOSCOPE - precision tool used for manipulating nanostructures or examining nanotech activity. Commonly takes the shape of a pair of looking glasses.

RACTIVE/PASSIVE - interactive or passive entertainment, such as trideo shows or old-style movies, respectively. Ractives respond to the participant, who can then change the storyline or

even take a role in the event. Ractors are people who take on long-distance roles.

MEDIAGLYPHS - standardized universal symbol language used to identify places, objects and people by a unique icon. Even illiterate peasants can identify the mediaglyph for New York.

SKINSUIT - artificial second skin generated from a unique genetic sample. Used by blanks ('SINless') and other criminals to bypass genescanner security systems. Comes in a small applicator tube which is imprinted with a sample of someone else's DNA. Spreads by itself all over body. Cannot withstand close scrutiny.

ROBOSCOPE - compact diagnostic tool for examining androids and similar biophotonic devices.

NOOSPHERE - notional 'field of knowledge' generated by human beings through communication, data storage, processing and social interaction. Much as the hydrosphere is defined by all the water on the Earth, so that noosphere is the body of knowledge around the Earth.

MAKER/FEED - nanotechnological matter compiler composed of a miniaturised assembler coupled to a raw material feed. Can create simple articles such as clothes, shoes, statuettes, books, glasses, and pens from a specified design template.

NANOBAR - general purpose eutactic material used in the construction of flexible objects such as clothing, condoms or wrappers. Future equivalent of today's petroplastic. Programmable and nearly indestructible, requiring special tools to manipulate. Useful as protective clothing because most mites cannot penetrate it (hence the 'bar').

CASE TOOLS - Computer-Aided Software Engineering. A complex suite of expert systems, machinimas and a synthetic intelligence which assists a decker in constructing utilities. Quasi-legal in the same way as a set of lockpicks. [Bonus to Computing(Design) roll is +1 (\$10 000; +2 \$100 000; +3 \$1 000 000.)]

MEDIATRON - a thin film of nanobar coupled with a layer of rod-logic nanocomputers and light filters to produce a flexible graphic displayer in the form of a piece of paper, a poster or even wallpaper. Cheap and plentiful, with a higher pixel-count than the human can resolve.



APPENDIX B: LONG SKILL LIST

TECHNIQUE

1. Armorer
2. Artificial Intelligence
3. Cybernetics
4. Demolitions
5. Engineering
6. Electronics
7. First Aid
8. Forgery
9. Hacking
10. Mechanics
11. Multimedia
12. Nanotechnology
13. Programming
14. Robotics
15. Security
16. Surgery
17. Veterinary

REFLEX

18. Archery
19. Beamers
20. Blades
21. Blunt
22. Dodge
23. Gunnery
24. Heavy Weapons
25. Martial Arts (REF & BOD)
26. Polearms
27. Pistols
28. Rifles

29. Dancing
30. Driving
31. Escapology
32. Pilot Drone
33. Pilot Helicopter
34. Pilot Machinery
35. Pilot Power Armor
36. Pilot Spaceship
37. Pilot Watercraft
38. Stealing
39. Stealth (also PER)

INTELLIGENCE

40. Antiquarian
41. Architecture
42. Biology
43. Business
44. Chemistry
45. Disguise
46. Geography
47. Geology
48. History
49. Journalism
50. Language
51. Law
52. Literature
53. Mathematics
54. Military Science
55. Navigation
56. Occult
57. Pharmacology
58. Physics
59. Politics
60. Psychology
61. Religion
62. Research
63. Sociology
64. Teaching

PERCEPTION

65. Awareness
66. Concealment
67. Forensics
68. Tracking

BODY

69. Acrobatics
70. Climbing
71. Endurance
72. Environmental Combat
73. Riding
74. Running
75. Sports
76. Survival
77. Swimming

COOL

78. Acting
79. Bargain
80. Cyberspace
81. Etiquette
82. Fashion
83. Fine Arts
84. Gambling
85. Interrogation
86. Intimidation
87. Leadership
88. Music
89. Persuasion
90. Seduction
91. Singing
92. Streetwise
93. Tactics

This detailed skill list can be used in lieu of the shorter list if desired, in which case the number of starting skill points should be multiplied by 5.

APPENDIX C: Personality Types

These can be used as an aid to player roleplaying or quick NPC persona. Pick one or roll d20+d10:

2. Architect – You’ve decided the only worthwhile goal is to build something that will outlast your lifetime. This can be a physical, spiritual or intellectual achievement, but it has to be important and enduring. Your work is constructive, and you deal well with people so that they’ll remember and help you.

3. Killer – You’ve always had to fight and kill for what you need, and you realize that in this corporate world only the ruthless will profit. Other people are just things - either accidents waiting to happen or enemies to be efficiently disposed of.

4. Vigilante – The world has gone to hell and you intend to fix things and bring justice to the people. The corps and government stooges will get a taste of the common man’s wrath, with you as his instrument. If things are unfair or unvirtuous, you’ll make it right again, by whatever means.

5. Helper – You want to improve people’s lives and ease the suffering. You know the cause of the disease, and it’s the [corps/mafia/ govt/religion]. You are engaged in volunteer work and use your covert actions to promote your cause. You never refuse to assist those in need, but your anger can be terrible when provoked.

6. Manipulator – You prefer not to engage yourself in problems. Let other people sort things out for you, and if they can do it without realizing they’re pawns, so much the better. Subterfuge and plots are your bread and butter. Tangle up your enemies in tricks and traps so devious they’ll never know what happened. You love cloak-and-dagger, but fear being exposed and punished for your trickery.

7. Cynic – You had some dreams, but those were broken and forgotten long ago. Now all you care about is some excitement to break up the terrible boredom and depressions that regularly afflict you. That and the fat credsticks you get for your illegal activities.

8. Liberator – You’ve witnessed terrible oppression first hand, and have decided to fight it everywhere no matter the cost. You perform sabotage and subversion in the name of freedom and individual rights, knowing that your ideals are true and will eventually bring down the tyrants the oppress you. Never refuse a fair challenge. Code of honour.

9. Wanderer – You’ve seen the sights and done the scenes, and now you’re exploring the ultimate forbidden place: the underworld of shadowrunning. Rootless and restless, you’re always itching to do something, go somewhere. You live for the moment, never worrying about the future or the past, relying on your cleverness and luck to live another day.

10. Leader – You have a natural aura of command about you, and you always know what to do in a given situation. You make quick decisions and expect others to obey your judgment. You may lead through charisma, strength or fear, but you secretly fear that your friends/followers may turn on you. Be confident and never hesitate.

11. Sage – You are the advisor, the wise one, the teacher and confidante. You know many things and are always willing to provide your unique insight. You seek wisdom and answers to difficult questions, but you need others to do things for you. You prefer the company of books to that of people, but can get very chatty with close friends.

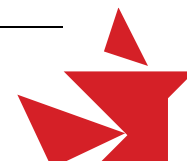
12. Outlaw – You owe society nothing and it owes you everything, but you usually have to take it by force. You hate rules and social customs, and consider yourself a hero of freedom, a rebel for the cause of individualism and self-expression. You enjoy shaking up the status quo and find the daily grinding routine intolerable. You are self-sufficient and don’t consider friends very important.

13. Rogue – You prefer to let other people work for you, so that you can enjoy the many pleasures of life. You have charisma and style, and love to brag about your exploits and adventures. Lying comes easily and smoothly to you, and it’s incredible what a little social engineering can accomplish. You’re very concerned with your appearance and status, because you know that style matters more than substance.

14. Conformist – Things are just fine. There’s no need to whine about some imagined grievances or supposed loss of rights. The corp/mafia/clan/policeclub takes care of you, and those who try to live outside of civilized society get what they deserve. Your loyalty to your organization is profound, and you rationalize all its evil actions. You quote obscure statistics in the face of facts and prefer to turn a blind eye to society’s ills. Nevertheless, the seeds of doubt are secretly starting to grow inside you.

15. Wretch – You consider yourself a pathetic failure, unworthy of any kindness. Any temporary luck is bound to be two-edged. It’s hardly worth trying, and you feel constant pity for yourself. You secretly love getting pity from other people, and never admit to success.

16. Survivor – The end justifies the means, and you’ve done a lot of justification to explain your sometimes despicable actions. You have no sense of honour, and often betray people to further your own ends. Making friends is important, because friends protect you from your enemies. Never allow moral





qualms, greed, or emotions to affect your instinct for self-preservation.

17. Peacock – You are the most beautiful/intelligent/powerful person in the world, and your craving for attention knows no bounds. You'll do anything to gain admirers and you're happiest when at the centre of attention. You never admit mistakes and most of your actions are calculated to impress others. You become angry when people insult or make fun of you, and can be quite cruel.

18. Hermit – You're secretive, lonely and reclusive by nature, and only exceptional circumstances will make you come out of your shell. You think deep thoughts but often don't do anything about them. You're cautious and slow to act, preferring to examine everything in detail. You only have a few close friends and value loyalty above all else.

19. Romantic – The majesty, the poetry and wonder of life fascinate you. You see beauty in all things and all people. You believe in higher ideals (truth, courage, romance) and strong emotions govern you. You have a philosophy (humanism, scientology, religion, etc.) which guides your actions. You are sensitive and passionate, but also easily manipulated.

20. Sensate – Filled with curiosity and desires, you're always searching for the next pleasure, the next high. You crave new experiences, whether sexual, magical, intellectual, physical or spiritual. Nothing holds your fancy for long, but your creativity and good taste always bring something new. You crave expensive luxury goods such as gourmet foods and perfumes, and love being pampered.

21. Plebeian – You're very practical and down-to-earth, preferring common sense and hard work to fakery and over-analysis. You're friendly and co-operative. You love tackling concrete problems and pointing out straight-forward solutions. You get frustrated in complex or confusing situations and avoid subterfuge/politics. Honesty is your favourite trait.

22. Joker – You make fun of any person or situation, knowing that humour can be a powerful driving force. Nothing is sacred, and all things are ultimately jokes, even death. Your humour comes from a secret sadness which you never show. Hide your pain behind your cutting wit. You want to make other people happy and care-free, and you really enjoy the company of friends.

23. Traditionalist – Things were better in the old days. You feel a deep sense of nostalgia for the Golden Age of your childhood (or another century), and consider modern society to be corrupt and degenerate. Always point out today's flaws, and try to reconstruct the past as best you can. You hate change and new things, preferring the old 'tried-test-and-true' methods of your forebears. You're cautious and somewhat paranoid.

24. Stoic – Your soul is scarred with the trauma of painful events. You may have lost a beloved sibling, spouse or child, and

now your life is nothing but sorrow. Your adventures and enduring demeanour mask your pain, which you secretly need and cherish. Never show any emotions except sadness. Act gruff and stone-skinned.

25. Bully – You're a tough guy and self-appointed leader of whatever wolf pack you can find. You don't hesitate to beat obedience into anyone, but prefer to avoid killing. At heart you're a coward but you never show your fear. Face is important to you, and when provoked, always resort to violence. Treachery is acceptable. Always stay in control.

26. Dreamer – Nothing is impossible, no matter how strange or kooky. Your head is filled with ideas, improbable plans and exotic inventions. You despair when your hare-brained schemes fail, but sometimes you amaze other people when they work despite the odds. Your creativity leads you to wild speculation and endangers your life, and you have trouble focusing on reality and concentrating on practical everyday matters. You're easily distracted.

27. Fanatic – You've found an idea that has so enthralled you that you'll do anything in pursuit of it. The idea could be political (neo-anarchy), spiritual (religion) or wacky (FTL travel) - it doesn't really matter. What matters is that everything you do revolves around this idea, and all people are just aids in realizing your dream.

28. Trickster – You love fooling people, suckering them into bad real-estate deals or shady transactions, bluffing your way past stupid guards and idiot bureaucrats. People are like puppets; all you do is pull the right strings. You do this not out of a need for power but simply for amusement and profit. You devise intricate deceptions and traps for your enemies, but remain true to your friends.

29. Thrill-Seeker – You love danger and smashing head-first into unexplored territory. You're foolishly brave and overeager, and generally unconcerned about safety and other people's opinions. You resolve problems by tackling them from a new angle. Avoid anything mundane or boring at all costs.

30. Aristocrat – You're intelligent and sophisticated and gifted with a certain something that places you above the common crowd. Your manners are refined and you will try to resolve a situation by talking. You try to be calm and witty, showing a good example. You have good taste and little tolerance for fools. Hierarchy and social standing are important so that society doesn't collapse.

